

A Gritty Fantasy Adventure for Levels 5-10

The DEMON PLAGUE



THE WINTER DRUIDS' LEGACY



James Introcaso & Johnn Four



THE DEMONPLAGUE PART II: THE WINTER DRUIDS' LEGACY

by James Introcaso & John Four

Cover Illustration: Joe Calkins, Cerberus Art
<http://www.cerberusart.com/>

Internal Illustrations: Randy M.
<http://thebayofspirits.ca/>

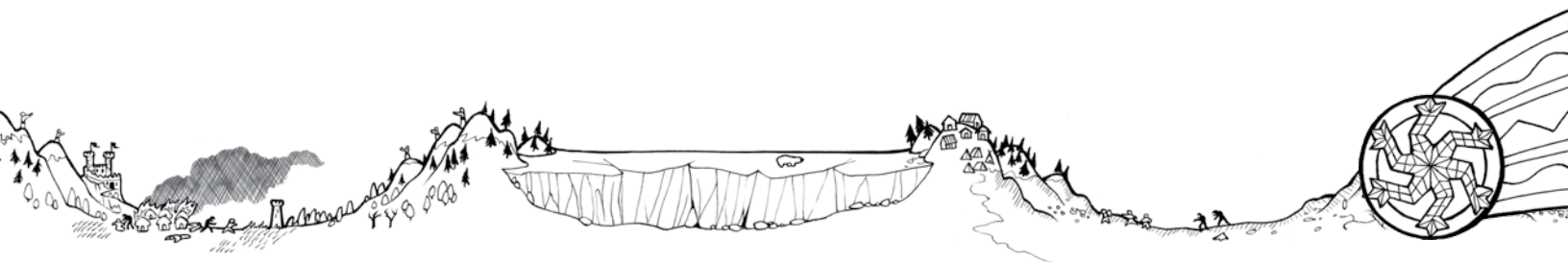
Editing, Layout, and Cartography: Craig Judd
<https://powerframe-rpg.weebly.com/freelancing/>

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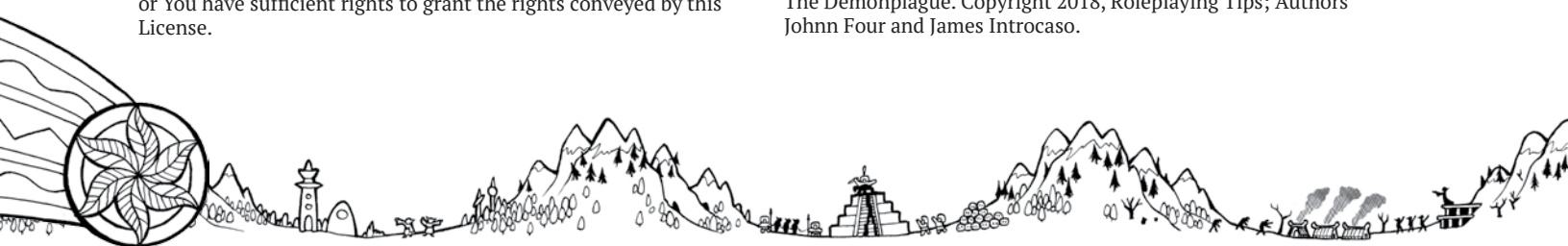
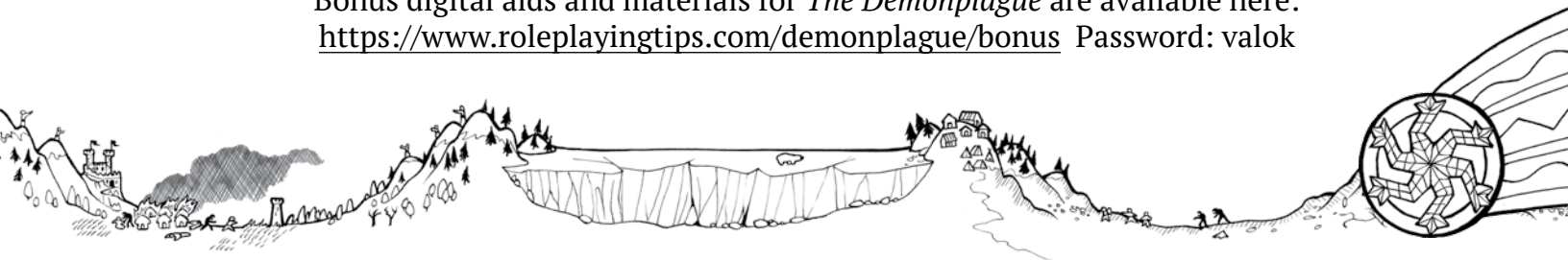


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Bonus digital aids and materials for *The Demonplague* are available here:
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CHAPTER 1: INTRODUCTION

The Winter Druids' Legacy is a sandbox adventure that takes player characters from level 5 to 10. This adventure is the second in a storyline of four modules called *The Demonplague*. The series can serve as an entire campaign, taking characters from level 1 to 20. The entire adventure (or just pieces, characters, encounters, or dungeons from the *The Winter Druids' Legacy*) can be dropped into any fantasy setting with minimal changes.

THE WORLD OF THE DEMONPLAGUE DUNGEON

The adventure's world has some details that are intentionally vague because *The Winter Druids' Legacy* is meant to be dropped into your favorite setting. The world outside the valley, religions, and other aspects have details filled in only where necessary so you can easily change them to fit in any world.

Background

The background information for *The Winter Druids' Legacy* can be found in *The Demonplague's* first adventure, *The Frozen Necromancer*. You can also find information in that adventure about the village of Tomar's Crossing and happenings that could occur in the village during the adventure.

The Winter Druids' Legacy picks up where *The Frozen Necromancer* left off. After defeating or negotiating a deal with Ralekai Gravemore, the characters are approached by the ghost of Feriae the Wise, a druid of Minas Herion. She informs the characters of the Luna Valley's history with Xancrown, a mighty plague demon locked away beneath the vale. A comet recently struck the valley and melted the Ice Tongue Glacier that covered the area.

For one thousand years Feriae studied an ancient ritual first used by the Duladarin star elves to lock Xancrown in the Demonplague Dungeon, and then by the Minas Herion druids to bring the Ice



Tongue Glacier into the valley. She has discovered the ritual can kill Xancrown outright, but Feriae needs the help of the characters.

Unbeknownst to the characters and Feriae, demonic forces arrived on the comet. These fiends, led by the comet demon Fel'dryzonna, search for a way to free Xancrown and unleash the demonplague in full force upon the land.

Adventure Synopsis

What follows is a likely synopsis of how your group may play *The Winter's Druid's Legacy*. Your group may approach the adventure differently than what's outlined here. That's fine. Let the players take their characters wherever they'd like to go in the valley.

The characters speak with Feriae, who tells them about the ritual and where to find its various components. From there they must delve into various dangerous locations around the transforming Luna Valley to find what they need to enact the ritual.

Meanwhile, in Tomar's Crossing, which is Luna Valley's only remaining settlement, the characters feel the effects of the village council's election and continue to deal with issues raised in *The Frozen Necromancer*.

Once the characters find all the ritual components, they are attacked by a band of demons loyal to Fel'dryzonna. This final encounter serves as the adventure's finale and should alert the characters that they are opposed by demons that wish to free Xancrown.

WHAT IF THE CHARACTERS KILLED FERIAE IN THE FROZEN NECROMANCER?

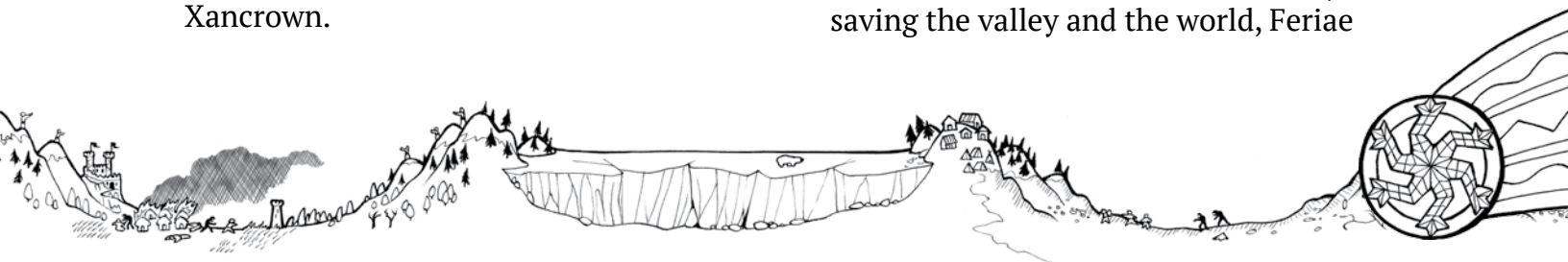
If the characters killed Feriae in *The Frozen Necromancer*, you can create another ghost druid and have them fill the story function of Feriae. You may also choose to have Jelinghi the Wise know this information through communing with various spirits of the Luna Valley and pass it to the PCs.

Story Hook

At the end of *The Frozen Necromancer*, the characters are approached by Feriae the Wise, a **ghost** (SRD pg. 313). *The Winter Druids' Legacy* picks up during this conversation. Read or paraphrase the following text when the adventure begins:

The ghostly druid before you stares long and hard into each of your eyes. She is deadly serious. "I have studied the ritual used to create Xancrown's dungeon and the Ice Tongue Glacier for a thousand years. It can be altered to kill the demon. I've known this for a long time, but with the beast trapped under the ice, getting close enough to kill him seemed impossible and irrelevant. Since the comet struck, the plague demon has been stirring... and now we can get close enough to him to use the ritual. He must be put down before he can unleash his plague on the Luna Valley and then spread it beyond. In my spectral form I don't stand a chance of succeeding alone. Are you with me?"

If the characters need motivation beyond saving the valley and the world, Feriae



tells them about treasures long-forgotten now unearthed by the melt. Ancient magic weapons, armor, clothing, jewelry, potions, scrolls and more were left behind when the demonplague killed off the Duladarin, Al Nasar, Yugtug, and Raceon civilizations. Not to mention the piles of glittering gold left behind. She promises the adventure will fill their pockets with untold treasures.

If the Village Council of Tomar's Crossing is informed about the ritual by the characters, the councilmembers can be convinced of its dire importance with a DC 15 Charisma (Persuasion) check or scared into believing it is necessary with a DC 15 Charisma (Intimidation) check. If the council believes it is important, they open their coffers and offer the characters 5,000 gp to find all the components, and pay half the reward upfront.

Once the characters agree to take on the task, Feraie lays out the plan for them. The ritual has eight parts, each related to one of the schools of magic. **Each part of the ritual has a material component and a word of power that goes along with it.**

While Feraie knows how to modify the ritual to kill Xancrown and can explain to the characters how it works, the rest of the information is spread amongst four other Minas Herion ghosts in the Luna Valley (the druids wanted to keep the information they learned compartmentalized so it would be more difficult to uncover by potential evil forces). Feraie knows how to lead the ritual, but she doesn't know the specific components. The characters must seek out these other ghosts to discover the material and verbal components required to complete the ritual. Feraie can sense their locations in the Luna Valley:

- * **Targonoth the Brave.** This master shapeshifter spends most of her time in a ghostly bear form in the halls of Il'Shara's Retreat (see Chapter 3, page 26). She knows the components for the enchantment and transmutation parts of the ritual.
- * **Melgar the Quick.** This master of melee combat is trapped by the Cult of Chaos in The House of Chaos (see Chapter 4, page 34). He knows the components for the abjuration and evocation parts of the ritual.
- * **Elial the Learned.** This scholar wanders the forgotten library of the Emperor's Tower (see Chapter 5, page 41). He knows the components for the divination and necromancy parts of the ritual.
- * **Nalla the Gifted.** This genius artist wallows in self-pity in Gal'Nara's Tomb (see Chapter 6, page 47). She knows the components for the conjuration and illusion parts of the ritual.

Minas Herion's Ritual

Feraie the Wise can teach the characters to use the ritual to:

- * Create a new dungeon similar to the Demonplague Dungeon that holds Xancrown to trap another demon like Fel'dryzonna. Casting the ritual in this way requires the casters participating in the ritual to succeed on a DC 15 Wisdom saving throw after the ritual is complete or die immediately. A creature who dies in this way returns to life as a **ghost** (SRD pg. 313).



- ✦ Bring another glacier into the valley – while this would seal Xancrown back in the dungeon, another comet demon could come and melt the land again. Using the ritual in this way could be the casters as it did the Minas Herion druids. Casting the ritual in this way requires the casters participating in the ritual to succeed on a DC 15 Wisdom saving throw after the ritual is complete or die immediately. A creature who dies in this way returns to life as a **ghost** (SRD pg. 313).
- ✦ Create a cure for the plague.
- ✦ Destroy Xancrown, once he has been bested in combat.

The ritual consists of eight pieces. Each has a corresponding school of magic, material component, and word of power. The material components are arranged around a creature or location. A spell of any level from the proper school of magic must be cast on the component. Then the caster utters the word of power. The material components are consumed in the casting.

The ritual components were determined by the original human druids of the Raceon empire who created the spell. Each picked

a trophy or object that was important to him or her and then chose a word of power related to the school of magic. The ritual was constructed in this way so that it wasn't easy to duplicate.

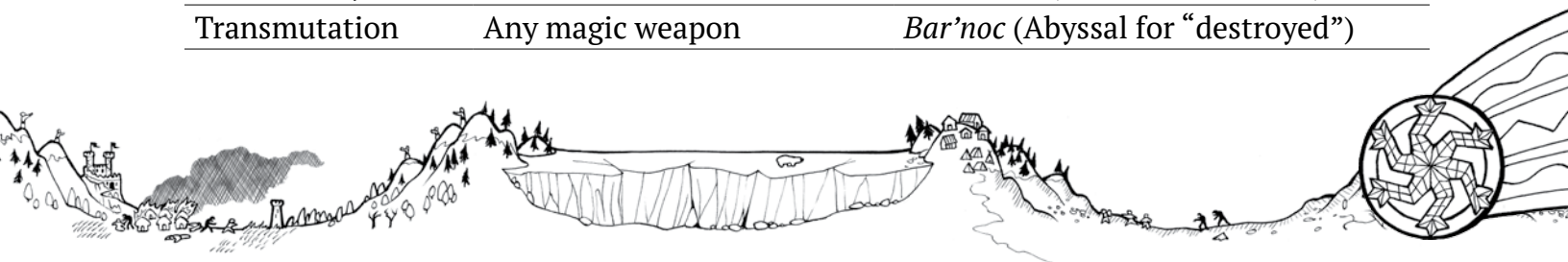
The Demonplague

Mighty plague demons, like Xancrown, can create a heinous disease that ravages humanoid and turns them into undead demonic creations called valok that desire only to kill and consume others, including other valok. The valok can spread this dread demonplague disease just by looking at another humanoid. For more information on the valok, see the stat block in Appendix B (page 62).

Within 1d4 hours of contracting the disease an infected humanoid grows physically stronger, but begins to lose its mind. The humanoid's Strength score is raised to 19 unless it already has a higher score. The humanoid's Intelligence score drops 1d6 points.

At the end of each long rest, an infected humanoid must make a DC 16 Constitution

School of magic	Component	Word of Power
Abjuration	A jade gauntlet sized to fit a human	<i>Far'ghul</i> (Draconic for "protection")
Conjuration	5 lbs. of purple farangi mushrooms	<i>Alguhg</i> (Giant for "friend")
Divination	<i>A potion of mind reading</i>	<i>Merowin</i> (Celestial for "future")
Enchantment	A pseudodragon	<i>Nalinay</i> (Elvish for "charm")
Evocation	The claw of a white dragon	<i>Grac'smug</i> (Dwarvish for "explosion")
Illusion	The pincer of a glabrezu	<i>Warbble'fete</i> (Deep Speech for "lies")
Necromancy	The skin of a valok	<i>Azeel'rash</i> (Infernal for "alive")
Transmutation	Any magic weapon	<i>Bar'noc</i> (Abyssal for "destroyed")



saving throw. On a failed save, the humanoid's Intelligence score loses 1d6 points. If the humanoid's Intelligence score falls to 0, it dies and returns to life as a valok 3d10 minutes after death. If the humanoid is a PC, the GM takes control of the character. On a successful save, the humanoid regains 1 point of Intelligence. If the humanoid's Intelligence score returns to normal, the disease is cured. The disease cannot be cured by any magical means, other than using the ritual outlined earlier in this chapter.

Refilling Dungeons

As the characters gather components of the Minas Herion ritual, they might find it necessary to return to places they've already cleared out. "Oh we need a jade glove? I saw one in Il'Shara's Retreat. Let's head back there."

However, these locations don't remain empty for long. 1d10 days after the characters clear out a dungeon, new inhabitants move in. You can divide these inhabitants up in the dungeon however you choose. To get new inhabitants, choose or roll on the New Dungeon Occupants table below.

New Dungeon Occupants

d100	Monsters	Page
1-15	8d6 winter goblins	64
16-30	6d6 orcs	SRD 342
31-45	6d6 winter hobgoblins	65
46-60	2 bandit captains and 8d6 bandits	SRD 392 SRD 391
61-75	10d6 kobolds	SRD 326
76-80	8d6 refugee commoners	SRD 393
81-85	2d6 ogres	SRD 339
86-90	4d6 giant spiders	SRD 374
91-95	1d10 frost giants	SRD 315
96-100	1 young white dragon and 6d6 kobolds	SRD 293 SRD 326

XP and Advancement

You can award experience points as normal for this adventure, or you can have the characters advance one level after completing the dungeons in Chapters 3, 4, 5, and 6 and the encounter in Chapter 7. This advancement is a bit faster than average if you were to only use experience points for monsters defeated.

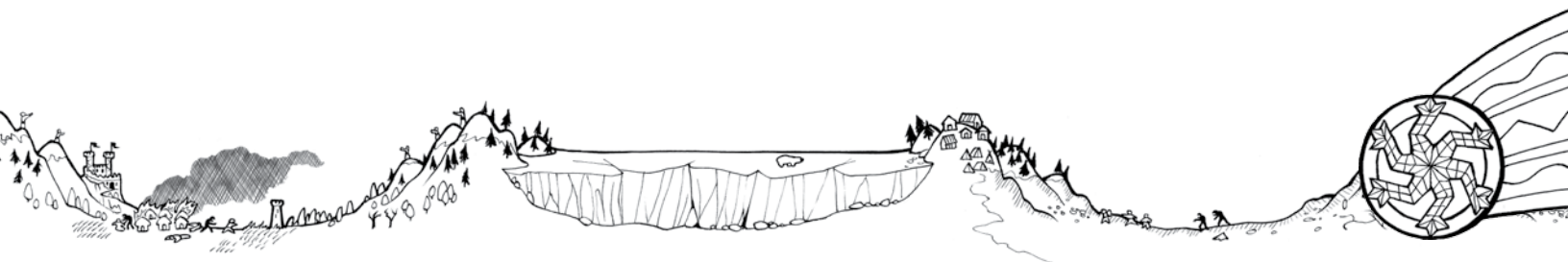


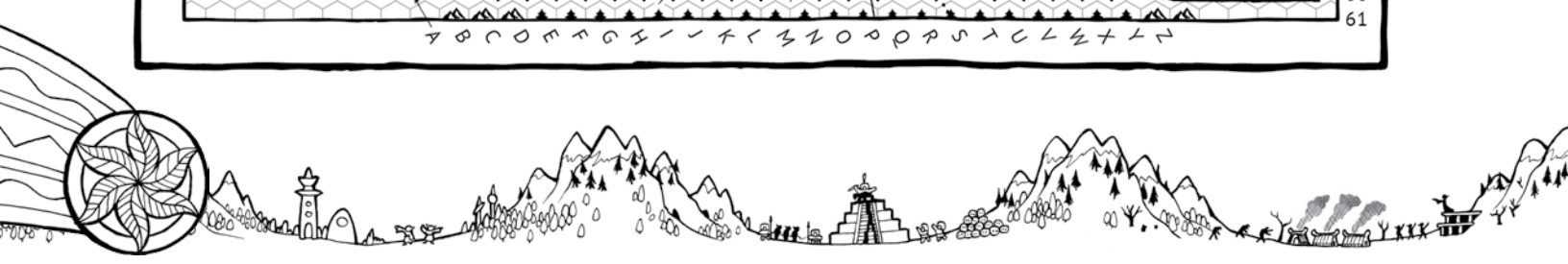
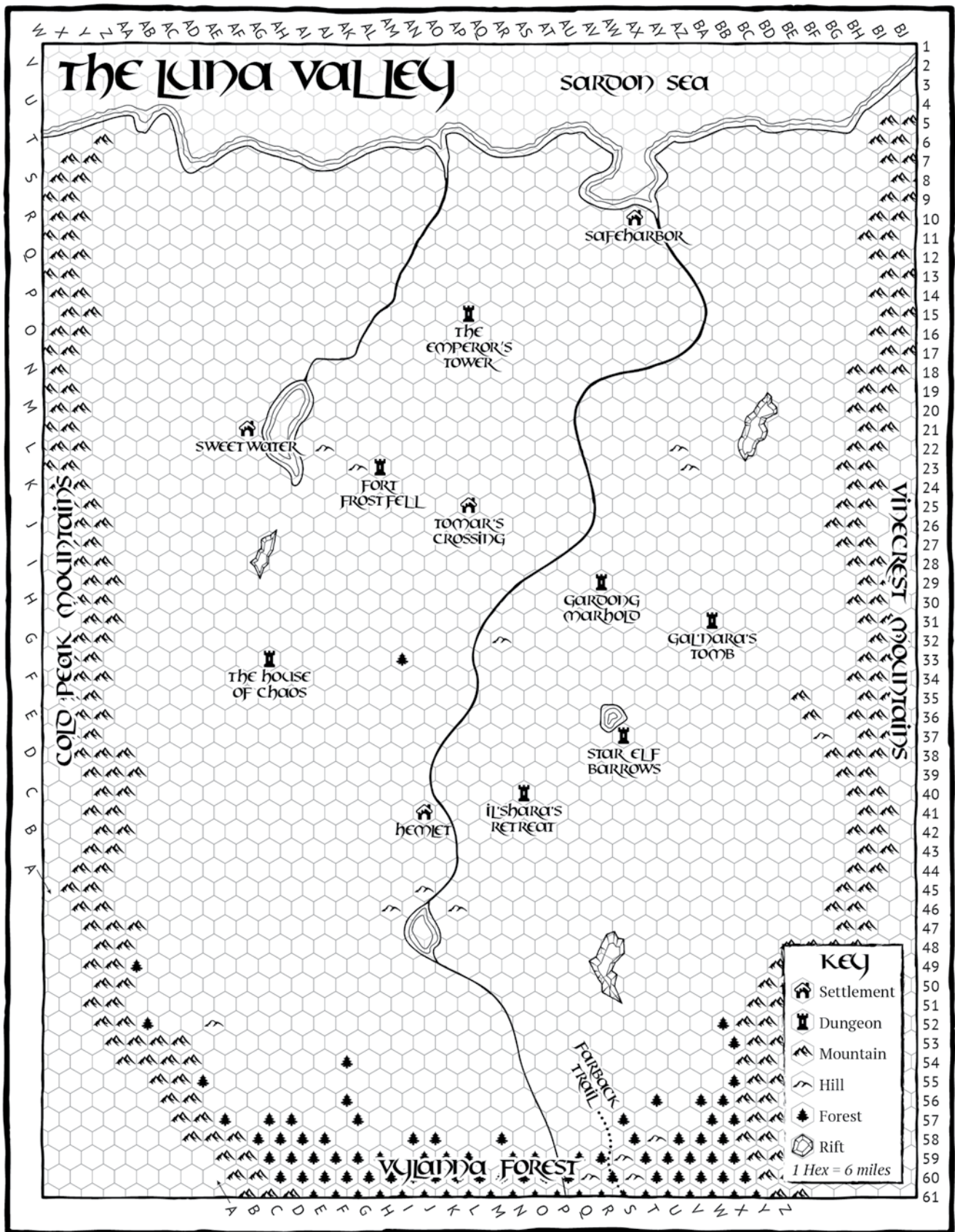
CHAPTER 2: CHANGING LUNA VALLEY

Recent events in the Luna Valley have caused it to change since *The Frozen Necromancer*. The glacier has continued to melt, uncovering ancient temples and undead monsters long forgotten. Only the strongest bandits and beasts survived the first months of the melt, and with dwindling resources in the valley they have grown bolder in their desperate raids on travelers. And a recent election has changed the way things are run in the vale's only settlement, Tomar's Crossing.

TRAVEL IN THE LUNA VALLEY

The Luna Valley map is broken up into 6-mile hexes. Refer to the Movement section on page 84 of the SRD in order to calculate the party's travel pace.





Random Encounters

When the characters travel from one place to the next in the Luna Valley, check for a random encounter **once during the day** while they are moving and **once at night** while they are camped. You can also check for a random encounter when the party makes considerable noise or

does something else to attract attention in the valley, such as setting fire to a ruin. If you think the characters need an extra challenge, forgo rolling a check and simply have an encounter happen the next time they venture into the wilds of the Luna Valley.

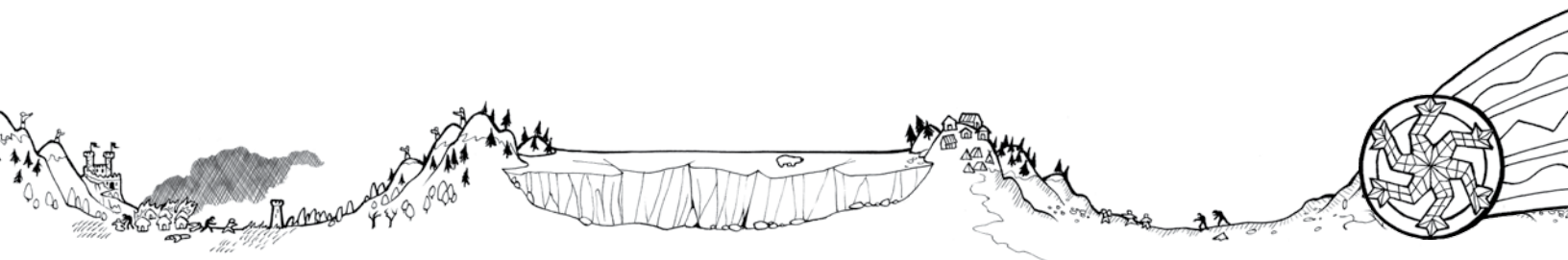
To check for a random encounter roll a d20. On a result of 17 or higher, a random encounter occurs. To determine the encounter, either choose or roll on the appropriate random encounter table.

Luna Valley Daytime Encounters

d12 + d8	Encounter	Page
2	Bandit stash	12
3	Mud pit	17
4	Mudslide	17
5	1d4 refugee commoners	18
6	Heat Wave	17
7	Ruin of old	18
8	1 mammoth	17
9	1d6+5 winter hobgoblins	20
10	1d4+4 giant eagles	16
11	1 bandit captain and 1d4+4 thugs	12
12	1 valok	20
13	1d4+4 dire wolves	13
14	Disease	14
15	Severe Weather	19
16	1d10+10 plague zombies	18
17	Artifact of old	12
18	1 frost giant	15
19	1 vrock and 1d4 dretches	20
20	1 glabrezu	16

Luna Valley Nighttime Encounters

d12 + d8	Encounter	Page
2	Treasure Map	19
3	Ghost Charm	15
4	Xancrown Dreams	20
5	Heat Wave	17
6	1 frost giant	15
7	1d2+2 ogres	18
8	1d10+10 plague zombies	18
9	1d6+5 winter hobgoblins	20
10	1d4+4 dire wolves	13
11	1d4+4 giant spiders	16
12	1 valok	20
13	2 cult fanatics and 1d6+4 cultists	13
14	Disease	14
15	Severe Weather	19
16	1d2+2 giant constrictor snakes	16
17	Necrotic vines	17
18	Cult Tablet	13
19	1 vrock and 1d4 dretches	20
20	1 glabrezu	16



Artifact of Old

The comet's destruction uncovered many valuable objects left by the civilizations that once called the Luna Valley home. As the characters travel through the valley, one such artifact is hidden in the mud near their path. A DC 14 Wisdom (Perception) check notices the item. Roll on the tables to determine which civilization left the item behind and what the item is.

d4	Civilization	
1	Duladarin (star elf)	
2	Al Nasar (gold dwarf)	
3	Yugtug (greenskin)	
4	Raceon (human)	

d10	Value	Object
1-3	25 gp	Signet ring, belt buckle, brooch
4-5	50 gp	Elaborate hand mirror, ceremonial steel sword, silver bracelet
6-7	100 gp	Gold ring set with obsidians, two small jasper earrings, gilded dagger
8-9	250 gp	Ivory statuette, gold bracelet, bronze crown
10	N/A	3d6 pieces of +1 ammunition (arrows, bolts, or bullets)

Bandit Captain and Thugs

The **bandit captain** (SRD pg. 392) and **thugs** (SRD pg. 397) set up an ambush for the characters as they travel the valley. The ruffians hide behind rocks and cover their bodies in mud to avoid being seen. Roll a

Dexterity (Stealth) check with advantage for the brigands (they have a +0 modifier to this check) against the characters' passive Perception scores to see if the bandits gain surprise.

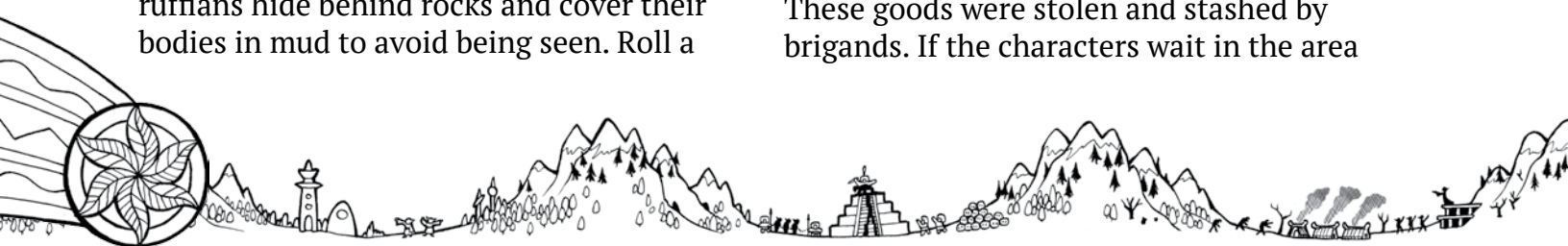
If the bandit captain or half of the thug force falls, the rest make a hasty retreat and might even offer the characters some of their ill-gotten gains in exchange for their lives (use the Bandit Stash table later in this chapter). The bandits will also allow the characters to pass unmolested if they are given at least 50 gp worth of coins, art objects, gems, trade goods, weapons, armor, or rations.

Bandit Stash

The adventurers pass a hidden stash of bandit goods as they travel across the valley. This stash could be hidden among some shrubby plant growth, among some rocks, in a sealed bag tied to a rope thrown into a mud pit or stream, or buried under a mound of caked mud. The stash is noticed with a DC 14 Wisdom (Perception) check. The goods stolen can be selected from or rolled on the table.

d6	Goods
1	6d6 gp, 8d6 ep, 10d8 sp, 12d10 cp
2	4d6 daggers (20% chance 1 is silver), 10d10 crossbow bolts
3	5d6 gp worth of flour, salt, or wheat
4	6d10 days of rations
5	1d4 gems or pieces of jewelry worth 25 gp each
6	1 <i>potion of greater healing</i> or 1 <i>potion of poison</i>

These goods were stolen and stashed by brigands. If the characters wait in the area



until nightfall, 2d6 **thugs** (SRD pg. 397) appear to check on the goods.

Cult Fanatics and Cultists

The **cult fanatics** (SRD pg. 393) and **cultists** (SRD pg. 393) surround the characters' camp the next time they stop to rest. A DC 14 Wisdom (Perception) check notices the cultists before they charge. Failure on this check means the cultists gain surprise. As they attack they whisper blessings to Gar'tulrak, some dark long-forgotten god. The fanatics cast spells from afar, while the cultists move in for melee. The cultists fight until death. If any character swears fealty to Gar'tulrak, the cultists fall for the ruse on a successful DC 15 Charisma (Deception) check.

If the characters capture a cultist, a successful DC 15 Charisma (Intimidation) or (Persuasion) check convinces the captive to reveal that Gar'tulrak is a god who sent the comet to the Luna Valley to wipe out those who forgot his name. If the valley does not worship him with humanoid sacrifices, the deity will send a plague to destroy what's left. The captive also tells the characters the cult operates out of the House of Chaos, provided the adventurers have not already cleared out that location.

If asked, any of the Minas Herion druids can tell the characters the truth about Gar'tulrak and the Cult of Chaos (see Chapter 4, page 34).

Cult Tablet

The comet's destruction uncovered tablets left by the greenskin Yugtug civilization that once called the Luna Valley home. These tablets contain demon-worshipping prayers from the Cult of Chaos that

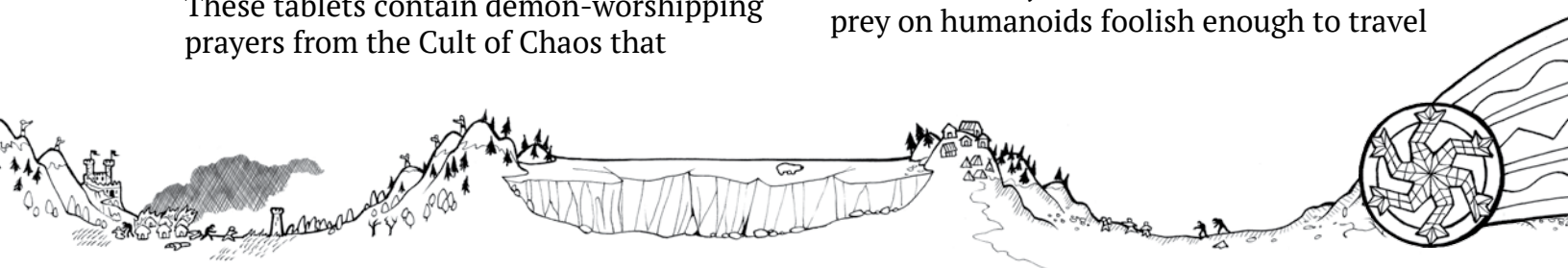
formed after the Yugtugs were struck by the demonplague. As the characters travel through the valley they find one such tablet hidden in the mud near their path. A DC 14 Wisdom (Perception) check notices the item.

The tablet functions as a *spell scroll*. When a creature who can use the tablet to cast a spell does so, it must succeed on a DC 15 Wisdom saving throw or gain a random form of short-term madness (SRD pg. 201) after the spell from the scroll is cast. When the characters find a tablet, choose or roll on the table below to determine what spell it holds.

d20	Spell
1-2	<i>burning hands</i>
3-4	<i>inflict wounds</i>
5-6	<i>ray of sickness</i>
7-8	<i>witch bolt</i>
9	<i>blindness/deafness</i>
10	<i>ray of enfeeblement</i>
11	<i>scorching ray</i>
12	<i>animate dead</i>
13	<i>bestow curse</i>
14	<i>fireball</i>
15	<i>speak with dead</i>
16	<i>vampiric touch</i>
17	<i>blight</i>
18	<i>wall of fire</i>
19	<i>contagion</i>
20	<i>hold monster</i>

Dire Wolves

The enormous **dire wolves** (SRD pg. 371) of the Luna Valley have never been afraid to prey on humanoids foolish enough to travel



the region alone. Now that food is scarce, they attack even groups of humanoids.

Dire wolves prefer to attack the characters from hiding to gain surprise, make a quick kill, and drag the body off to be eaten. A DC 14 Wisdom (Perception) check notices the wolves before they charge. Failure on this check means the wolves gain surprise. If a dire wolf's hit points are reduced to 12 or less, it flees.

Disease

As Xancrown begins to stir from his slumber, his waking sends illnesses out into the valley as a precursor to his demonplague. The next time the characters rest, choose or roll for a disease from the table below. Each character must succeed on the appropriate Constitution saving throw or become afflicted with the disease (as opposed to contracting it the normal way in the disease's description).

d6	Disease	Constitution Save DC
1	Itching insides (described below)	11
2	Sewer rot (SRD pg. 199)	11
3	Bottle fever (described below)	12
4	Cackle fever (SRD pg. 199)	13
5	Ooze decay (described below)	13
6	Sight rot (SRD pg. 199–200)	15

Bottle Fever. Drinking putrid ale, wine, or liquor can mean more than a hangover. Creatures who catch bottle fever feel drunk

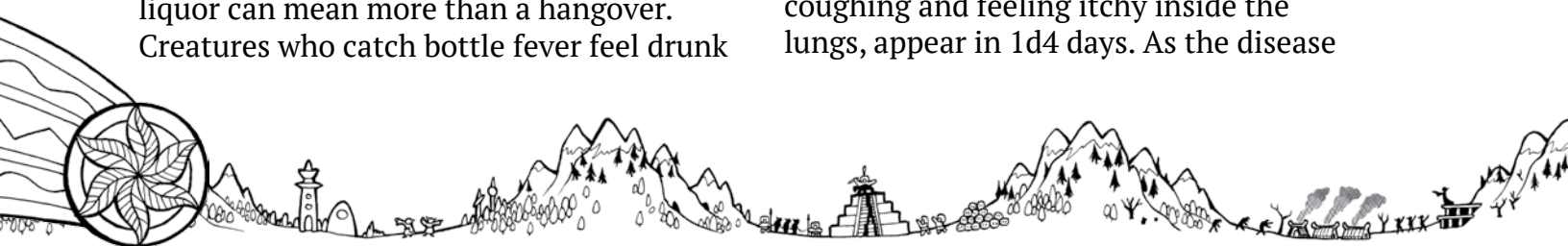
even when they haven't had any alcohol, because the yeast from a previous bad drink sticks to the walls of their stomachs and continues to ferment.

A creature who drinks rancid alcohol must succeed on a DC 12 Constitution saving throw or contract bottle fever. The first symptoms of bottle fever begin to show in 1d10 hours. An infected creature gives off a strong alcoholic odor. When the creature performs an act requiring physical exertion, like climbing a wall or fighting, it must succeed on a DC 10 Constitution saving throw or become poisoned for 1 hour. If the creature succeeds on the saving throw it does not need to make another saving throw for this effect for 1 hour.

At the end of each long rest, an infected creature must make a DC 12 Constitution saving throw. If the creature fails three of these saving throws, the yeast become embedded in its stomach and the disease can only be cured by drinking a *potion of supreme healing*. If the creature succeeds on three of these saving throws, the disease is cured.

Itching Insides. Itching insides is a respiratory disease surface-dwelling creatures can catch in damp underground areas or by coming into contact with another creature infected with the disease. Creatures who normally live underground, like drow and dwarves, are immune to itching insides.

A surface-dwelling creature who has spent a continuous week in a damp underground area or who has come within 10 feet of an infected creature must succeed on a DC 15 Constitution saving throw or contract itching insides. The first symptoms, coughing and feeling itchy inside the lungs, appear in 1d4 days. As the disease



progresses an infected creature begins to cough up a black mucus and the itching in its lungs turn to burning. The creature gains one level of exhaustion, and whenever it physically exerts itself, like casting a spell or running, it must succeed on a DC 11 Constitution saving throw or fall prone as it is overwhelmed by shooting pain in its lungs.

At the end of each long rest, an infected creature must make a DC 15 Constitution saving throw. On a failed save the creature gains one level of exhaustion and the DC to save against falling prone from pain during physical exertion increases by 1. On a successful save, the creature's exhaustion decreases by one level and the DC to save against falling prone from pain during physical exertion decreases by 1. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the disease is cured.

Ooze Decay. Humanoids and beasts contract ooze decay by drinking water an ochre jelly has touched within the past 24 hours. The disease slowly turns its victims more ooze-like until they make complete transformations into ochre jellies.

Any humanoid or beast who drinks tainted water must succeed on a DC 13 Constitution saving throw or contract ooze decay. In 1d4 days the first symptoms begin to appear. An infected creature feels lethargic and hungry. Its skin takes on a pale yellow hue that darkens as the disease progresses. The creature's base walking speed is reduced by 5 feet and it has disadvantage on all Dexterity checks and saving throws.

At the end of each long rest, an infected creature must make a DC 13 Constitution saving throw. On a failed save, the

creature's base walking speed is reduced by another 5 feet. When the creature's walking speed becomes 10 feet, it transforms into an **ochre jelly** (SRD pg. 341), and if the creature is a PC the GM takes control of the character. A transformed creature can only be returned to humanoid form by a *wish* spell. On a successful save, the creature regains 5 feet of its base walking speed. When the creature's base speed returns to normal, the disease is cured.

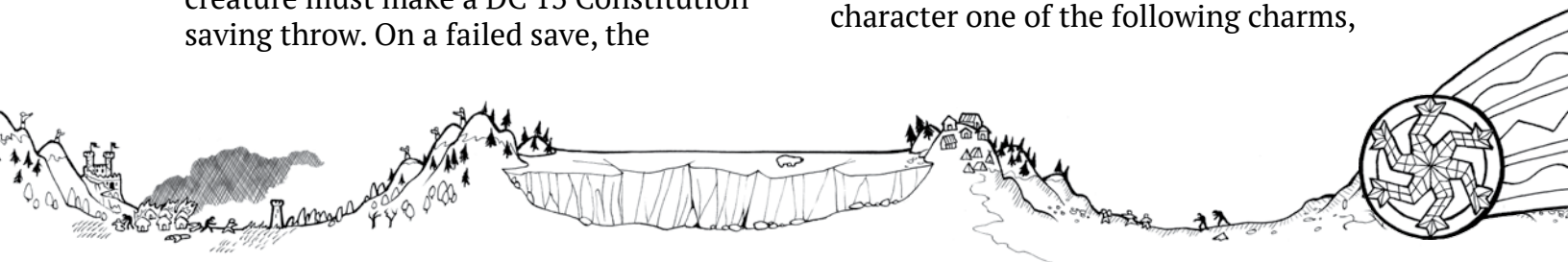
Frost Giant

This **frost giant** (SRD pg. 315) wanders the Luna Valley searching for food and shelter. The melt and subsequent heat killed off the cold-adapted giants in droves, leaving only a few starving stragglers that now wander the land. The giant demands food upon seeing the characters. If they are able to give the creature at least 10 days of food for an average human, the giant accepts the tribute and allows the characters to continue on their way. If the characters refuse or have nothing to offer, the giant makes a counter proposal: allow the huge being to eat one of the characters and the rest can go free.

If combat breaks out, the desperate giant fights until reduced to 30 hit points or fewer and then flees, vowing to return to eat the characters whole.

Ghost Charm

The next time the characters rest, they receive a vision of a Minas Herion ghost they have yet to meet. The ghost gives them words of encouragement, telling them they are on the right path and whispering a prayer in ancient Druidic that gives each character one of the following charms,



either selected from or rolled on the following table.

d6 Charm	
1	Charm of Animal Conjuring. As an action you can cast <i>conjure animals</i> . Once used 3 times, this charm disappears.
2	Charm of Death Speech. As an action you can cast <i>speak with dead</i> . Once used 3 times, this charm disappears.
3	Charm of Reincarnation. The next time you die this charm casts the <i>reincarnate</i> spell on you. Once used, this charm disappears.
4	Charm of Meld into Stone. As an action you cast <i>meld into stone</i> on yourself. When used 3 times, this charm disappears.
5	Charm of Evil Annihilation. When you deal damage to evil-aligned creatures they take an extra 1d6 radiant damage. This charm lasts for 3 days and then disappears.
6	Charm of Victorious Armor. As an action you gain 20 temporary hit points. When used 3 times, this charm disappears.

Giant Constrictor Snakes

The rapid increase of the Luna Valley's temperature has made it the perfect home for many out-of-place animals. When Safeharbor was destroyed, a wizard with a passion for studying **giant constrictor snakes** (SRD pg. 369) had his home destroyed in the melt. At first the reptiles didn't require any meals, so they settled down in the mud for a months-long nap. Now the snakes have awoken and are

hungry. They attack the characters at night, preferably while they sleep, trying to crush the life out of a PC and swallow them whole. A snake flees if reduced to 20 hit points or less.

Giant Eagles

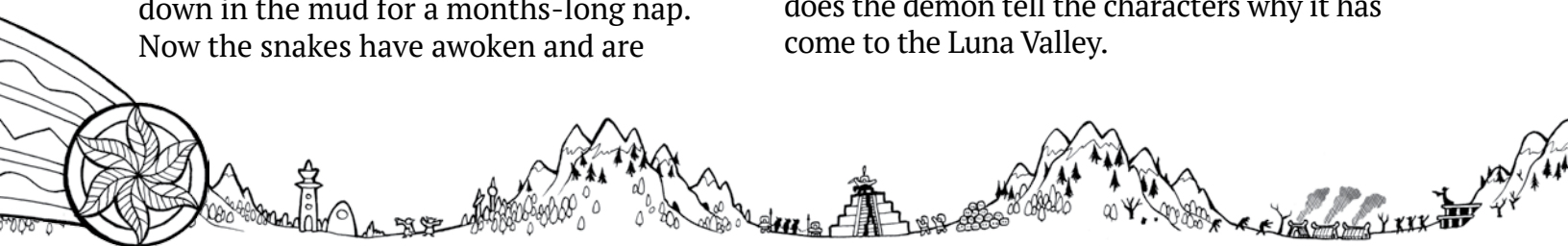
These **giant eagles** (SRD pg. 370) used flight to their advantage when the comet first struck. A high vantage point made it easy for them to spy their normal prey in the chaos below. Now that much of their prey has vanished from the valley, they have turned to hunting people for food. The eagles attack from on high, and each flees when reduced to 10 or fewer hit points.

Giant Spiders

The **giant spiders** (SRD pg. 374) live in the tunnels of the mountains that surround the Luna Valley. When the comet struck, the impact collapsed many of the tunnels that led deeper into the mountains. Now at night they come into the valley searching for prey. The spiders sneak up on the characters the next time they rest and attack. A DC 17 Wisdom (Perception) check notices the spiders before they pounce. Failure on this check means the spiders gain surprise. Each spider flees when reduced to 10 or fewer hit points.

Glabrezu

This **glabrezu** (SRD pg. 274) travels all over the Luna Valley, searching for the entrance to the Demonplague Dungeon. It arrived on the comet with Fel'dryzonna. It attacks when it sees the characters, relishing the battle and fighting until death. Under no circumstances does the demon tell the characters why it has come to the Luna Valley.



Heat Wave

The comet may have crashed weeks ago, and while the dust storms and earthquakes have subsided, the astral stone still occasionally pulses unbearable heat that lasts for 24 hours. Creatures who travel during one of these heat waves must succeed on a DC 15 Constitution saving throw at the end of the heat wave or suffer one level of exhaustion. Creatures who fail this save by 5 or more suffer two levels of exhaustion.

Mammoth

This hulking **mammoth** (SRD pg. 379) is starving and irritable. The animal fears for its life and if threatened will fight. If the characters ignore the creature it passes by without incident. If they feed the mammoth, the creature follows them around until they run out of food to feed it. After feeding the beast, a successful DC 15 Wisdom (Animal Handling) check made as an action can convince the beast to attack a target or move to a specific place.

Mud Pit

The muddy ground conceals the 10-foot-square opening of a 10-foot-deep pit in the path of the characters. A DC 14 Wisdom (Perception) check notices that the mud seems less stable.

When a creature steps into the pit, it must succeed on a DC 13 Dexterity saving throw or become restrained as it starts sinking into the pit. A restrained creature can end the condition and escape the pit by making a DC 13 Strength (Athletics) check as an action. An adjacent unrestrained creature can free a restrained one by succeeding on the same check, but if the unrestrained

creature fails, it falls into the mud and becomes restrained.

At the start of each of a restrained creature's turn, it sinks farther into the pit. It takes a Small creature two rounds after becoming restrained to be fully submerged, and it takes a Medium creature three rounds. A fully submerged creature is blinded, deafened, restrained, and cannot breathe. A fully submerged creature can escape the pit by succeeding on a DC 15 Strength (Athletics) check as an action.

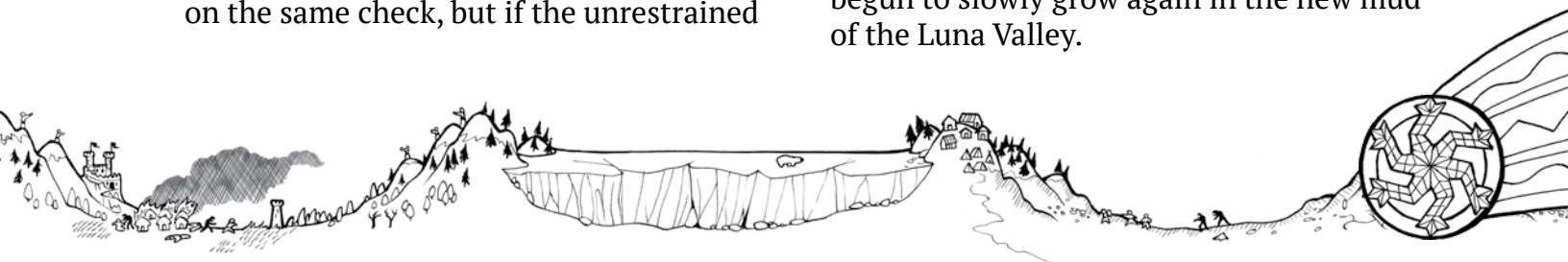
Mudslide

The characters walk by an unstable hill or cliff of mud. Their movement disturbs the area and it begins to collapse. The characters must make a DC 12 Dexterity saving throw. On a failure the character takes 5 (1d10) bludgeoning damage and is buried in mud. On a success the character takes half damage and is not buried.

A buried creature is blinded, deafened, restrained, and cannot breathe. As an action the buried character, or any non-buried character adjacent to them, can make a DC 15 Strength (Athletics) check to release the buried character from the mud.

Necrotic Vines

The next time the characters stop to take a long rest they wake in the morning to find thick, green thorny vines with black veins have grown over their bedrolls and bodies in the night. If the characters rest in a tent, the vines have burst through the tent floor. These necrotic vines are a result of certain plants being exposed to the demonplague. Their seeds froze in the ice, but they have begun to slowly grow again in the new mud of the Luna Valley.



The vines feed on the blood of the characters throughout the night. Each character must succeed on DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the rest. A character keeping watch notices the vines growing with a DC 11 Wisdom (Perception) check. That character can easily remove the vines (or wake the others and have them do so) to avoid the exhaustion effect.

Ogres

These **ogres** (SRD pg. 339) are from the Gruk'uk tribe in Il'Shara's Retreat (see Chapter 1). They demand "shinies and grub" from the characters. If the characters hand over 50 gp worth of goods and food to each ogre, the creatures take the offerings and leave the characters be. If the characters fight the ogres, the monsters flee when half their number falls.

Plague Zombies

Many valok were caught in the glacier that ended the Raceon Empire. A millennium in ice twisted and warped the form of many of these monsters into less powerful **plague zombies** (page 61). Now thawed, these undead roam the Luna Valley. Though their hatred of other creatures is no less than their half-demon former selves, their power has waned considerably and they somehow tolerate the presence of other plague zombies.

The characters come upon this horde of creatures as they roam the Luna Valley. The zombies are straightforward with their mindless tactics and keep attacking until death.

Refugee Commoners

These refugees are a collection of adult and children **commoners** (SRD pg. 393) lost in the valley trying to survive. Each adult is armed with a makeshift club or spear. If the characters approach the group, they are wary, but hopeful the adventurers can help them get to safety. If the characters point the way to Tomar's Crossing, the grateful refugees give them a reward from the table below. If the characters agree to escort them to Tomar's Crossing, the refugees give them three items from the table below when they reach the village.

d10	Reward
1	10d10 sp
2	4d10 ep
3	2d10 gp
4	Jewelry worth 15 gp
5	1 <i>spell scroll</i> of a random 2 nd level wizard spell
6	1d6 vials of holy water
7	5d6 pieces of silver cutlery worth 1 gp each
8	8d6 pieces of silver ammunition (arrows, bolts, or bullets)
9	1 gem worth 50 gp (bloodstone, jasper, moonstone)
10	1 <i>potion of greater healing</i>

Ruin of Old

The characters pass a barely standing ruin left behind by one of the old civilizations lost to the demonplague. Roll on the table below to determine the ruin's civilization, former purpose, and creatures and treasure contained within.



d4 Civilization		
1	Duladarin (star elf)	
2	Al Nasar (gold dwarf)	
3	Yugtug (greenskin)	
4	Raceon (human)	
d6 Purpose		
1	Houses	
2	Inn	
3	Temple or shrine	
4	Fort	
5	Shop	
6	Warehouse	
d10	Creatures within	Page
1-4	No creatures	—
5	1 frost giant	SRD 315
6	1d2+2 ogres	SRD 339
7	1d10+10 plague zombies	61
8	1d6+5 winter hobgoblins	65
9	1d4+4 dire wolves	SRD 371
10	1 valok	62
d10	Treasure	
1-5	No treasure	
6	8d6 gp worth of coins (a combination of cp, sp, ep, and gp)	
7	A journal, newspaper, or other document that provides some insight into the old civilization's history (roll on the Knowledge table in Appendix D, page 71)	
8	1 gem worth 50 gp (carnelian, star rose quartz, zircon)	
9	2d6 pieces of +1 <i>ammunition</i> (arrows, bolts, or bullets)	
10	1 <i>spell scroll</i> of a random 2 nd level cleric spell	

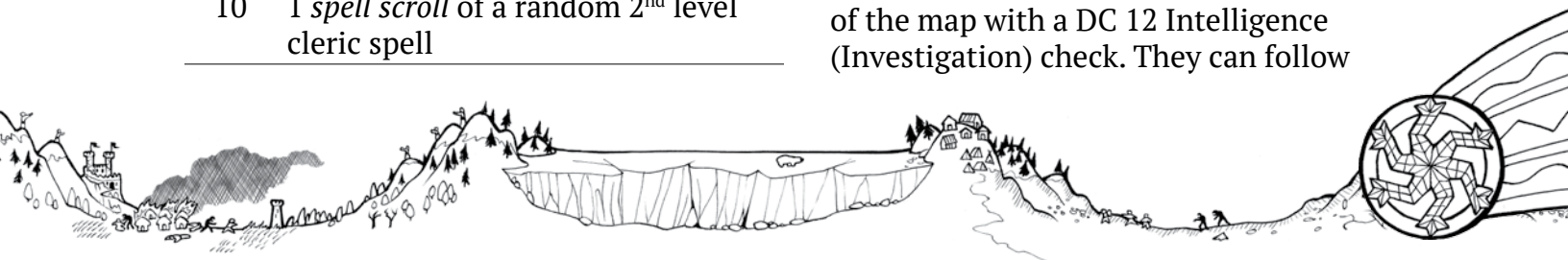
Severe Weather

The comet's impact has created a strange climate, which triggers random severe weather events. These events last 1d6 hours. Roll or choose a weather event on the table below. Any creature not indoors at the time of the event must succeed on the appropriate saving throw or suffer the consequences.

d4	Weather	Effect
1	Downpour	Succeed on a DC 13 Constitution saving throw or suffer one level of exhaustion.
2	Hail	Succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion and take 11 (2d10) bludgeoning damage.
3	Lightning storm	Succeed on a DC 12 Dexterity saving throw or take 22 (4d10) lightning damage.
4	Tornado	Succeed on a DC 15 Dexterity saving throw or take 11 (2d10) bludgeoning damage and 11 (2d10) piercing damage

Treasure Map

The characters come upon an ancient treasure map. It could have been stuffed into a scroll case that survived the melt, preserved in the diary of a now-unfrozen skeleton, or set into a stone tablet covered in mud. A character can make sense of the map with a DC 12 Intelligence (Investigation) check. They can follow



the map to a random ruin uncovered by the melt (see “Ruin of Old” earlier in this chapter). The ruin is in a random direction 10d10 miles from the character’s location when they find the map. Use the Ruin of Old description to figure out what the characters uncover, except the treasure found by the characters is chosen from the table below.

d10	Treasure
1	+1 <i>weapon</i>
2	+1 <i>shield</i>
3	+1 <i>wand of the war mage</i>
4	<i>ring of mind shielding</i>
5	<i>pipes of the sewers</i>
6	<i>helm of comprehending languages</i>
7	<i>hat of disguise</i>
8	<i>figurine of wondrous power</i> (silver raven)
9	<i>robe of useful items</i>
10	<i>shield of missile attraction</i>

Valok

The characters cross paths with a **valok** (page 62) who was locked away in an ancient ruin for hundreds or even thousands of years. The undead demon is hungry and enraged. It wants to kill and consume the characters, and fights them to the death.

Vrock and Dretches

This **vrock** (SRD pg. 276) leads a group of **dretches** (SRD pg. 273) all over the Luna Valley, searching for the entrance to the Demonplague Dungeon. They arrived on the comet with Fel’dryzonna. They attack when they see the characters, relishing the battle and fighting until death. Under

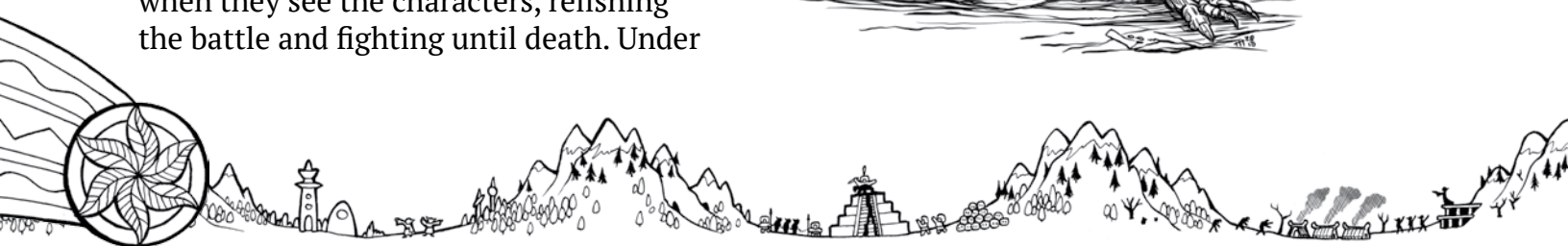
no circumstances do the demons tell the characters why they have come to the Luna Valley.

Winter Hobgoblins

These **winter hobgoblins** (page 65) revel in the new chaos of the valley by raiding. They are coordinated warriors who prey on any travelers by taking what they want through force. If they see the characters they demand all their gold, food, weapons, and armor. If the characters refuse, the hobgoblins attack, retreating if half their force falls.

Xancrown Dreams

As Xancrown begins to wake from his slumber, his cruel, sadistic dreams sometimes enter the minds of the people of the Luna Valley. The characters receive some of these odd dreams the next time they take a long rest. Each character must succeed on a DC 12 Wisdom saving throw or gain a random form of indefinite madness (SRD pg. 201).



Tomar's Crossing

The village of Tomar's Crossing (described in *The Frozen Necromancer*) has recently had an election. The village's leaders affect the way things play out for the small settlement as described below.

Bjalien Viadas

If Bjalien Viadas is re-elected to the Village Council, he works furiously to get information on his fellow councilmembers so he can blackmail them into voting for his interests. His number one priority is rebuilding the village. Bjalien offers any refugee or displaced person a home provided they aid in the laborious process of rebuilding the town. If Bjalien is on the council, he provides the following opportunities for the characters:

Blackmail Aid. If any of the councilmembers are newly elected and Bjalien believes he can trust the characters, he offers them 500 gp per new member for some sort of damning information on each. Once Bjalien receives information he can use to blackmail another councilmember, he pays up.

Building Supplies. Bjalien is looking for supplies to help rebuild Tomar's Crossing. He puts out a 1,000 gp reward for information about wood, stone, or other building materials found in the Luna Valley. If the characters tell the council about the supplies in the Emperor's Tower (see Chapter 5, page 46) or in Gal'Nara's Tomb (see Chapter 6, page 51), they are given the reward.

Colinus Birthwitch

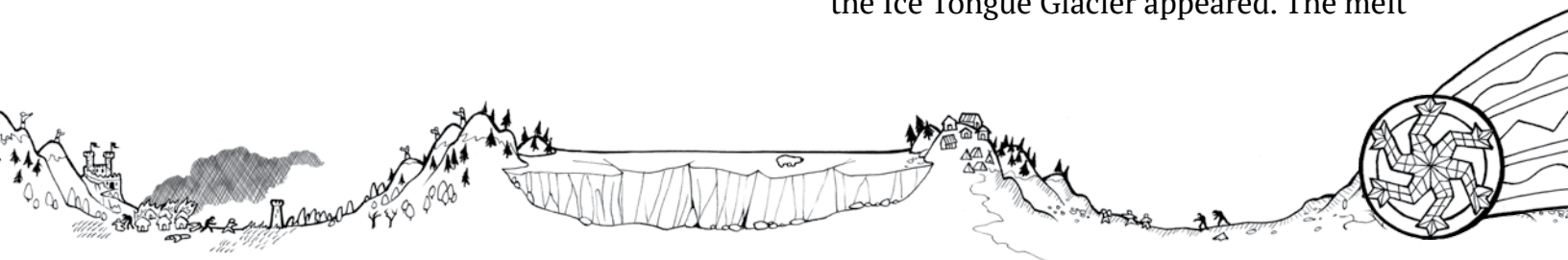
If Colinus Birthwitch is re-elected to the Village Council, his priority becomes law enforcement within Tomar's Crossing. He's worried the overcrowding of refugees in Tomar's Crossing combined with the stress of the recent disaster could push the village to its breaking point. If Colinus is on the council, he provides the following opportunity for the characters:

Recruit Law Enforcement. Colinus wants people who can keep the peace who will also listen to the Village Council to be a part of his law enforcement task force. The councilmember will pay 10 gp per able-bodied citizen brought onto the force. The characters can recruit people to be a part of the task force during their downtime. For each day of downtime a character spends going around town looking for able-bodied citizens and refugees of Tomar's Crossing to be a part of the task force, that character should make a DC 15 Charisma (Persuasion) check. If the character succeeds, 1d10 people are recruited to the law enforcement task force. Once 100 people have been recruited to the force, Colinus tells the characters he needs no new recruits, since that is as many as the village can afford to regularly employ.

Paumine Sandalwood

If Paumine Sandalwood is re-elected to the Village Council, her main concern is being able to grow food to sustain the population of Tomar's Crossing. If Paumine is on the council, she provides the following opportunity for the characters:

Ancient Farming Lore. Paumine wants to know what used to grow in the valley before the Ice Tongue Glacier appeared. The melt



has shown there were civilizations that lived in the valley long before the glacier showed up and they must have farmed to survive. She asks the characters to find this information, and offers to brew them 10 *potions of healing* in exchange for any specific names of plants. The characters can learn what used to grow in the valley from any of the Minas Herion druids and by examining the plant life in Il'Shara's Retreat (see Chapter 3, page 26).

Kadra Tourmaline

If Kadra Tourmaline is re-elected to the Village Council, her main concern is the dwindling food supply of Tomar's Crossing. If Kadra is on the council, she provides the following opportunity for the characters:

Find Food. Kadra offers the characters 1 gp for every pound of food they find that they can bring back to Tomar's Crossing. The Gruk'uk tribe in Il'Shara's Retreat (see Chapter 3, page 26) and the cultists in the House of Chaos (see Chapter 4, page 34) have been stockpiling food.

Malaga Taerwain

If Malaga Taerwain is elected to the Village Council, housing for the refugees is her top priority. If Malaga is on the council, she provides the following opportunity for the characters:

Building Supplies. Malaga provides the same job for the characters that Bjalien offers with this name. If Malaga and either Bjalien or Nibhin are on the council, the reward for each piece of information leading to building supplies rises to 1,500 gp. If Malaga, Bjalien, and Nibhin are all on the council, the reward rises to 2,000 gp.

Jorney Yovurn

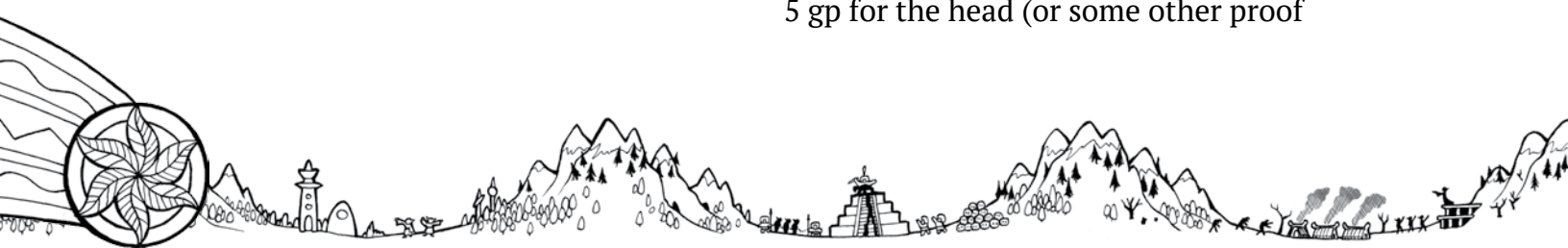
If Journey is elected to the Village Council, protection for Tomar's Crossing becomes his immediate priority. If Journey is on the council, he provides the following opportunity for the characters:

Build a Wall. Journey's grand plan is to build a wall around Tomar's Crossing to keep out any monsters or savage animals that wander by. To do that he needs manpower and supplies. He offers the characters 500 gp to bring back information on building supplies in the Luna Valley (which can be found in the Emperor's Tower in Chapter 5 on page 46, and Gal'Nara's Tomb in Chapter 6 on page 51). Once the supplies for the wall are found, Journey offers the characters 5 gp for every person they recruit to help build the wall. For each day of downtime a character spends going around town looking for able-bodied citizens of Tomar's Crossing to help build a wall, that character should make a DC 15 Charisma (Persuasion) check. If the character succeeds, 2d6 people are recruited to the wall-building task force. Once 200 people have been recruited to the force, Journey tells the characters he needs no more help building the wall.

Someth Skullcleaver

If Someth Skullcleaver is elected to the Village Council, his top priority becomes ridding the Luna Valley of any and all deadly monsters or murderous humanoids (such as bandits or cultists) who could threaten the village. If Someth is on the council, he provides the following opportunity for the characters:

Wanted Dead. Someth offers the characters 5 gp for the head (or some other proof



of death) of every monster or villainous humanoid they bring back to the council.

Nibhin Blondbeard

If Nibhin is elected to the Village Council, his number one priority is creating housing for the refugees of Tomar's Crossing. If Nibhin is on the council, he provides the following opportunity for the characters:

Building Supplies. Nibhin provides the same job for the characters that Bjalien offers with this name. If Nibhin and either Bjalien or Malaga are on the council, the reward for each piece of information leading to building supplies rises to 1,500 gp. If Nibhin, Bjalien, and Malaga are all on the council, the reward rises to 2,000 gp.

Jeanas Clocker

If Jeanas is elected to the Village Council, his main concern is keeping all of the factions of Tomar's Crossing on the same page. If Jeanas is on the council, he provides the following opportunity for the characters:

Concerned Citizens. Jeanas wants to understand the needs of each faction of Tomar's Crossing. To bring the factions together, he begs the characters, a hopefully famous, heroic, and neutral faction within Tomar's Crossing, to lead meetings of faction leaders where they can voice concerns. The heroes can report the most serious issues back to the Village Council. If the heroes agree to this they receive 100 gp for every meeting they hold, but they must hold at least two a month or the deal is off.

Huberg Greyborn

If Huberg Greyborn is elected to the Village Council, his top priority becomes ridding the Luna Valley of any and all deadly monsters or murderous humanoids (such as bandits or cultists) who could threaten the village. If Huberg is on the council, he provides the following opportunity for the characters:

Wanted Dead. Huberg offers the characters the same deal Someth does if he is on the council. If both Someth and Huberg are on the council, the reward for each monster or villainous humanoid slain rises to 8 gp.

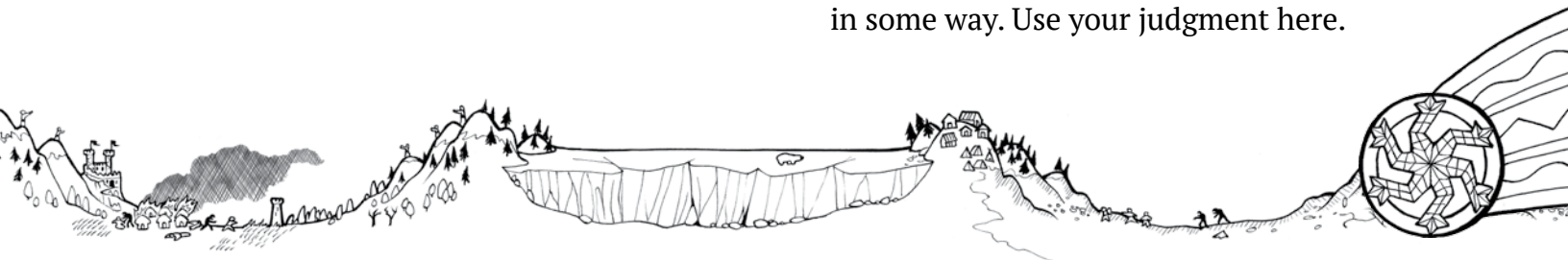
Cadicca LeBlorne

If Cadicca LeBlorne is elected to the Village Council, his main concern is restoring the nobles of Safeharbor to their former status. If Cadicca is on the council, he provides the following opportunity for the characters:

Swear Your Allegiance. Cadicca asks the characters, as well-known heroes in the village, to publicly swear an oath of allegiance to him and the other nobles of Safeharbor. He offers the characters a pair of *boots of springing and striding* he keeps hidden in his tent in exchange for this support. Once this oath is sworn, Cadicca declares himself Villagemaster (if he is not already) and then replaces everyone on the council with his fellow Safeharbor nobles.

Player Character

One or more of the characters might have been elected to the Village Council at the end of *The Frozen Necromancer*. If this is the case, the characters might be able to use the 10,000 gp in the Tomar's Crossing coffers to advance the cause of the village in some way. Use your judgment here.



Remember, there are no other settlements the village can trade with and the council votes on every decision made for the town as outlined in *The Frozen Necromancer*.

Hostile Takeover

In your game there may have been no election for the Village Council in Tomar's Crossing. Sir Brenarfom Steelcrest and the Knights of the Last Bastion might have imposed martial law in the village, or Cadicca LeBlorne might have gone ahead with his revolution if he couldn't get elected.

If the Knights of the Last Bastion Rule

Safety is the knights' number one priority. If the characters haven't already been recruited as members of the order, Brenarfom tries to recruit them as outlined in *The Frozen Necromancer*. Given their past deeds, he puts them on a special monster hunting duty and awards them 5 gp for every bandit, greenskin, or other monster they kill. He also asks the characters to round up anyone who speaks against the knights (which could include many of the people who were running for Village Council before martial law was enacted) and has them publicly executed.

If Cadicca and his Nobles Rule

Cadicca and his nobles bleed the lower class dry. They force anyone without noble blood to rebuild the town under horrible conditions. He has all members of the old Village Council publicly executed. Cadicca asks the characters to work with him, killing monsters and helping rebuild Tomar's Crossing. Should they agree, they get the quests *Swear Your Allegiance*, *Building Supplies*, and *Build a Wall* as outlined above.

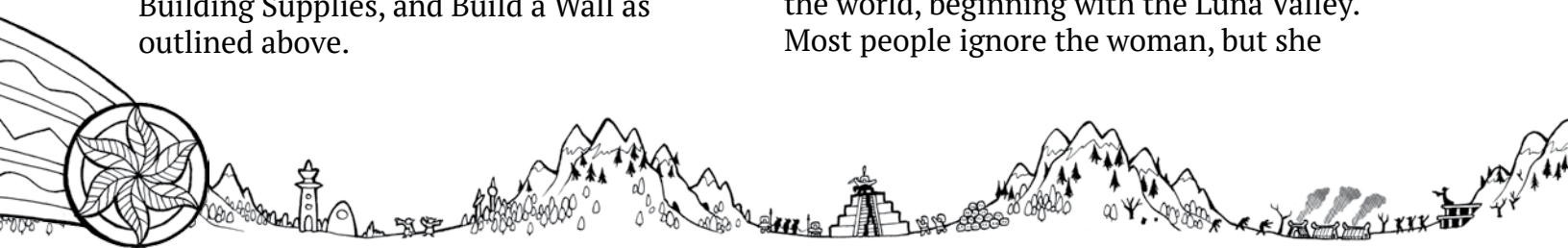


Events in Tomar's Crossing

You can use the following events however you like and in any order you choose. It is recommended the characters experience one of these events whenever they return to Tomar's Crossing after discovering new Minas Herion ritual components by speaking to one of the ghost druids.

Cult of Chaos Preacher

The characters walk by a woman on the street announcing the end of days. She preaches that the only way to avoid the chaos is to embrace it and make sacrifices to the dark gods that have come to destroy the world, beginning with the Luna Valley. Most people ignore the woman, but she



gathers a small crowd of ten **commoners** (SRD pg. 393) about her.

The woman is a **cult fanatic** (SRD pg. 393) from the Cult of Chaos (see Chapter 4, page 34) and is on a mission to make sacrifices to a dark god and become more powerful to survive the coming apocalypse. As the characters walk by, she casts *inflict wounds* on the closest commoner who then cries out and dies as the others begin to run. At the start of her next turn she transforms into the demon indicated on the Cultist Transformation table below. Her power grows each round she kills at least one other being, and at the start of her next turn she becomes the next demon indicated on the chart. Any damage the cultist takes carries over between her forms. When she is reduced to 0 hit points, the woman dies and transforms back into her natural humanoid state.

Cultist Transformation

Sacrifices	Demon
1	Vrock (SRD pg. 276)
2	Hezrou (SRD pg. 274)
3	Glabrezu (SRD pg. 274)
4+	Nalfeshnee (SRD pg. 275)

Demon Attack

A **hezrou** (SRD pg. 274) and four **dretches** (SRD pg. 273) come into town, demanding to know where the entrance of the Demonplague Dungeon is hidden and where Xancrown is. The stupid hezrou can be tricked with a DC 14 Charisma (Persuasion) check if lied to, and turns away if it thinks it has the information it wants. However, it will return to Tomar's Crossing all the angrier and with four more dretches

at a later date. Under no circumstances do the demons tell the characters why they have come to the Luna Valley, but their demands could give the characters a hint.

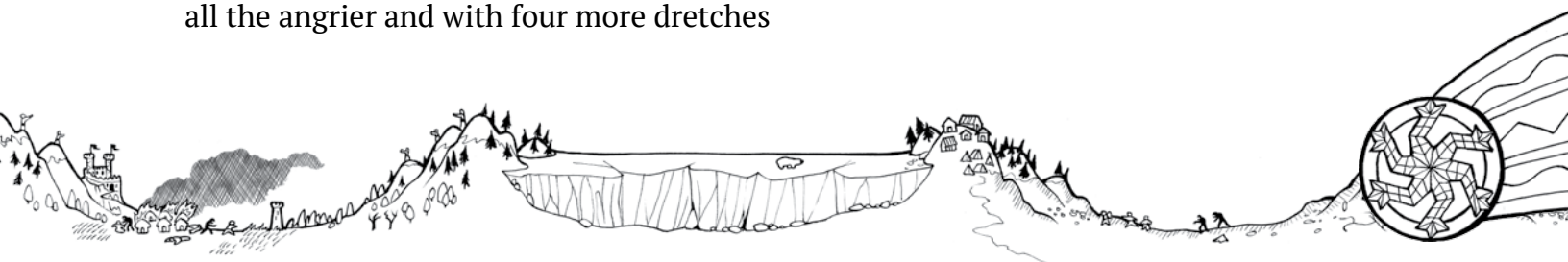
Valok Attack

The characters hear a scream and see a crowd of people scatter as they move through town. A recently unearthed **valok** (page 62) has entered the village and is causing havoc. By the time it faces the characters it has already infected 2d4 random villagers with demonplague (see Chapter 1, page 7), though they may not show signs yet. The characters must face the valok (who fights to the death) and then deal with the fallout of the sick villagers.

Ralekai Gravemore

If Ralekai Gravemore is still alive and the characters have agreed to work with him while he continues his work in the Duladarin star elf barrows, he puts out a request for help to the adventurers. If they can capture him three living valok, he believes he can find a cure.

If the characters bring him three valok, it takes Ralekai 60 days, but he does eventually devise a cure requiring costly material components. Each dose of the cure requires 1,000 gp worth of diamonds or diamond dust and the heart of a valok. This cure is different than the one that can be developed with the Minas Herion ritual (see Chapter 1, page 6).



CHAPTER 3: IL'SHARA'S RETREAT

Read or paraphrase the following text as the characters approach Il'Shara's Retreat:

A fortress-sized granite block with a mud-streaked glass dome on its top sits on a field of wet dirt. The thin line of a shallow river brings water to the world outside. An enormous set of green-tarnished copper doors sits at the end of a path lined with surprisingly in-bloom fruit trees. Though the trees have been picked-over, new buds speak of fruit coming soon.

This stone and glassteel temple was built by the Duladarin star elves as a way to worship their god of the sun, Il'Shara. The elves enchanted Il'Shara's Retreat with magic powered by the sun to grow fruit trees. The magic within the temple was dormant for over a millennium after it was covered by the Ice Tongue Glacier. Its recent exposure to the sun has reactivated the temple, causing it to grow trees and other plant life in and around the temple.

The Gruk'uk tribe of hill giants and ogres recently discovered the temple after the melt and moved in. The monsters enjoy the food provided by the temple's magic, but

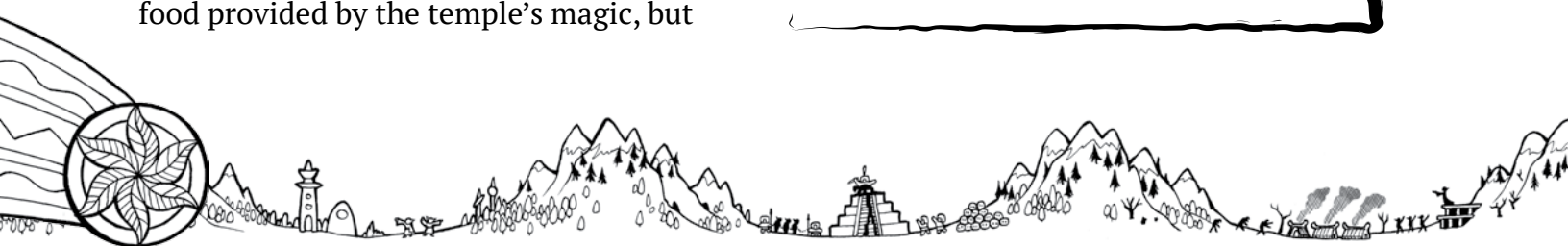
they crave meat and shiny objects. They still raid the valley for these treasures and do not take kindly to tasty intruders.

The Situation in Il'Shara's Retreat

The situation in Il'Shara's Retreat depends on how the characters interacted with Bazig during *The Frozen Necromancer*. If Bazig's takeover of the Black Skull bandits succeeded, he has returned with the group and taken over the Gruk'uks, turning them into a devious force to be reckoned with. Bazig's familiarity with the characters could aid them in their cause, depending on how helpful they were during his coup. If Bazig is the chief of the Gruk'uks, all

il'Shara

Any deity with the Light domain can replace Il'Shara.



bandits, ogres, and hill giants encountered in Il'Shara gain the following feature:

Pack Tactics. This creature has advantage on an attack roll against a target if at least one of this creature's allies is within 5 feet of the target and the ally is not incapacitated.

If Bazig's takeover was unsuccessful (because the characters killed him or most of the Black Skulls), Flargana Mold, an enormous **hill giant** (SRD pg. 316), still leads the band. Like most hill giants, she is dumb, brutal, lazy, and quick-to-anger. When she rules, most of the Gruk'uks are free to do as they will, provided each member of the tribe brings her food or treasure at least once a week.

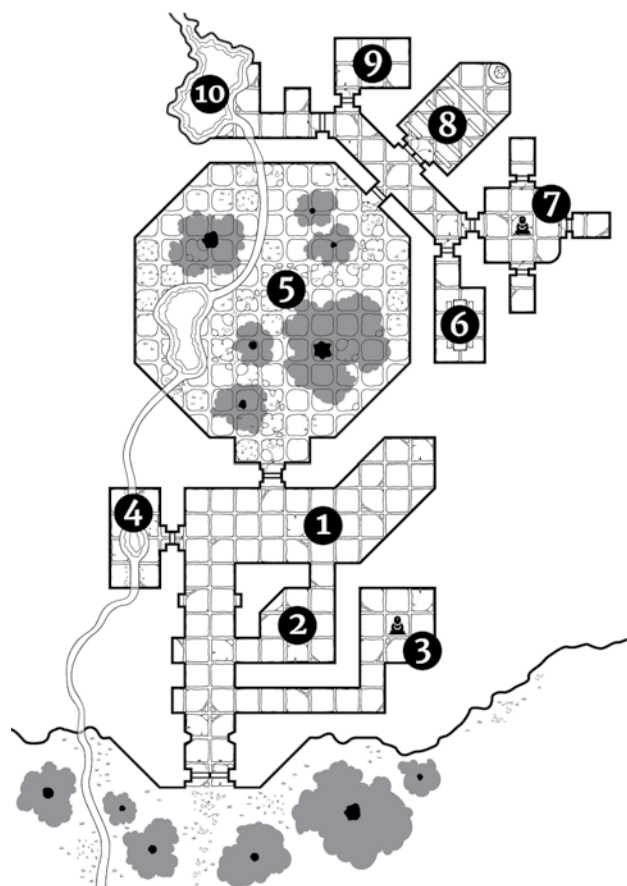
The northernmost parts of the temple are occupied by Targonoth the Brave, a dead druid of Minas Herion who spends most of her time in the form of a ghostly bear. Long years of isolation have driven the druid a bit mad. She doesn't like the Gruk'uks in this holy place and whenever they venture too far into the temple, she comes flying out of the walls, roaring ferociously and summoning the temple's forgotten construct guardians.

Entering Il'Shara's Retreat

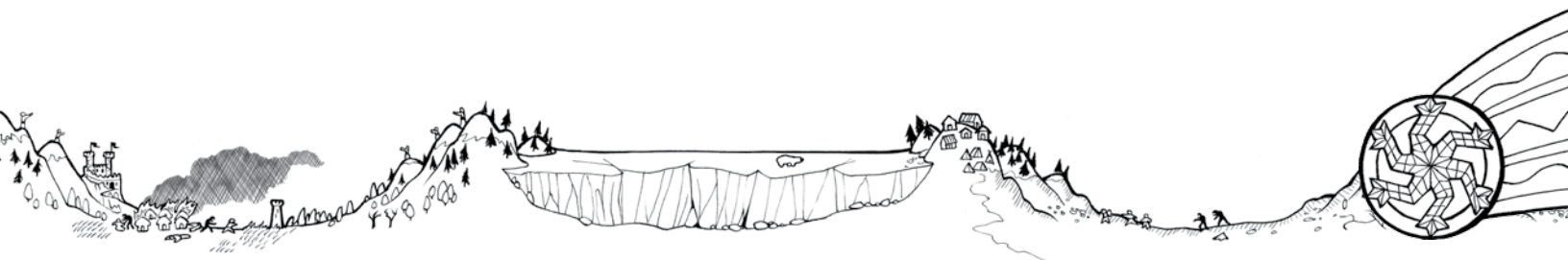
The characters have three ways of entering the temple.

- ✦ The copper double-doors can swing open easily into area 1 (page 28). While the doors are not locked, they are guarded by a group of ogres ready to pounce.

IL'SHARA'S RETREAT



- ✦ The stream leading out of the temple is too small for the ogres and giants, but a Medium or smaller creature can squeeze into the crack of the cave and wind up in area 4 (page 29).
- ✦ The glassteel dome of Il'Shara's Retreat is tough, but it can be cracked. It has an AC of 19 and 200 hit points and is immune to poison and psychic damage. Climbing the 50-foot high granite walls of the temple requires a successful DC 15 Strength (Athletics) check. Area 5 (page 30) is 50 feet below the dome.



[1] Entrance Hall

Read or paraphrase the following text when the characters enter this area:

The door to the temple opens into a magnificent hall filled with crystals shedding a pleasant yellow light. A high ceiling features a mosaic of different images of the sun in red, yellow, and orange.

Three **ogres** (SRD pg. 339) named Hobb, Nobb, and Boots guard this hall. If they hear the door opening, Hobb stands in the main hall, waiting to see who enters. Nobb and Boots stand farther down the hall in the bend. If hostile creatures enter, Hobb rushes forward to attack, screaming. Nobb and Boots sneak around through area 2, release two of the chained **giant toads** (SRD pg. 375), and all four creatures join the fray during the second round of combat.

The characters can convince Hobb, Nobb, and Boots they have come to Il'Shara on important business and mean the Gruk'uks no harm with a DC 12 Charisma (Deception) or (Persuasion) check. The ogres won't let the characters wander Il'Shara freely, however. Hobb stays in area 1 while Nobb and Boots escort the characters to area 5 (page 30) to speak with the chief.

[2] Toad Hall

Read or paraphrase the following text when the characters enter this area:

An earthy smell and chorus of croaks fill this stone room. Beneath a mosaic of star elves harvesting summer crops are six toads the size of an adult human, chained to spikes driven into the ground.

FEATURES OF THE AREA – IL'SHARA'S RETREAT

Ceilings. The ceilings here are 50 feet high.

Doors. Unless otherwise noted, all doors are stone (AC 17, 27 hit points) and unlocked.

Illumination. The temple is filled with bright light from magic crystals embedded in the walls. If these crystals are removed from the wall, their lights go out.

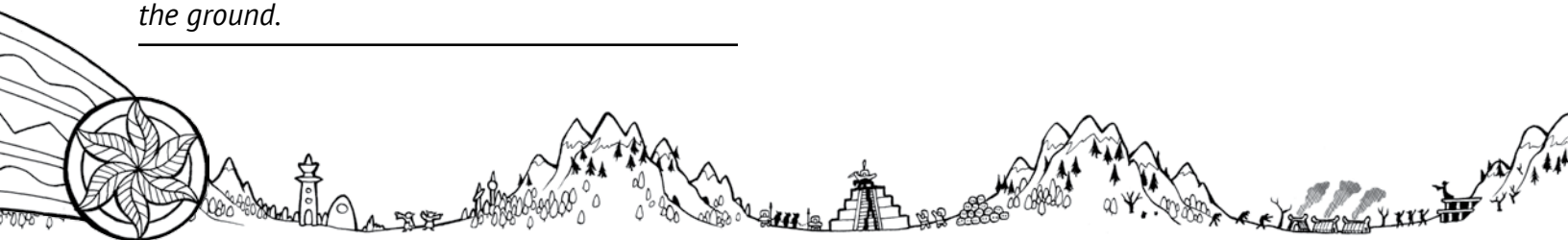
Six **giant toads** (SRD pg. 375) occupy this room. Hobb, Nobb, and Boots (see area 1) train these creatures to attack any intruder smaller than a half-ogre. When the toads get fat enough after feasting on victims, the Gruk'uks will eat the toads.

The toads are chained to the floor, but can move anywhere within this area. Each chain is locked (DC 15 Dexterity check with thieves' tools to pick) and Hobb, Nobb, and Boots hold the keys. Each chain has AC 19 and 18 hit points and is immune to poison and psychic damage.

Toads are a fickle lot. A creature can convince a chained toad to fight for it by giving it some food and making a DC 12 Wisdom (Animal Handling) check. The toads just want to eat and will be loyal to whoever feeds them.

[3] Statue of Il'Shara

Read or paraphrase the following text when the characters enter this area:



From a large crystal in the ceiling a holy light shines down on the statue of an elf woman dressed in the simple robes of a farmer. The statue looks up to the large crystal, smiling in its light. Her marble fist is encased in a glove made of jade.

The statue of Il'Shara wears a jade gauntlet worth 500 gp that can be used as a component in the Minas Herion ritual (see Chapter 1, page 6). A Gruk'uk ogre named Nail removed the gauntlet when the tribe first arrived. He died from a horrible curse and the superstitious Gruk'uks returned the gauntlet to the statue.

A creature who removes the gauntlet from the statue must succeed on a DC 15 Charisma saving throw or become cursed. 24 hours after becoming cursed, the creature's eyes constantly and slowly weep green tears and the creature suffers one level of exhaustion. Every 24 hours after that, the creature suffers one additional level of exhaustion. These exhaustion levels cannot be removed without removing the curse. Returning the gauntlet to the statue ends the curse, as does a *remove curse* spell or similar magic.

[4] Indoor Pond

Read or paraphrase the following text when the characters approach the door to this area:

A wood plank serving as a sign leans against this heavy stone door. Crude words painted in common read, "Mongo's Room. Go Away."

Read or paraphrase the following text when the characters enter this area:

FEATURES OF THE AREA – FARANGI MUSHROOMS

One minute after eating one ounce of farangi mushrooms, a creature becomes poisoned for one hour. While the creature is poisoned this way, it deals an extra 5 damage with all melee attacks and gains the flaw "I would do almost anything for a filling meal."

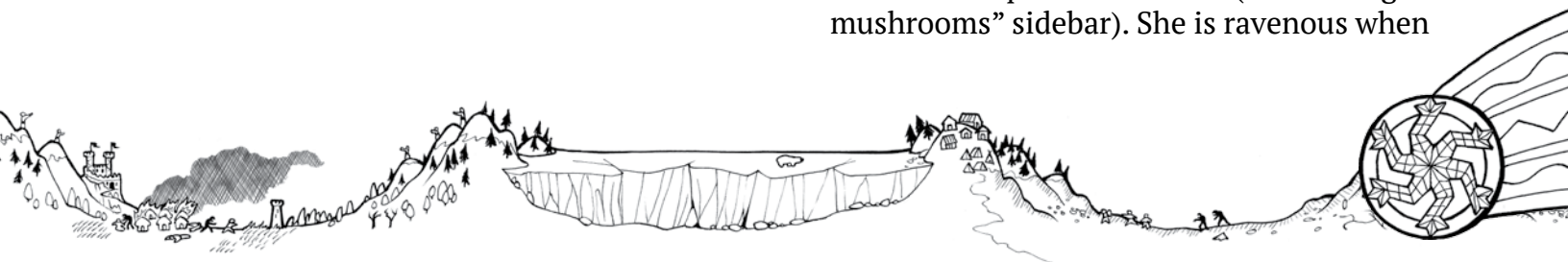
If a creature eats more than one ounce of farangi mushrooms in an hour, it must succeed on a Constitution saving throw or suffer one level of exhaustion. The DC for this saving throw is 10 + the number of ounces of farangi mushrooms eaten that hour.

While it is illegal to sell farangi mushrooms in Tomar's Crossing, one can find a buyer with a DC 15 Intelligence (Investigation) check. Failing this check by 5 or more alerts law enforcement that the character is selling the mushrooms. A buyer will pay 5 gp per ounce of mushrooms.

The pleasant babbling of a small brook echoes throughout this room. A basket in the corner is piled high with purple mushrooms. Smaller, immature mushrooms grow around the bank.

Lounging on the floor is an enormous hill giant, her bloodshot eyes purple with intoxication.

Mongo Plott, a **hill giant** (SRD pg. 316), spends her days picking and eating the farangi mushrooms here. When the characters enter, she is already under the mushrooms' powerful effects (see "farangi mushrooms" sidebar). She is ravenous when



the characters enter, and seeing as she eats puny folk, she attacks.

The large basket holds seven pounds of farangi mushrooms that can be used as part of the Minas Herion ritual (see Chapter 1, page 6).

Stream. A Medium or smaller creature can squeeze into the small cracks that let the stream in from the outside and out into area 5 (page 30).



[5] Temple of the Dawn

Read or paraphrase the following text when the characters enter this area:

You have suddenly entered a forest paradise. Fruit trees, branches heavy with their bounties, fill the room, some growing as high as the glass dome that lets the outdoor light shine down. Grass covers the ground and a small lake holds fresh water that streams in from the outside.

The creatures in this room are determined by the characters' interactions with Bazig in *The Frozen Necromancer*.

If Bazig Took Over the Black Skull Bandits

If the half-ogre rules the bandit clan, he used them to take command of the Gruk'uk tribe. **Bazig** (page 59) is here with twelve **bandits** (SRD pg. 391–392) and four **ogres** (SRD pg. 339), collecting food, lounging, and scheming.

If the characters aided Bazig in taking over the Black Skulls, he welcomes them with open arms. If they don't know Bazig, they must succeed on a DC 13 Charisma (Deception) or (Persuasion) check to convince him they mean his band no harm. If the characters fail this check, Bazig asks them to leave Il'Shara's Retreat twice before ordering his retinue to attack. If the characters fail the check by 5 or more, he immediately orders his band to kill.

Bazig and his powerful band will also attack the characters if they tried to harm the half-ogre in the past. If it looks like the fight is lost, Bazig orders his allies to keep fighting while he tries to flee through the temple's front door.



If Bazig isn't suspicious of the characters, he'll hear them out. If they mention the presence of a ghost druid, Bazig knows of no druid in the complex, but directs the characters to the back of the temple, mentioning encounters with a ghost bear who can call on construct guardians. He doesn't know much about the old ghost, but they allow each other to live in peace, provided the Gruk'uks and Black Skulls don't go any farther into the temple than this room.

If the characters ask Bazig for the jade gauntlet, he allows them to take it freely, but doesn't mention the curse.

If the character ask Bazig for some farangi mushrooms, he agrees to sell them to the characters for 20 gp per ounce, or they can take as much as they like in exchange for a single permanent magic item.

If the characters ask Bazig for food, he agrees to give them as much as they'd like for 5 gp per pound, up to 500 pounds.

If Bazig Did Not Take Over the Black Skull Bandits

If Bazig isn't in charge, that means Flargana Mold is chief here. The **hill giant** (SRD pg. 316) lounges with four **ogres** (SRD pg. 339) here.

Flargana's first instinct is to kill the characters if they enter without an escort. She and her band fight to the death.

If the characters enter with an escort, the hill giant is still suspicious. A DC 15 Charisma (Deception) or (Persuasion) check convinces her the characters mean no harm. Failing this check means Flargana and her band attack.

If Flargana Mold isn't suspicious of the characters, she'll hear them out. If they mention the presence of a ghost, she becomes enraged, screaming about a "see-through bear that has armor friends." The hill giant demands the characters find this ghost druid and drive it out of the temple. If the characters ask for a reward for this, Flargana gladly promises them a ruby worth 250 gp for driving the ghost out.

If the characters ask Flargana for the jade gauntlet, she allows them to take it freely, but doesn't mention the curse.

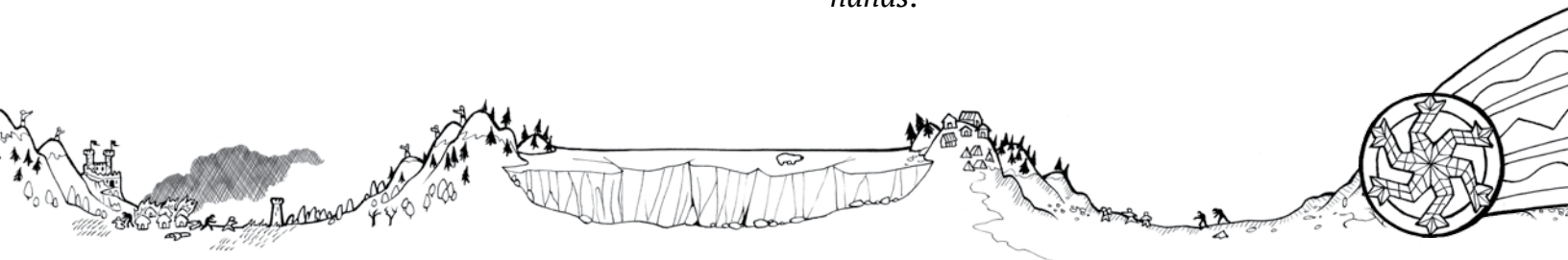
Flargana will not part with any food or farangi mushrooms.

Food. There are 2,000 pounds of food in this room thanks to the magic trees, and it would take five people one day to harvest it all. The fruit trees replenish this amount every 1d10 weeks.

Lake. The lake here is 10 feet deep. Buried in the mud at the bottom of the lake is a chest that holds the treasures of the Gruk'uks. The top of the chest barely pokes through the mud and is visible with a DC 15 Wisdom (Perception) check. The chest is locked (DC 15 Dexterity check with thieves' tools to pick) and the chief of the Gruk'uks holds the key. The wood chest has AC 15 and 18 hit points and is immune to poison and psychic damage. For the chest's contents see "Treasure."

Stream. A Medium or smaller creature can squeeze into the small cracks that let the stream in from area 4 (page 29) and out into area 10 (page 33).

Treasure. Within the chest are 555 cp, 8,073 sp, 2,037 gp, 114 pp, 13 pearls (worth 100 gp each), and a *spell scroll of burning hands*.



[6] Dining Room

Read or paraphrase the following text when the characters enter this area:

A long stone table with benches sits at the center of this room. It's set with four untouched copper plates and cups. An image of the sun is emblazoned in glowing crystals on the wall opposite the door. Elvish script is carved down the middle of the table.

The Elvish words on the table read:

When friends fill the table and offer prayer, they are filled with Il'Shara's light.

If a creature picks up a copper plate or cup from the table, it must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) radiant damage and become blinded for 1 hour as the dishware explodes in a burst of brilliant light. The explosion draws the attention of the **stone golem** (SRD pg. 320) in area 7 (page 32) who arrives two rounds later and fights to the death.

Any creature who sits at the table and offers a prayer to Il'Shara is able to pick up the copper dishware without it exploding. Each piece of dishware is worth 25 gp. If four or more creatures sit at the table and offer a prayer to Il'Shara at the same time, a hidden compartment in the center of the table opens to reveal a *circlet of blasting*.

Treasure. The copper plates and cups are worth 25 gp each and there is a *circlet of blasting* in the table's secret compartment.

[7] Dormitories and Sitting Room

Read or paraphrase the following text when the characters enter this area:

Crystals in the walls here glow a pleasant yellow, in a clean, untouched room. Big footprints in the dust lead to a large statue of an elf clad in plate armor at the room's center. Three small doors lie on the room's southern, eastern, and northern walls. Stone benches and tables line the room.

Each of the small rooms here used to hold a sleeping mat for the three star elf clerics that attended the temple. For the most part these rooms are empty, save the one to the north (see "Treasure").

The **stone golem** (SRD pg. 320) at the center of this room immediately attacks any entering creature who is not a star elf or Targonoth. It fights to the death.

Treasure. The north dorm has a loose tile (DC 14 Wisdom (Perception) to detect). Hidden beneath the tile is a pouch with 36 gp and a scroll tube with a *scroll of revivify*.

[8] Private Temple

Read or paraphrase the following text when the characters enter this area:

This small temple is lined with rows of stone benches covered in dust. A huge glowing crystal pulses yellow on a stone altar at the front of the room. Twenty steel swords with small placards in elvish dot the walls.

Each placard bears the name of a star elf warrior who dedicated their life to spreading Il'Shara's light. Each elf's sword hangs above their placard. When a creature that is not a star elf or Targonoth moves into the room, the twenty swords (actually all **flying swords**, SRD pg. 267) animate and attack.



Power of the Sun. Each creature who prays to Il'Shara at the altar for 1 minute gains the benefit of the *bles* spell for 1 hour.

[9] Meditation Chamber

Read or paraphrase the following text when the characters enter this area:

As you open the door, a roar greets you. Hovering three feet off the ground is a spectral bear made of blue light. The fog of your breath and chill on your spine indicates a drop in temperature. Suddenly the ghost speaks in perfect common. "Why do you disturb this holy place?"

Targonoth the Brave, a **ghost** (SRD pg. 313) druid of Minas Herion, occupies this empty room that the star elves used for quiet meditation and reflection. If the characters are honest with the druid, she agrees to help them with the ritual, provided they drive the Gruk'uks from Il'Shara's Retreat. The characters can convince Targonoth to give them her ritual components (see Chapter 1, page 6) without driving the Gruk'uks from the place with a DC 13 Charisma (Persuasion) check.

Convincing the stubborn druid to leave Il'Shara's retreat is a difficult task. A DC 15 Charisma (Persuasion) check is required to get the druid to move her home.

The ghost does not attack the characters, unless she is threatened or the characters claim they are in Il'Shara for nefarious reasons.

[10] Water-Filled Chamber

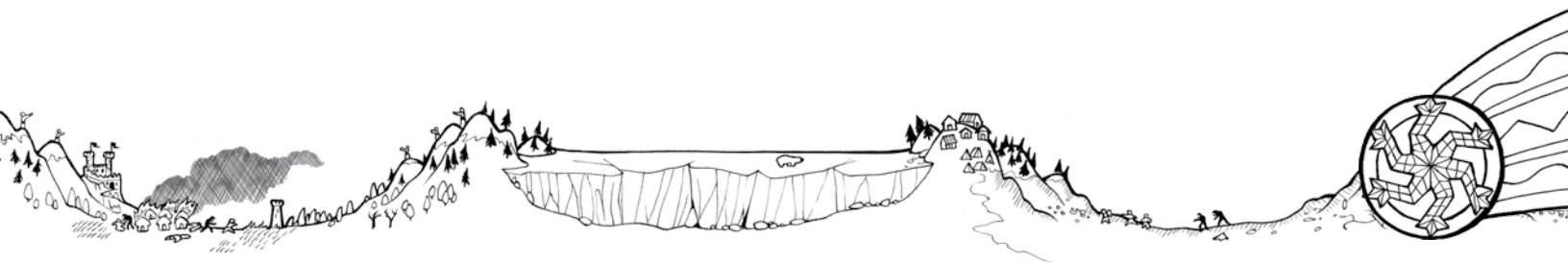
Read or paraphrase the following text when the characters enter this area:

Water flows into a deep pool in this chamber and out the back into a dark, deep tunnel. The air in this chamber is humid and muggy.

Four **giant constrictor snakes** (SRD pg. 369) hide back in the tunnel, and wait for any creature to come to the edge of the water before striking. Each snake fights until reduced to 20 hit points and then flees into the darkness of the tunnel.

The pool here is 10 feet deep. The bones of the snakes' previous meals line the pool's bottom.

Treasure. A character who looks into the pool notices a shiny object wrapped around a small finger bone with a DC 15 Wisdom (Perception) check. The object is a *ring of water walking*.



CHAPTER 4: The house of Chaos

Read or paraphrase the following text as the characters approach The House of Chaos:

A wind howls a mournful note over the rocky crevice you had to climb down to find the brass door before you. Emblazoned on the door is a terrifying figure: a fiend with curling horns around its three-mouthed, six-eyed head. The lower half of its body is that of a scorpion and its entire body is covered in sores.

The Cult of Chaos was established during the greenskin Yugtug civilization as a way to stop the demonplague from spreading. The Yugtugs believed they could survive the disease by sacrificing members of their own race to the dark power that created it. They called this twisted god Gar'tulrak, but it was really Xancrown. This tactic amused Xancrown, and he did much to encourage it, but in the end it did not save the Yugtug civilization from the destructive malice of the demon.

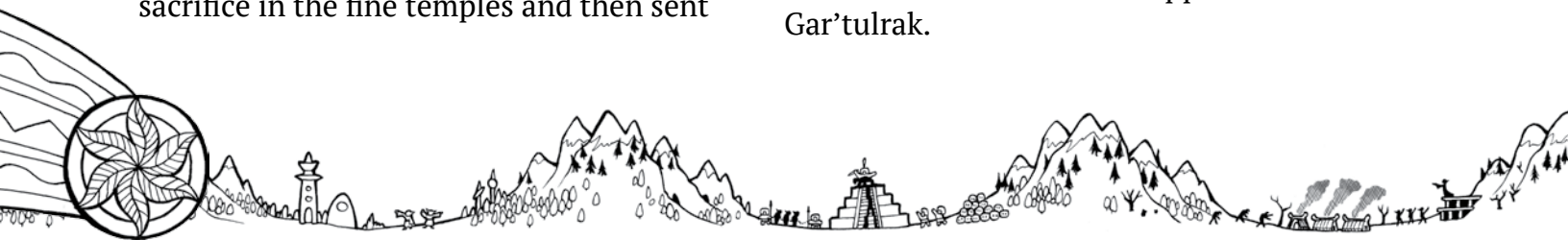
This temple is where many of the rituals occurred. Creatures were prepared for sacrifice in the fine temples and then sent

into mysterious, murderous caves to meet their fate.

The Situation in The House of Chaos

Many refugees crossing the melting glacier after the comet struck found ancient tablets uncovered by the melt. These tablets were the teachings of the Cult of Chaos. The desperate folk took the appearance of these tablets as sign, since they appeared so quickly after the comet struck. Thinking Gar'tulrak had sent the comet, they figure the only way to escape death is to embrace the teachings of the old Cult of Chaos and start sacrificing those who do not believe to the god.

Elva Scarwraith is the leader of this new Cult of Chaos. She has been gathering followers who scour the land for more tablets and new victims to appease Gar'tulrak.



FEATURES OF THE AREA – THE HOUSE OF CHAOS

Ceilings. Unless otherwise noted the ceilings here are 10 feet high.

Doors. Unless otherwise noted, all doors are brass (AC 19, 27 hit points) and unlocked.

Illumination. Most areas of the House of Chaos are filled with bright light thanks to torches in wall sconces, but areas 5, 9, and 10 are shrouded in complete darkness.

When Elva moved the cult into the House of Chaos, she found the ghost of Melgar the Quick ready to defend the place from ever being used in vile ceremonies again. Melgar underestimated just how strong Elva and her followers had become. In an act of cruelty and dark devotion, Elva bound Melgar to the temple, forcing him to watch each bloody sacrifice as it happens.

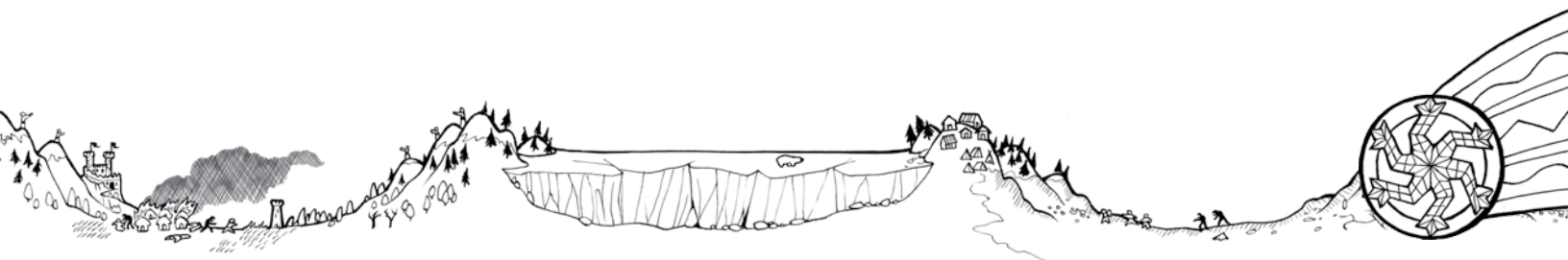
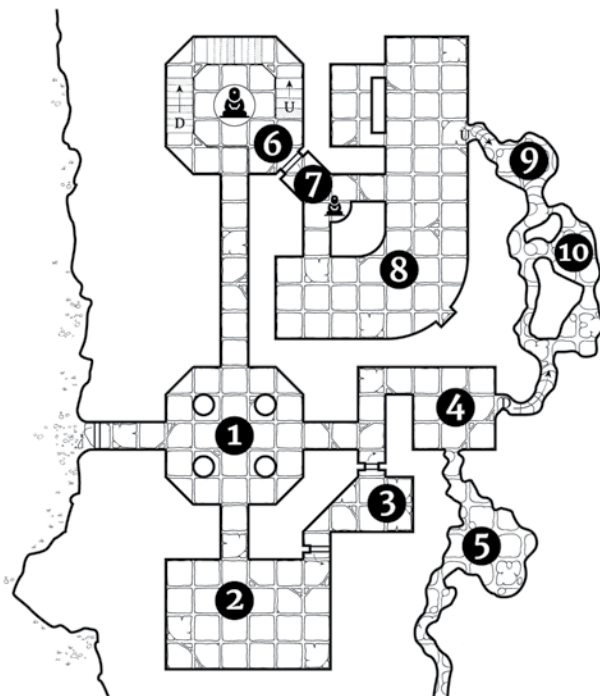
[1] Entrance Hall

Read or paraphrase the following text when the characters enter this area:

The brass door slides open to reveal a torch-lit chamber with four massive pillars, each carved with reliefs of goblinoid skeletons, seeming to cry out in pain. Ten black-robed humanoids chant loudly in some ancient Goblin dialect. In the middle of the ten, a cultist in red robes leads the chanting, holding a cruel, curved sword high in the air above her head. All are wearing white masks etched with the face of a three-mouthed, six-eyed demon.

The ten **cultists** (SRD pg. 393) and **cult fanatic** (SRD pg. 393) here don't immediately attack intruders. The cult fanatic, Yara Stolvitch (originally a potter from Safeharbor), asks the characters why they have come. If the characters say they have come to join the cult, a DC 13 Charisma (Deception) check convinces Yara they mean what they say. Yara and five cultists escort the characters straight away to Elva. Failure results in Yara giving the order to attack. When half the cultists fall, the rest try to flee to area 6 (page 38). The cultists aim to capture – not kill – the characters so they can be used in a sacrifice.

THE HOUSE OF CHAOS



If combat breaks out here, ten of the **cultists** in area 2 (page 36) join the fray at the start of the third round of combat.

Screaming Pillars. If combat breaks out here, the skeletons carved into the pillars open their mouths and shriek. This horrid shrieking affects any creature of non-evil alignment. At the start of their turns, non-evil creatures must succeed on a DC 12 Constitution saving throw or become blinded as blood pours out of their eyes until the start of their next turn.

Yara's Blade. Yara's scimitar is non-magical, but the ritual being performed by the group imbues the blade with magic power. For one hour after the characters arrive, the sword provides a +1 bonus to attack and damage rolls, and any creature hit by the blade must succeed on a DC 15 Constitution saving throw or become paralyzed for one minute. A creature who fails this saving throw can repeat it at the end of its turn, ending the paralyzed condition on a success.

Treasure. The cultists carry nothing other than their equipment, but Yara has 26 gp in a belt pouch and holds a key to the dungeon in area 3.

[2] Cultist Quarters

Read or paraphrase the following text when the characters enter this area:

Bed mats lie all over the floor here, with black robes and masks lying in piles around the room. Men and women of various civilized races stare intently at you as you open the door, their hands going to their weapons.

Twenty **cultists** (SRD pg. 393) are here at any given time, eating, sleeping, talking,

praying, or playing games of dice or cards. If combat broke out in area 1 (page 35), they attack the characters on sight. If the characters claim to be new recruits a DC 11 Charisma (Deception) check convinces the cultists this is the case and they then insist the characters go see Elva in area 6 (page 38) after being given black robes and masks.

If combat breaks out here, all 10 **cultists** (SRD pg. 393) in area 1 (page 35) join the fray at the start of the second round of combat. When only 5 cultists remain in this area, they attempt to flee to area 6 (page 38).

Treasure. Scattered throughout the area underneath all the bedrolls are 304 cp, 210 sp, 50 ep, and 12 gp. There are also 1d6 tablets from the original Cult of Chaos (see Chapter 2, Random Encounters, Cult Tablet on page 13).

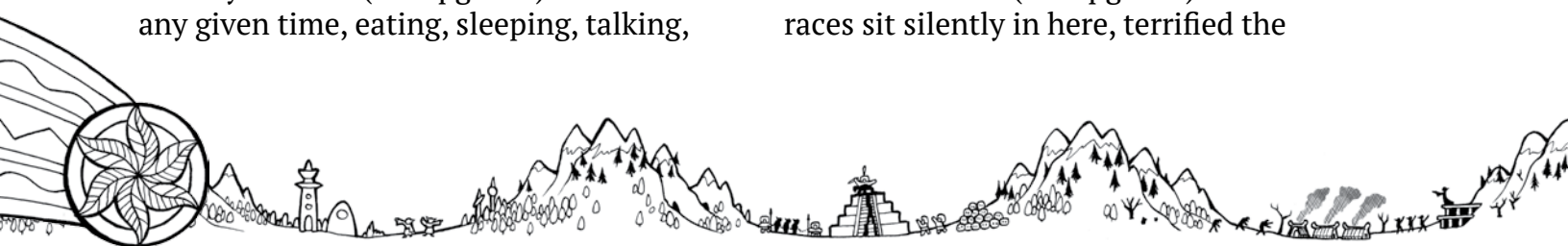
[3] Dungeon

Both doors to this area are locked. A DC 15 Dexterity check made with thieves' tools picks the locks to the doors or a DC 22 Strength check forces the doors open. Yara (in area 1, page 35) and Elva (in area 6, page 38) hold a key to this door.

Read or paraphrase the following text when the characters enter this area:

The rank smell of unwashed humanity waters your eyes as you open the door to this room. Several wounded, soiled humanoids lie on the ground, silent and still as you enter, their chains clanking softly as they move back, trying to make themselves seem as small as possible.

Six **commoners** (SRD pg. 393) of various races sit silently in here, terrified the



WHAT THE PRISONERS KNOW

The prisoners can provide the characters with the following information:

- * They are refugees from various settlements in the Luna Valley. After being displaced by the melt, they were captured on the road.
- * Each day the prisoners are all asked if they accept the dark god Gar'tulrak.
- * Those who accept Gar'tulrak as a god are forced to murder another prisoner who will not accept him, as a show of loyalty.
- * Once each day a prisoner is taken from the cell and never seen again.
- * A woman named Elva leads the cult and her second-in-command is a woman named Yara.
- * The prisoners want to be escorted somewhere safe. While they have no equipment and aren't that handy in a fight, if outfitted with armor and weapons they will try to help the characters where they can (usually taking the Dodge or Help action in combat).

characters have come to take one of them to be sacrificed. The prisoners are unsure of the characters' motives since the cultists have toyed with them psychologically. If the characters claim they want to rescue the prisoners, a DC 15 Charisma (Persuasion) check convinces them the characters are actual heroes. Failure results in at least some of the prisoners believing this is another test or game

from the cultists, and they cry out in fear, causing any cultists in areas 1 and 2 to come running. If the characters convince the prisoners they are here to help, see the "What the Prisoners Know" sidebar.

The prisoners are chained to the floor, but can move anywhere within this area. Each chain is locked (DC 15 Dexterity check with thieves' tools to pick) and Yara and Elva hold the keys. Each chain has AC 19 and 18 hit points and is immune to psychic and poison damage.

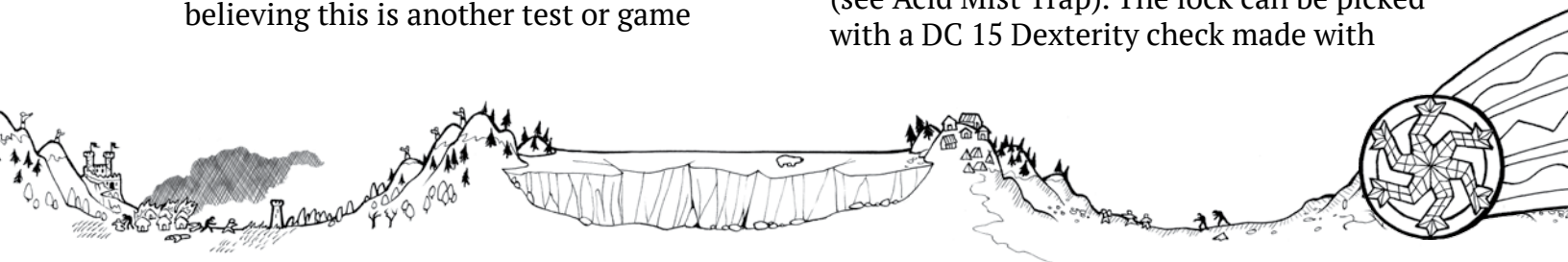
[4] Elva's Quarters

Read or paraphrase the following text when the characters enter this area:

A small bedroll lies in the corner of this room next to a chest. Two crude tunnels carved into the south and east walls disappear into darkness here.

Elva normally sleeps in this room, taking solace in being so close to the spirits of ancient members of the Cult of Chaos who whisper dark things into her ear at night while she sleeps (see area 5, page 38). When the characters arrive, Elva is in area 6 (page 38), preparing the next victim for a sacrifice. However, her **quasit** (SRD pg. 276) familiar, Draal, is quietly watching the characters while invisible in the corner of the room. If the characters do more than poke their heads in, Draal flies to areas 1 (page 35) and 2 (page 36) to summon help. If no one is there he flies to area 6 (page 38). The creatures in these rooms arrive ready for a fight 1 minute after the characters enter here.

Treasure. The chest is locked and trapped (see Acid Mist Trap). The lock can be picked with a DC 15 Dexterity check made with



thieves' tools. Failure on this check triggers the trap. A DC 20 Strength check forces the chest open, though this action triggers the trap. The chest has AC 15 and 18 HP and is immune to poison and psychic damage. Attacking the chest also triggers the trap. Elva holds a key to the chest that opens it without triggering the trap.

Inside the chest are 647 cp, 5,432 sp, 2,343 gp, 137 pp, and five gold bracelets (worth 250 gp each).

Also within the chest is a small **pseudodragon** (SRD pg. 343) with 1 hit point remaining named Marigorn. She is held captive by Elva and tormented by Draal daily. If the characters free Marigorn, she willingly follows them. Marigorn is a mischievous thing and likes to play harmless practical jokes. She also has a love of clotted cream and a hatred for Gar'tulrak after being tortured so in his name. If the characters want to use Marigorn as a component in the Minas Herion ritual, she gladly volunteers. She would give her life to stop the plague demon.

Acid Mist Trap. A small nozzle on the outside of the lock is connected to a flask of acid inside the chest's lid. This nozzle can be noticed with a DC 15 Wisdom (Perception) check. A DC 15 Intelligence (Investigation) check determines the purpose of the nozzle.

A DC 15 Dexterity check made with thieves' tools disarms the trap. Failing this check by 5 or more triggers the trap.

When the trap is triggered, a cloud of acid shoots out of the nozzle. Each creature within 15 feet of the chest must make a DC 14 Constitution saving throw. Creatures who fail take 22 (4d10) acid damage and suffer a level of exhaustion. Creatures who

succeed take half damage and do not suffer a level of exhaustion.

[5] Cave of Wraiths

Read or paraphrase the following text when the characters enter this area:

This dark cave is much colder than the temple it is connected to. Only the slow, consistent drip of water from the ceiling can be heard within. Small purple mushrooms grow in patches here and there on the cave walls.

Two **wraiths** (SRD pg. 358) of bugbears who were leaders in the cult now haunt this cave. They remember little from their lives, but still cry "Gar'tulrak will have you!" when they attack. At night, they whisper dark, forgotten prayers into the ears of Elva. They don't know what the prayers mean anymore, but their twisted souls compel them to do this.

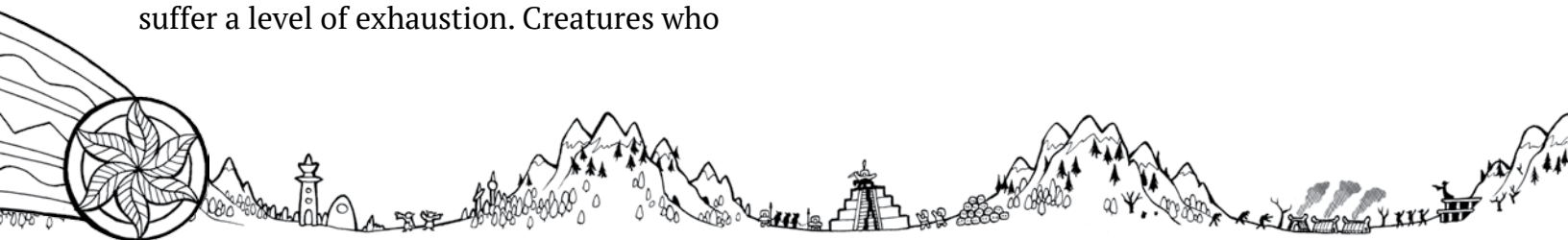
The wraiths attack any creature who enters the cave who is not Elva.

Farangi Mushrooms. These mushrooms line the cave walls here (see the Farangi Mushrooms sidebar in Chapter 3, page 29). A character who takes 1 hour can gather 5 pounds of the mushrooms for use in the Minas Herion ritual.

South Tunnel. The tunnel to the south leads back out into the Luna Valley. How far it goes and where exactly it takes the characters is up to you.

[6] Sacrificial Preparation

Read or paraphrase the following text when the characters enter this area:



At the center of this room is an enormous brass statue of a fiend with curling horns around its three-mouthed, six-eyed head. The lower half of its body is that of a scorpion and its entire body is covered in sores. A winding staircase ascends around the statue.

A woman in a purple robe stands before a male dwarf chained at the ankles and wrists. She wears the same horrid mask reflecting the face of the statue that the ten black-robed cultists around her wear. A crowd of cultists circling the dwarf chant a prayer in Goblin.

Elva Scarwraith (page 60) and the ten **cultists** (SRD pg. 393) in this room prepare to sacrifice Dougoon Martook, a **knight** (SRD pg. 395) (without any weapons or armor) from the Order of the Last Bastion who got separated from the group and captured by the cult.

The characters can convince Elva they have come to join the cult with a DC 15 Charisma (Deception) check. If they do so, she asks whichever character that does the most talking to kill Dougoon. If the character does so, she orders more prisoners from area 3 (page 36) brought to her and puts each character to the test. She believes those that kill. If any refuse, she and her band attack the whole group of characters. If a fight breaks out here, Elva and the cultists fight to the death.

If Elva is convinced the characters are here to join the cult, she gives them robes and sends them out into the Luna Valley to find new prisoners or recruits.

If Yara is with the characters when they arrive, she gives Elva her blade (see Yara's Blade in area 1, page 36).

The plan for Dougoon before the characters arrive is to paralyze him with the blade and throw him into area 9 (page 40).

If freed, Dougoon knows everything in the "What the Prisoners Know" sidebar and is willing to fight alongside the characters if armed.

Treasure. Elva holds a key to the dungeon in area 3 (page 36).

[7] Statue of Binding

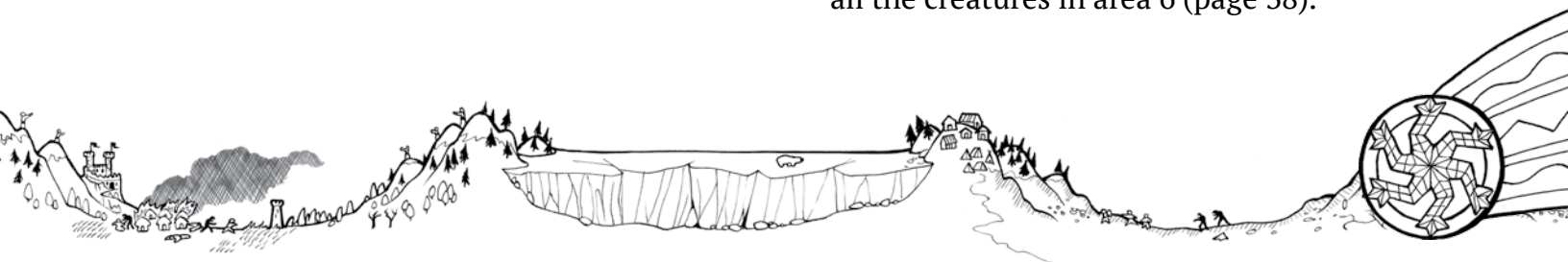
Read or paraphrase the following text when the characters enter this area:

The door here opens into a small hall that splits in two directions. At the center of the split is a brass statue of a bugbear wearing robes and screaming as blood pours from his eyes. You hear a voice whisper, "Help me!" as the statue's face momentarily becomes covered in the blue image of a human's face.

Melgar the Quick, a **ghost** (SRD pg. 313) of Minas Herion, was the self-appointed guard of the House of Chaos. He wanted to make sure the cult never took back this place of dark power. After underestimating Elva, he found himself bound inside this strange statue.

While bound inside the statue, Melgar can only whisper two words per minute. He can be freed from the statue if *dispel magic*, *protection from good and evil*, or similar magic is cast on the statue, though the druid doesn't know that.

Breaking the statue will also free Melgar. The statue has AC 19 and 27 hit points and is immune to psychic damage and poison. Attacking the statue draws the attention of all the creatures in area 6 (page 38).



Once free, Melgar gladly tells the characters about his components for the ritual (see Chapter 1, page 6). He begs them to help him remove the cultists from this place and promises to reveal to them the hiding place of his ancient *scimitar of speed* if they succeed (see area 8, page 40).

[8] Supply Room

Read or paraphrase the following text when the characters enter this area:

This huge room is filled with barrels and crates. It seems the cultists have been quite successful at raiding.

This room has 3,000 pounds of food within the various crates and barrels.

Treasure. Beneath a stack of heavy ale casks, there is a loose stone in the floor beneath which Melgar has hidden his *scimitar of speed*. If these barrels are moved, the tile can be noticed with a DC 13 Wisdom (Perception) check. Melgar is able to retrieve the weapon without the barrels being moved.

[9] Cave of Pain

Read or paraphrase the following text when the characters enter this area:

A strong smell of blood and waste comes out of this dark cave. The floor is sticky with dried blood. Ancient goblinoid bones lie on the ground amongst the fresh corpses of humanoids. As you set foot in the cave a voice booms in your minds, overwhelming your senses. "Pain for my pleasure!" it screams in your mind over and over again.

The dark magic in this room allows creatures in it to feel a strong psychic connection to Xancrown. At the start of its turn, each creature in the room must succeed on a DC 15 Wisdom saving throw. Creatures of good alignment who fail feel great mental anguish. They take 11 (2d10) psychic damage and have their movement speed halved. Creatures of non-good alignment who fail are compelled to kill their good-aligned allies. If a non-good creature fails this save and has no good-aligned allies, it is compelled to kill itself. When a creature leaves area 9 it is no longer subject to these effects.

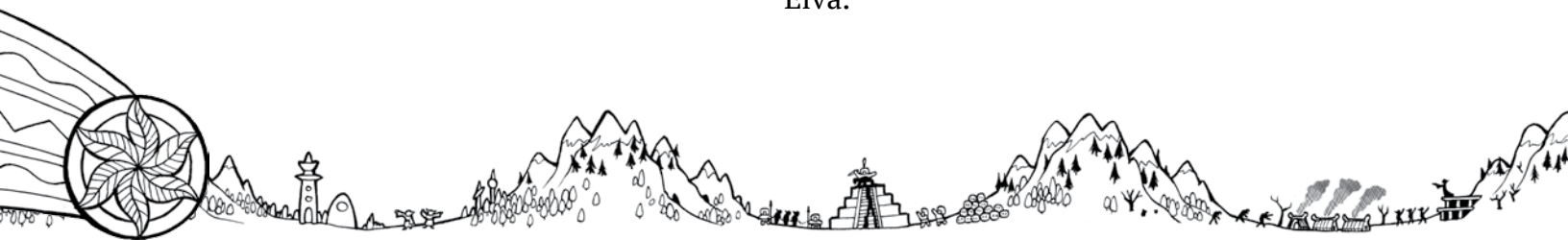
Casting the *hallow* spell or similar magic in this area removes the cave's connection to Xancrown.

[10] Cave of the Ancient One

Read or paraphrase the following text when the characters enter this area:

As you enter this cave a voice dry as paper cries out. "For years he preserved me. For I never let a sacrifice escape. You belong to him. You are his to consume!"

When the old Cult of Chaos was active, they summoned a **glabrezu** (SRD pg. 274) named Vernus loyal to Xancrown to help sacrifice their victims. When the Yugtugs died out, Vernus fell asleep in the cave, waiting to wake once the cult became active again. When Elva arrived with new cultists in tow, Vernus awoke, ready to consume those who survive the Cave of Pain (see area 9). He fights any creature that enters the cave to the death with the exception of Elva.



CHAPTER 5: EMPEROR'S TOWER

Read or paraphrase the following text as the characters approach the Emperor's Tower:

What may have once been an impressive tower is now a single-story broken circle of crumbling wall. Gaping holes in the tower's granite wall make for an easy entrance.

The Raceon Empire built a huge watchtower in the middle of the Luna Valley years ago to look for incoming invaders. Beneath the temple a secret society of wizards, the Eye of Ogma, worked on new magic defense technologies. The leader of the Eye of Ogma was a woman named Daria Leflon.

The Situation in The Emperor's Tower

Most of the watchtower was destroyed when Minas Herion completed their

ritual, but the basement lair of the Eye of Ogma remained. For years many of their inventions remained dormant. Then the comet struck. When the tower was uncovered, Raljeviak, an adult white dragon the people of the Luna Valley call "The White Desolation," moved into the basement and claimed the lair for his own. Using a *mystic altar*, he was able to take control of the inventions in the basement and make them work for him.

Elial the Learned, a ghost druid of Minas Herion, has been reading through the library of the Eye of Ogma for the last thousand years. He is aware of the dragon's presence, but has kept himself hidden from Raljeviak. As long as the dragon doesn't interfere with Elial's reading, the druid has no reason to reveal himself to the dragon and cause trouble.

[1] Ground Level

Read or paraphrase the following text when the characters enter this area:



The first level of the tower is little more than a rubble-covered floor partially surrounded by crumbling walls. The only feature of note is a steel trapdoor in the bottom of the overgrown floor.

The steel trapdoor here leads to area 2. It is magically sealed and controlled by the mystic altar in area 4 (page 43). The lock can be disabled by casting *dispel magic* or a similar spell. The door has AC 19 and 18 hit points and is immune to psychic and poison damage. It can be forced open with a DC 20 Strength check. Touching the door triggers the *glyph of warding* on it (explosive runes, DC 15 to detect, spell save DC 15, thunder damage).

[2] Sunken Lower Level

Read or paraphrase the following text when the characters enter this area:

A small ladder gives way to a much cleaner, yet still untouched for centuries, lower floor. It might have once been the real ground floor of the tower long ago, but it's now sunk deep into the earth. Torches somehow still burning light this room, which sports a wood table covered in papers and books at its center. A door at the back of the room is closed tight.

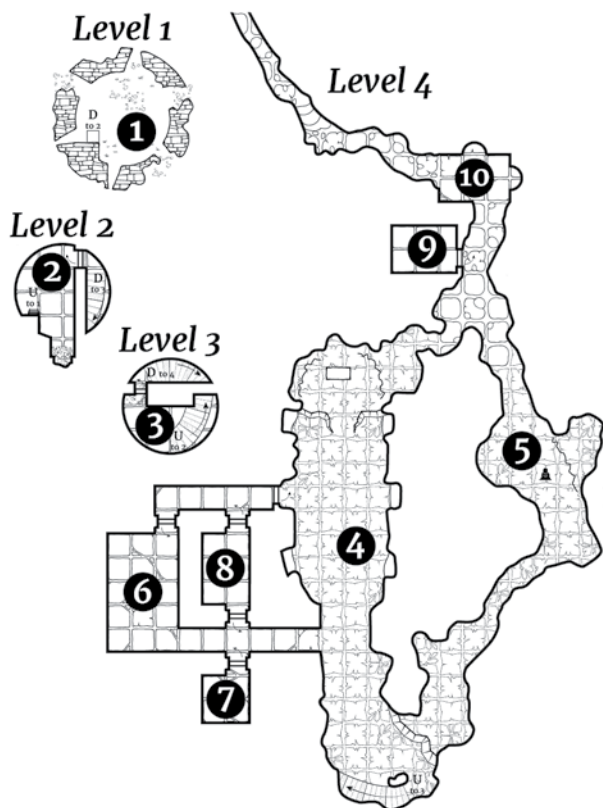
Beyond the closed door in this room are stairs leading down to area 3 (page 42). A pair of **flesh golems** (SRD pg. 319) lie in wait beyond the door. When it is opened they stand and say, "Password?" They allow guesses for 10 seconds before they attack. If a character tries to push by the golems, they attack immediately. If a character says the password, "Leflon" (see "Papers on the Table" below) then the golems let them pass.

Papers on the Table. If a character searches the table, a DC 15 Intelligence (Investigation) check notices a scroll of parchment with a note in the margin that says, "Inside *Rododey's Delight*." This hardcover book is also on the table. It is little more than a poorly written romance novel, which seems out of place. The name Daria Leflon is scrawled on the inside cover. This is a hint to the password to get to the lower levels, written by some forgetful guard long ago.

[3] Tower Basement

Read or paraphrase the following text when the characters enter this area:

EMPEROR'S TOWER



FEATURES OF THE AREA – THE EMPEROR'S TOWER

Ceilings. Area 1 has no ceiling. The ceilings in areas 2 and 3 are 10 feet high. The rest of the rooms have 30-foot high ceilings.

Doors. Unless otherwise noted, all of the doors are stone (AC 17, 27 hit points) and unlocked.

Illumination. Most areas of the Emperor's Tower are filled with bright light thanks to *continual flame* torches in wall sconces. Area 1 is lit by natural light.

Another trapdoor and ladder give way to a room covered in dusty old rugs woven with magnificent patterns. A crumbling wall at the back of the room reveals what used to be a secret door that leads to steps that wind down farther into the earth. An old wooden staff lies on the ground in front of the door.

The three rugs here are **rugs of smothering** (SRD pg. 267) that leap to attack any creatures that stand on them. The former wizards and guards of the tower wore winged boots and knew to fly over the carpets. A DC 13 Wisdom (Perception) check reveals that, while the rugs are dusty, they appear unworn as if no one has ever set foot on them.

Flesh to Stone Trap. While thanks to crumbling the secret door is obvious, the magic within it is not. Any creature who touches the door is subject to a *flesh to stone* spell (spell save DC 15). The staff near the door was kept there by members of the

Eye of Oghma to push the door open without touching it.

[4] Raljeviak's Lair

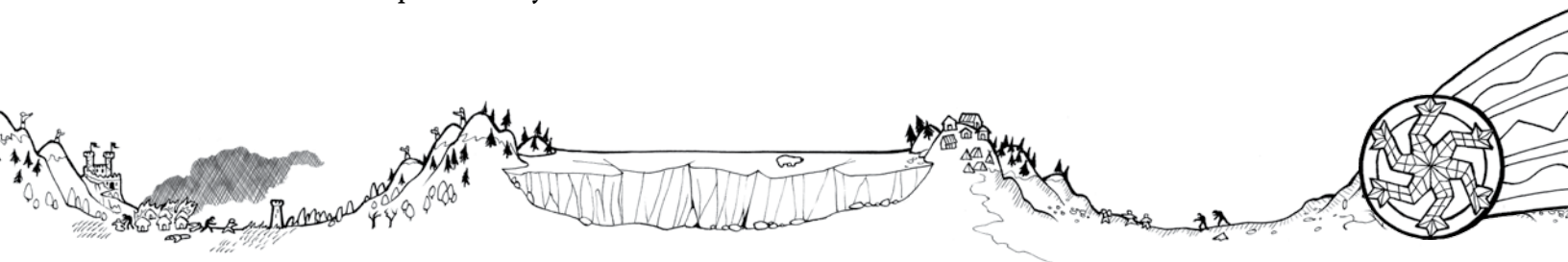
Read or paraphrase the following text when the characters enter this area:

As you wind your way down the stairs, you can feel a sharp drop in the temperature. Your breath is visible before you and the stairs become covered in frost and then ice.

The stairs lead into an enormous unfinished room, covered in glittering ice. A massive dragon is curled around a stone altar at the back of the room, staring intently at the steps.

Raljeviak, an **adult white dragon** (SRD pg. 292), is linked to the *mystic altar* here. It has alerted him to the presence of the characters, though he does not know specifically where they are in the complex at the moment. He assumes they are coming down the steps, so his eyes are focused there.

If the characters approach Raljeviak without hostility, the ancient dragon hears them out. If the characters tell the dragon they have only come to talk with Elial the Learned, a DC 15 Charisma (Persuasion) check convinces the dragon they aren't here to take his treasure. The dragon makes the characters the following deal. He will allow them to speak with Elial provided they capture the druid using an *iron flask* (given to them by Raljeviak) and return the item with Elial inside to Raljeviak. If the characters don't agree, Raljeviak asks them to leave and intends on catching Elial himself.



If the characters don't mention the druid, Raljeviak will allow them to look around his domain, provided they succeed on the Charisma (Persuasion) check and offer him 10,000 gp worth of coins, gems, and art, or a permanent magic item of uncommon or greater rarity.

Ice-Covered. Almost every surface of this room is covered in ice. Creatures that move more than half their speed in a round must succeed on a DC 10 Dexterity (Acrobatics) check or end their movement prone.

Mystic Altar. The *mystic altar* at the back of the room controls the locks on doors and constructs in the complex. A creature can attune to the altar by spending 1 hour with it. At the end of that hour a creature not of Raceon descent must succeed on a DC 15 Constitution saving throw or suffer four levels of exhaustion. The dragon has rested and removed these levels of exhaustion.

While you are attuned you can do the following as an action:

- * Know the number and type of any creatures that are not undead in areas 1–10 of this complex (but not their specific location). You do know the location of any constructs.
- * Lock or unlock any door in the complex.
- * Activate or deactivate any trap.
- * Issue a one-sentence command to any of the constructs in the complex created by the Eye of Ogmia, that they must follow.

Treasure. The treasure in this area is embedded in the ice throughout the room. There are 11,871 gp, 1,115 pp, five silver chalices set with moonstones (worth 750 gp each), a +1 longbow, a +1 longsword, and a *mace of disruption*.

[5] Cave of Ice

Read or paraphrase the following text when the characters enter this area:

An ice-covered tunnel leads to a room where frosty stalactites and stalagmites glitter in the torchlight. At the center of the room is what appears to be a small dragon statue, covered in ice.

A dozen **ice mephits** (SRD pg. 334) hide amongst the stalactites here, ready to attack anyone who enters (unless Raljeviak has given the characters permission to look around). They attack with glee and flee out of the complex if six or more mephits fall.

Dragon Statue. The dragon statue is actually a frozen **pseudodragon** (SRD pg. 343) named Arigolanna. A DC 15 Wisdom (Perception) check notices the dragon's eyes move and blink. Arigolanna can be freed by melting the ice around her. Any fire damage dealt to the ice should do the trick.

If freed, Arigolanna is grateful. She is terrified of Raljeviak and was exploring the caves beneath the Luna Valley when the mighty dragon entered and froze her to be a plaything for its mephits.

The characters might ask Arigolanna to be a spell component in the Minas Herion ritual. The ritual will cost the pseudodragon her life, but she understands the cause is good. She agrees on the condition that the adventurers swear to resurrect her.

Ice-Covered. Almost every surface of this room is covered in ice. Creatures that move more than half their speed in a round must succeed on a DC 10 Dexterity (Acrobatics) check or end their movement prone.



[6] Laboratory

Read or paraphrase the following text when the characters enter this area:

A ransacked laboratory has overturned tables, smashed shelves, and wrecked suits of armor and broken weapons along the floor. What creations might have been found in this place are now long gone.

Raljeviak ransacked this room when he first came to the complex, taking any items of value for himself. The pieces of armor on the floor are actually six suits of **animated armor** (SRD pg. 266) that spring to life and attack when anyone enters the room.

Treasure. Raljeviak didn't recover quite everything in this room. A DC 15 Intelligence (Investigation) check notices a false wall to the back of one of the cabinets. Inside are six *potions of mind reading*.

[7] Wizard's Quarters

Read or paraphrase the following text when the characters enter this area:

Several smashed beds, decimated chests, and overturned shelves indicate this may have been a bedroom for several people at one time. At the back of the room is a tapestry depicting an order of wizards raising glasses of wine to a crowned figure.

Raljeviak ransacked this room when he first came to the complex, taking any items of value for himself.

Drunken Tapestry. A character who looks at the tapestry must succeed on a DC 15 Constitution saving throw or become poisoned for the next 8 hours, as if they were drunk. A creature who succeeds on

this saving throw is immune to the effects of the tapestry for 24 hours.

Treasure. On the floor amongst the debris is an unremarkable letter opener. A *detect magic* spell or similar magic reveals this is actually a magic weapon that functions as a +1 *dagger* that returns to a person's hand when thrown.

[8] Library

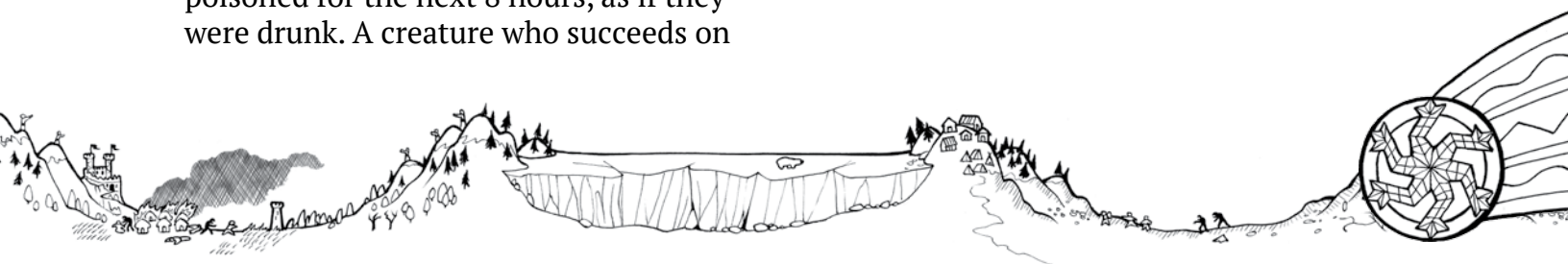
Read or paraphrase the following text when the characters enter this area:

A magnificent library is in this room. Rows of shelves with rolling ladders go all the way up to the 30-foot ceiling. Suddenly, a nasally voice behind you says, "Ah, I see some treasure-hunters have made it into the complex. Did you deal with that brutish dragon? I'm afraid he'll smash the books next!" Floating behind you is a bespectacled specter.

Raljeviak appreciates the beauty of this library and has left it untouched, though he does come into the room occasionally to look for valuable tomes and scrolls.

Elial the Learned, a **ghost** (SRD pg. 313) druid of Minas Herion, asks the characters to drive the dragon out of the complex. If the characters refuse, he asks them to consider smuggling a set of forty books that represent the collected scientific and arcane research of the Eye of Ogmia out of the complex.

Elial is happy to share any information he knows about the components of the Minas Herion ritual (see Chapter 1, page 6). If the characters try to capture him, he flees.



[9] Experiments Locked Away

Read or paraphrase the following when the characters approach the door to this room:

This door has the words "TRY AGAIN LATER" carved into the door in Common.

The door to this area is locked. A DC 15 Dexterity check made with thieves' tools picks the lock to the door and a DC 22 Strength check forces the door open.

Read or paraphrase the following text when the characters enter this area:

A hiss of air accompanies the opening of the door to this room. Everything within is clean. There's not a speck of dust. Suddenly, a huge pile of black goop splats to the floor and begins making its way toward you.

The wizards of the Eye of Ogmia thought they could control oozes. These experiments failed horribly, and after the test subjects ate more than a few of their members, the organization had the oozes confined to this room, hoping to resume the experiments someday. Now the three **black puddings** (SRD pg. 340) in here are ravenous and ready to consume anything that walks in.

[10] Underground Entrance

Read or paraphrase the following when the characters approach the door to this room:

This chamber narrows into a tunnel that points north and disappears into darkness. Two rotting human corpses are slumped in alcoves in the hall. Their stench permeates the chamber.

This room is the first line of defense against any invaders who would enter using the secret tunnel. The two corpses are actually **flesh golems** (SRD pg. 319) that float above the ground here to avoid the effects of the electrified floor trap. They attack any creature that enters this room that isn't attuned to the *mystic altar*.

Electrified Floor. The ground here is imbued with magic tied to the *mystic altar*. Once the flesh golems come to life, each round on initiative count 0, any creature in contact with the floor must make a DC 15 Dexterity check. Creatures that fail take 22 (4d10) lightning damage and are thrown to the ground prone. Creatures that succeed take only half damage and are not prone.

North Tunnel. The tunnel to the north here is loaded with all manner of cut rocks and metal in fine enough shape that it could be used as building supplies. A crew of four or more people can unload all the supplies in three days. These supplies could be used to rebuild Tomar's Crossing (see Chapter 2, page 21).

Once the tunnel is unblocked it leads back out into the Luna Valley. How far it goes and where exactly it takes the characters is up to you.



CHAPTER 6: GAL'NARA'S TOMB

Read or paraphrase the following text as the characters approach Gal'Nara's Tomb:

A simple, plain opening has been cut into earth. If it weren't for the marble archway smoothing out the entrance, you would think this cave was natural. The wind howls over the entrance, and below there is nothing but darkness. A single, bold dwarvish rune is carved into the keystone above the entrance.

The Al Nasar dwarves carved this tomb to bury their fallen rulers. The Gal'Nara clan ruled the caves of the Luna Valley for almost a millennium.

The tomb's entrance is made to look simple to thwart potential grave robbers. Of course, deception isn't the only defense the crypt has against intruders....

Trapped Entrance

The rune above the archway is actually a magic trap. The rune means "dust" in dwarvish. Any creature who passes through the archway who is not an Al Nasar dwarf is

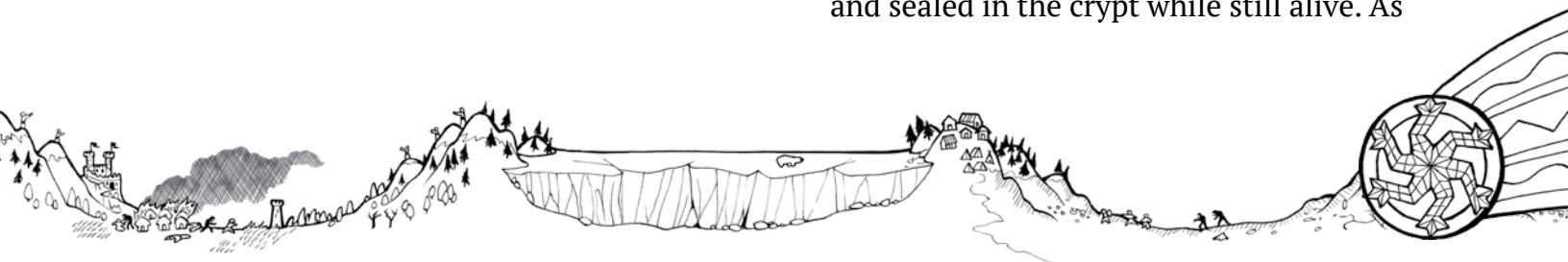
immediately targeted by a *disintegrate* spell (spell save DC 15).

Casting *dispel magic* or a similar spell on the rune disables the trap for 5 minutes. The keystone can be destroyed (AC 17, 18 hit points, immune to poison and psychic damage), but doing so collapses the entrance of the crypt. It takes the characters 1d4 x 10 hours of work to clear the entrance if this occurs.

A creature who is proficient with mason's tools can scratch out the rune, disabling the trap.

The Situation in Gal'Nara's Tomb

Gal'Nara's tomb has been dormant for almost two thousand years. The last ruler laid to rest in the crypt was Queen Shelebaz Gal'Nara. The queen came down with demonplague and had herself sealed inside a beautiful magically-warded sarcophagus and sealed in the crypt while still alive. As



she became a valok, her strength allowed her to break free of the sarcophagus, but not her cell within the crypt. There her undead demonic form waits — hungry and crazed.

Nalla the Gifted, a ghost of Minas Herion, came to this crypt seeking the famed sarcophagus of Shelebaz. The artist druid could not help but seek out the artifact, known for its legendary beauty. When Nalla found Shelebaz's crypt, the valok attacked. As the ghost tried to flee, she headed for the sarcophagus and became trapped inside by its powerful wards. She is safe from the valok, but cannot leave the coffin.

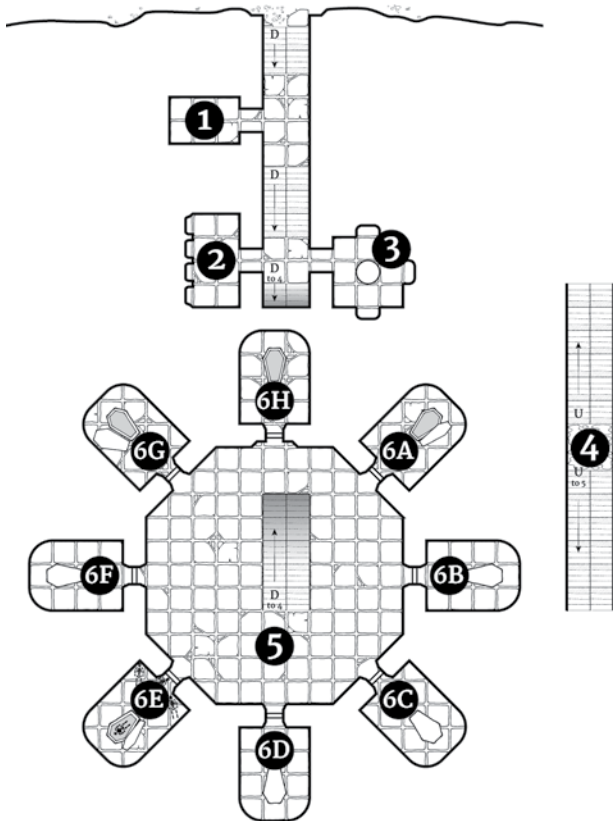
[1] False Treasure Room

Read or paraphrase the following text when the characters enter this area:

You open the door into a room of glittering coins. A small pile of coins, gems, and jewelry sits on the ground right in front of the door. This pile joins a much larger one that rises toward the opposite wall. As the gold gets deeper, larger treasures poke out of the mass of coins. Beautiful sword hilts, magnificent staffs, and expertly crafted pieces of armor peek above a wave of glittering gold.

The treasures in this room are all magical objects. *Detect magic* reveals an aura of enchantment about each item. Each creature who sees the objects must make a

GAL'DARCA'S TOMB



FEATURES OF THE AREA — GAL'DARCA'S TOMB

Ceilings. The ceiling is 10 feet high in all areas.

Doors. Unless otherwise noted, all doors are stone (AC 17, 27 hit points) and locked. The keys for these doors are long gone. Each door can have its lock picked with a DC 15 Dexterity check made with thieves' tools. Each door can be forced open with a DC 20 Strength check.

Illumination. The entire crypt is shrouded in darkness.

Noise. Any loud noise within the compound draws the attention of the **mummies** (SRD pg. 336) in area 2.



DC 15 Charisma saving throw. A creature who fails is overcome with admiration for every object in the room and cannot willingly move out of it for 24 hours. During that time, the creature cares only about the treasure in the room and will defend the objects with its life. The creature is hostile toward any other person who tries to move the creature or any treasure out of the room. The creature will try to find its way back to the room if it is forcibly removed from it. The creature will not sleep while it is under this effect. After 24 hours the affected creature suffers a level of exhaustion and it must repeat the saving throw if it can still see the treasure. A creature who succeeds on the saving throw is immune to the effects of the treasure for 24 hours.

A creature who attempts to remove treasure from this area finds that anything they take immediately explodes upon leaving area 1. A creature carrying such an object must make a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save or half as much on a success.

[2] Chamber of the Guardians

Read or paraphrase the following text when the characters enter this area:

Eight stone coffins in two rows line the back of this room. As you open the door, each coffin’s lid slides open. Eight bandage-wrapped figures, each no taller than four-and-a-half feet and built like dwarves, rise from the coffins, their undead eye sockets glowing red.

The eight dwarf **mummies** (SRD pg. 336) here are dormant until the door to this area is opened or a loud noise sounds

somewhere within the tomb. When a noise loud enough to reach the chamber sounds, the door opens and unlocks and the mummies exit, heading toward the source of the sound, looking to attack any intruders they find. If the mummies find no intruders near the sound, they search any unlocked areas of the complex as a group and then return to this room, where the door shuts and locks. If the mummies find any intruders, they fight to the death.

Treasure. Distributed among the eight coffins is a total of 734 cp and 899 sp.

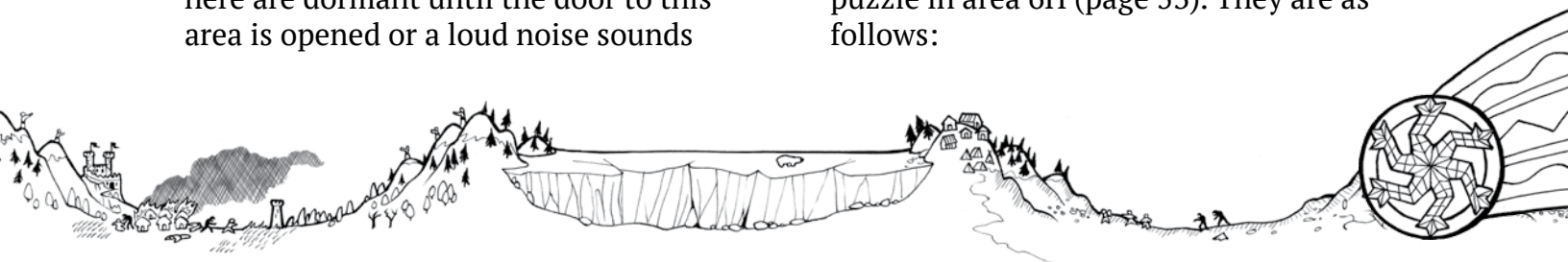
[3] The Pillar of Judgment

Read or paraphrase the following text when the characters enter this area:

A gilded pillar carved with dwarvish runes sits at the center of this room. There is a quiet reverence about the place. Stone benches line the walls, as if visitors might sit here to pay respect to some long-dead dwarves.

Any creature who can see the pillar who is not an Al Nasar dwarf must make a DC 15 Wisdom saving throw. Creatures who fail are blinded and deafened for 8 hours or until the pillar is destroyed. Creatures who succeed are immune to the pillar’s effects for 24 hours. The pillar is made of a magically treated metal and much tougher than it looks. It has AC 22 and 200 hit points and is immune to poison and psychic damage.

A creature who speaks Dwarvish and succeeds on its saving throw learns that the runes record the names and nicknames of the monarchs who ruled the Al Nasar kingdom. These nicknames help with the puzzle in area 6H (page 53). They are as follows:



- * Morga Gal'Nara the Blood King
- * Hassin Gal'Nara the Weeping King
- * Manjan Gal'Nara the King of Meat
- * Talia Gal'Nara the Steel Queen
- * Ezmir Gal'Nara the Queen of Mud
- * Tariar Gal'Nara the Bound King
- * Zeva Gal'Nara the Queen who Wanders
- * Shelebaz Gal'Nara the Last Queen

[4] Ooze Ambush

Read or paraphrase the following text when the characters enter this area:

Small drips of water come from the ceiling above down into the hall here. Over time they have carved out a little, dirty pond.

The cracks in the ceiling let in four **black puddings** (SRD pg. 340). Three hide in the ceiling and one in the brackish pond in the hall. They attack any creature that passes by.

[5] Crypt Foyer

Read or paraphrase the following text when the characters enter this area:

Stairs give way to a large chamber with a floor covered in the bones of several large animals. Eight gilded doors are spaced evenly around the octagonal chamber, each carved with the image of an ancient dwarf king or queen, now long forgotten. The door farthest from the top of the steps has seven glowing gems across its top – each a different color: red, blue, pink, gray, brown, white, and green.

When a creature that is not an Al Nasar stands on the ground in this chamber, the bones animate, swirling around the room to form eight **minotaur skeletons** (SRD pg.

349) that attack until death. The skeletons do not venture beyond areas 5 and 6.

[6] Crypts

Each of the crypts share a few common features.

Doors. Each door in this room bears the image of a different Al Nasar dwarf whose remains lie behind. The Gal'Nara Deceased Leaders table provides the description of each dwarf's image on the door and a fact about the deceased. A creature viewing the image can determine the name of the ruler and the fact with a DC 15 Intelligence (History) check.

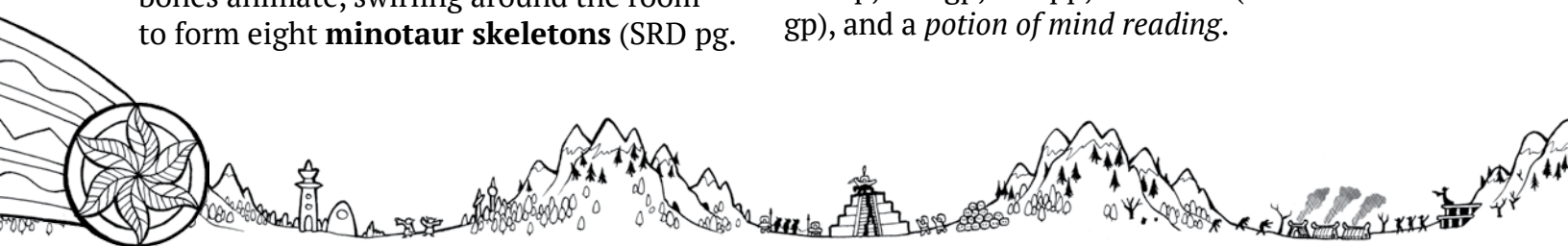
Sarcophagi. Crypts 6A through 6G each contain a single sarcophagus that holds the remains of the dwarf ruler within. Each sarcophagus lid is heavy and requires a DC 15 Strength check to slide open. On the inside of each sarcophagus lid is a short phrase written in dwarvish, which provides a clue to help open the door in area 6H. Use the Gal'Nara Sarcophagi table to get the phrase written on the inside of each lid.

For more information, see area 6H (page 53).

[6A] Morga Gal'Nara's Crypt

The top of Morga's sarcophagus is already off when the characters open this door. The demonplague has spread from area 6H to this place via a small rat hole, and the former king is now a **valok** (page 62) that stands crazed, ready to fight to the death.

Treasure. The sarcophagus holds 100 cp, 800 sp, 500 gp, 250 pp, an amber (worth 100 gp), and a *potion of mind reading*.



Gal’Nara Deceased Leaders

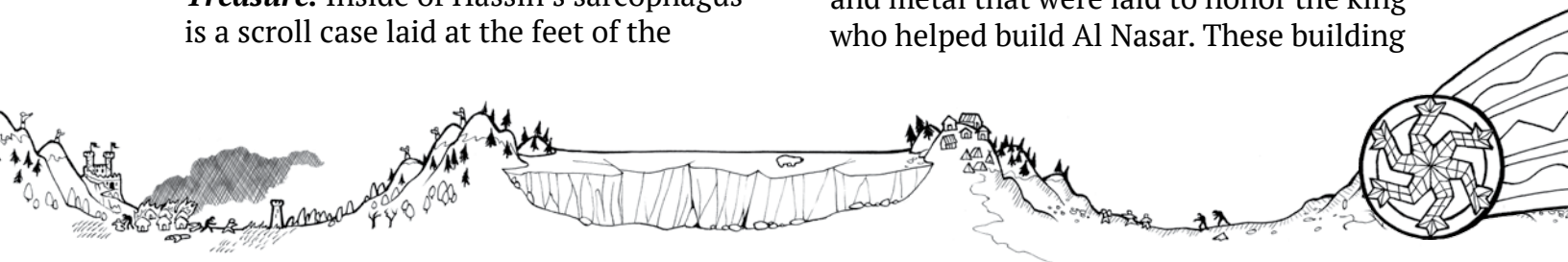
Area	Image	Ruler	Fact
6A	A naked male dwarf covered in leeches	Morga Gal’Nara	The first monarch of Al Nasar believed in the healing power of leeches and always refused magical healing.
6B	A male dwarf in regal robes holding a baby and smiling widely	Hassin Gal’Nara	The second monarch of Al Nasar had a great love for his people and his family and was known to weep openly during moments of joy.
6C	A rotund male dwarf holds a haunch of meat in one hand and a chicken leg in the other	Manjan Gal’Nara	The third monarch of Al Nasar had the most prosperous reign and was known for his appetite.
6D	A female dwarf in plate armor stands astride a crowned hobgoblin’s head holding a bloody greataxe	Talia Gal’Nara	The fourth monarch of Al Nasar expanded the dwarves’ territory in the Luna Valley after defeating many greenskin tribes near their borders.
6E	A female dwarf wrestles a huge bear to the ground while a crowd looks on cheering	Ezmir Gal’Nara	The fifth monarch of Al Nasar was known for her love of mud wrestling large animals
6F	A male dwarf bound in ropes	Tariar Gal’Nara	The sixth monarch of Al Nasar went insane and had to be bound at all times to keep from hurting himself.
6G	A female dwarf in common traveling clothes stands holding a long wood staff	Zeva Gal’Nara	The seventh monarch of Al Nasar didn’t stay in her palace. She would constantly travel from place to place in her kingdom to better understand the people she ruled and their problems.
6H	A female dwarf stepping into a magnificent sarcophagus.	Shelebaz Gal’Nara	The eighth and last monarch of Al Nasar willingly ended her life after coming down with a terminal disease.

[6B] Hassin Gal’Nara’s Crypt

Nothing has disturbed Hassin’s crypt since the king was laid to rest.

Treasure. Inside of Hassin’s sarcophagus is a scroll case laid at the feet of the

mummified king. Inside the case is a rolled-up piece of fine black cloth that is actually a special *portable hole* that unfolds into a circular sheet 100 feet in diameter and becomes an extradimensional hole 100 feet deep. The hole contains cut pieces of stone and metal that were laid to honor the king who helped build Al Nasar. These building



supplies could be used to rebuild Tomar's Crossing (see Chapter 2, page 21).

[6C] Manjan Gal'Nara's Crypt

Nothing has disturbed Manjan's crypt since the king was laid to rest.

Treasure. The sarcophagus holds 100 cp, 800 sp, 500 gp, 250 pp, an amber (worth 100 gp), and a *potion of mind reading*.

[6D] Talia Gal'Nara's Crypt

Talia feared greenskin bandits would come to desecrate her crypt after death. She had a powerful wizard place a ward on her sarcophagus.

Talia's Ward. Any non-dwarf creature that touches the sarcophagus must succeed on a DC 15 Wisdom saving throw or be transformed into a **rat** (SRD pg. 382). While in this form the creature gains all the statistics of a rat and any equipment it was carrying lies on the floor where it transformed. If the creature dies in rat form, it reverts to its original form, but stays dead.

A creature transformed into a rat this way can be restored to its original form with a casting of *dispel magic*, *greater restoration*, or using similar magic.

A creature who is trained in Arcana can determine the sarcophagus is trapped and the nature of the trap with a DC 15 Intelligence (Arcana) check. The creature also knows that casting *dispel magic* on the sarcophagus disables the ward for 1 hour.

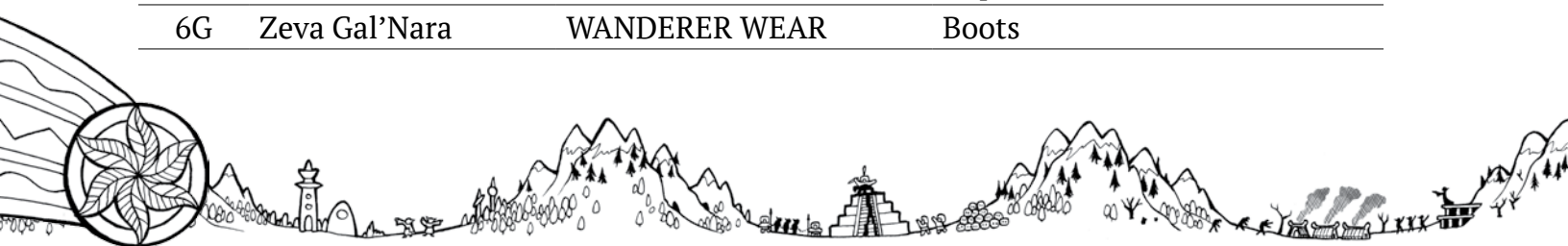
Treasure. The sarcophagus holds 100 cp, 800 sp, 500 gp, 250 pp, an amber (worth 100 gp), and a *potion of mind reading*.

[6E] Ezmir Gal'Nara's Crypt

Ezmir's sarcophagus is already open. Over one thousand years ago, four grave-robbing human brothers, the Grandernoths, attempted to rob this tomb using *potions of gaseous form*. The brothers got into Ezmir's crypt, but had to transform back into their normal form to grab the treasure from the sarcophagus. Three brothers went into the crypt to grab treasure, while the strongest stayed outside the door and tried open it so his brothers could come out. The brother outside was killed by the minotaur skeletons, and the three inside starved to death and their remains now litter the floor.

Gal'Nara Sarcophagi

Area	Ruler	Phrase	Object Needed to Open 6H
6A	Morga Gal'Nara	HEART RIVER	Blood
6B	Hassin Gal'Nara	EYE WATER	Tears
6C	Manjan Gal'Nara	FOOD FLESH	Cooked meat
6D	Talia Gal'Nara	STRONG IRON	Steel
6E	Ezmir Gal'Nara	WATER DIRT	Mud
6F	Tariar Gal'Nara	EXECUTIONER TOOL	Rope
6G	Zeva Gal'Nara	WANDERER WEAR	Boots



The spirits of the three brothers within have become **wraiths** (SRD pg. 358) who pounce upon any living creature that enters the area, and fight to the death.

Treasure. The sarcophagus holds 100 cp, 800 sp, 500 gp, 250 pp, an amber (worth 100 gp), and a *potion of mind reading*.

[6F] Tariar Gal’Nara’s Crypt

Nothing has disturbed Tariar’s crypt since the king was laid to rest.

Treasure. The sarcophagus holds 100 cp, 800 sp, 500 gp, 250 pp, an amber (worth 100 gp), and a *potion of mind reading*.

[6G] Zeva Gal’Nara’s Crypt

The top of Zeva’s sarcophagus is already off when the characters open this door. The demonplague has spread from area 6H to this place via a small rat hole, and the former queen is now a **valok** (page 62) that stands crazed, ready to fight to the death.

Treasure. The sarcophagus holds 100 cp, 800 sp, 500 gp, 250 pp, an amber (worth 100 gp), and a *potion of mind reading*.

[6H] Shelebaz Gal’Nara’s Crypt

The grandest of all the crypts belongs to Al Nasar’s final queen, Shelebaz Gal’Nara.

Door. The door to Shelebaz’s crypt was warded by powerful Al Nasar wizards under the queen’s orders. The queen knew her valok form would hurt any if let out of the crypt. What she didn’t know was that the wizards installed a failsafe for the door, in case they discovered a cure to the

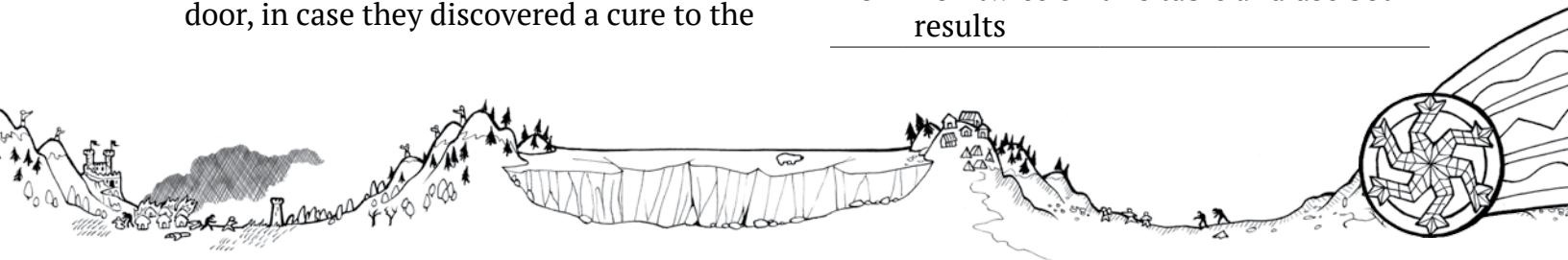
demonplague and could restore their queen to health once again. The door to this crypt is emblazoned with the dwarvish phrase, “Touch me not without the objects written under death’s masks.”

The door is magically reinforced. It has AC 20, 200 hit points, a damage threshold of 20, and is immune to psychic and poison damage. It is locked, but has no keyhole that can be picked. It is impossible to force the door open with anything other than a DC 25 Strength check.

When a creature touches, attacks, casts a spell at, or otherwise deals damage to the door, the door casts a random spell rolled on the Shelebaz’s Crypt Door table below (spell save DC 15, no concentration or material components required) centered on the creature. If you roll for a spell that has already been disabled, roll again until you get a result for a spell that is still active.

Each spell on the door corresponds to a gem embedded above it, and each gem is tied to an object. If the characters touch a listed object to the door, it does not cast a spell, the light in the corresponding gem above the door goes out, and the door can no longer cast that spell. Once all the

d8	Spell	Gem Color	Object
1	<i>fireball</i>	Red	Blood
2	<i>sleet storm</i>	Blue	Tears
3	<i>wall of fire</i>	Pink	Cooked meat
4	<i>insect plague</i>	Gray	Steel
5	<i>cloudkill</i>	Brown	Mud
6	<i>ice storm</i>	White	Rope
7	<i>flame strike</i>	Green	Boots
8	Roll twice on this table and use both results		



spells and gems have been deactivated, the door unlocks and can be opened without a problem.

The Dwarf Queen. Queen Shelebaz Gal'Nara is a **chosen valok** (page 63), transformed by a powerful strain of the plague Xancrown sent when he saw the queen was imprisoning herself. Furious the dwarves would be denied witnessing his perversion of their leader, the demon sent the concentrated strain of virus to transform Shelebaz into an even more powerful creature that could break through the sarcophagus. When Shelebaz transformed she did break free, but still couldn't get through the powerful magic on the door to her crypt. So she remained in captivity, hungry and furious. She fights the characters to the death.

The Ghost Druid. Trapped within the magnificent sarcophagus here is Nalla the Gifted, a **ghost** (SRD pg. 313) druid of Minas Herion. She cries for help when the characters enter this area and her muffled screams can easily be heard. The wards on the sarcophagus keep her contained. Casting *dispel magic*, *protection from good and evil*, or a similar magic on the sarcophagus allows Nalla to escape. Once she is free and the valok in the room has been dealt with, she gladly tells the characters everything she knows about the Minas Herion ritual (see Chapter 1, page 6).

Treasure. The sarcophagus holds 100 cp, 800 sp, 500 gp, 250 pp, an amber (worth 100 gp), and a *potion of mind reading*.



CHAPTER 7: THE DEMON RAID

The following encounter in Tomar's Crossing occurs after the characters have had a long rest and retrieved all of the necessary spell components and knowledge needed for the Minas Herion ritual (see Chapter 1, page 6). Read or paraphrase the following text when you feel it is time to trigger the encounter:

Sudden shrieks fill the air. Panic grips your heart as people run away from the edge of town and various camps toward the center of Tomar's Crossing. Some help friends who are broken, bleeding, or missing limbs. The bruised and mutilated populace is crazed, running as if the Hells themselves had opened up behind them.

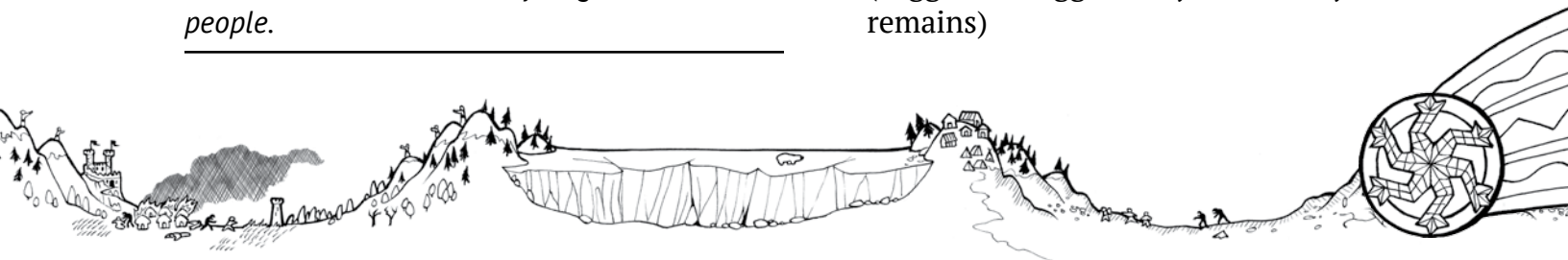
Then you see it. Demons, more than you can count, have entered the village. They buzz overhead and tromp through the streets, murdering with glee. "Where is Xancrown?" they roar and chitter.

Suddenly a familiar voice from behind you says, "Hold them off. We'll get these people to safety." The ghost of Feraie the Wise is behind you, backed by the other spirits of Minas Herion, who cast protective wards around the people and shout above the chaos to try to get a hold on people.

Fel'dryzonna's fruitless search for the entrance to Xancrown's prison has forced her to take a new course of action. Convinced the people of Tomar's Crossing know where to find the plague demon, Fel'dryzonna sent most of her force of demons to lay waste to the village and demand answers.

Wherever the characters are, the demons attack them in waves. Add a new wave when you feel it is appropriate, or when the suggested trigger occurs. If the characters are struggling, feel free to hold a wave back. Likewise, if the encounter seems too easy for them, add the next wave.

- * **Wave 1.** 25 dretches (SRD pg. 273)
- * **Wave 2.** 2 vrocks (SRD pg. 276)
(suggested trigger: 15 dretches fall)
- * **Wave 3.** 1 hezrou (SRD pg. 274) and 5 dretches (SRD pg. 273)
(suggested trigger: 1 vrock falls)
- * **Wave 4.** 2 glabrezu (SRD pg. 274)
(suggested trigger: the hezrou falls)
- * **Wave 5.** 1 marilith (SRD pg. 275)
(suggested trigger: only one enemy remains)



Combat Event

d100	Event	Description
1 – 23	Villager stampede	A group of panicked villagers run through the area where the characters are. Each creature in the area touching the ground must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) damage and be knocked prone.
24 – 46	Animal stampede	A herd of panicked farm animals run through the area where the characters are. Each creature in the area touching the ground must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) damage and be knocked prone.
47 – 69	Hometown hero	An NPC joins the fight against the demons. As an action, a character can convince the NPC to take some action with a DC 12 Charisma (Intimidation) or (Persuasion) check. Roll a d10 to determine the type of NPC: 1-2 commoner (SRD pg. 393), 3-4 guard (SRD pg. 394), 5-6 noble (SRD pg. 396), 7-8 thug (SRD pg. 397), 9-10 veteran (SRD pg. 398).
70 – 92	Victim	A demon grabs a commoner (SRD pg. 393) out of a nearby crowd and threatens to kill the NPC if the characters don't tell it where Xancrown is being held. How this is resolved is up to you.
93 – 100	Valok	A valok (page 62) is drawn to Tomar's Crossing because of the noise and joins the fray. Each round it attacks the closest creature until it dies.

On initiative count 0 (losing initiative ties) each round, a combat event happens. Roll or choose on the Combat Event table below to determine what occurs.

Track the number of rounds combat takes and make note of it. This number has an impact on the next part of the story.

If the marilith falls, the rest of the demons flee. If this happens, read the following:

The demons screech in pain, flying away in all directions and cursing the people of Tomar's Crossing. A crowd of survivors come up behind you, some cheering your names, others running into the town to look for loved ones lost during the attack.

Four ghosts of Minas Herion approach along with the crowd, their pale faces twisted in sadness. Elial the Learned approaches you. "They got Feraie. They sucked her into some gem and then flew off. You have to find her!"

The adventure continues in *Icefall*, Part III of the *Demonplague* storyline.



APPENDIX A: MAGIC ITEMS

SRD Magic Items

Boots of striding and springing
— SRD pg. 215

Circlet of Blasting — SRD pg. 217

Figurine of Wondrous Power (silver raven)
— SRD pg. 225

Hat of Disguise — SRD pg. 228

Helm of Comprehending Languages — SRD
pg. 229

Iron Flask — SRD pg. 231

Mace of Disruption — SRD pg. 232

Pipes of the Sewers — SRD pg. 236

Portable Hole — SRD pg. 236

Potion of Healing — SRD pg. 237

Potion of Mind Reading — SRD pg. 238

Potion of Poison — SRD pg. 238

Ring of Mind Shielding — SRD pg. 240

Ring of Water Walking — SRD pg. 241

Robe of Useful Items — SRD pg. 242

Scimitar of Speed — SRD pg. 245

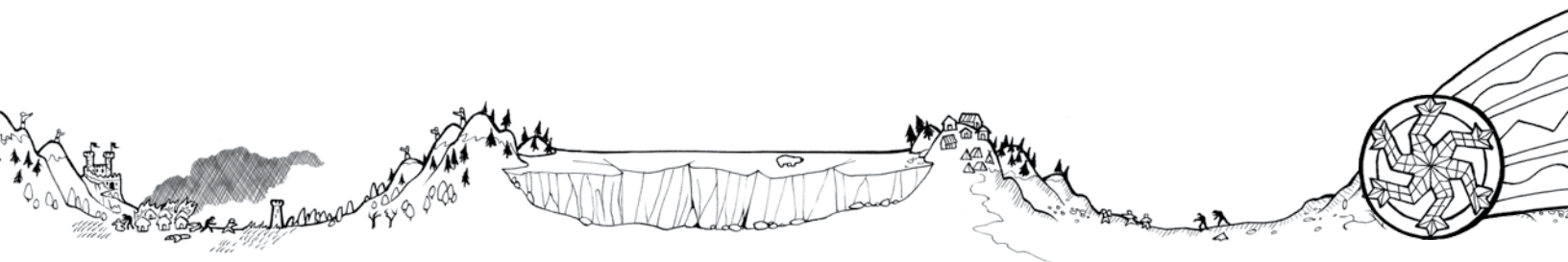
Shield +1, +2, +3 — SRD pg. 245

Shield of Missile Attraction — SRD pg. 245

Spell Scroll — SRD pg. 245

Wand of the War Mage +1, +2, +3
— SRD pg. 253

Weapon +1, +2, +3 — SRD pg. 254



APPENDIX B: FOES

SRD Foes

Animated Armor — SRD pg. 266

Animated Object, Flying Sword
— SRD pg. 267

Animated Object, Rug of Smothering
— SRD pg. 267

Bandit — SRD pg. 391

Bandit Captain — SRD pg. 392

Commoner — SRD pg. 393

Cultist — SRD pg. 393

Cult Fanatic — SRD pg. 393

Dire Wolf — SRD pg. 371

Demon, Dretch — SRD pg. 273

Demon, Glabrezu — SRD pg. 274

Demon, Hezrou — SRD pg. 274

Demon, Marilith — SRD pg. 275

Demon, Nalfeshnee — SRD pg. 275

Demon, Quasit — SRD pg. 276

Dragon, Adult White — SRD pg. 292

Dragon, Young White — SRD pg. 293

Giant, Frost — SRD pg. 315

Giant, Hill — SRD pg. 316

Ghost — SRD pg. 313

Giant Constrictor Snake — SRD pg. 369

Giant Eagle — SRD pg. 370

Giant Spider — SRD pg. 374

Giant Toad — SRD pg. 375

Golem, Flesh — SRD pg. 319

Golem, Stone — SRD pg. 320

Guard — SRD pg. 394

Knight — SRD pg. 395

Kobold — SRD pg. 326

Mammoth — SRD pg. 379

Mephit, Ice — SRD pg. 334

Minotaur Skeleton — SRD pg. 349

Mummy — SRD pg. 336

Noble — SRD pg. 396

Ogre — SRD pg. 339

Ooze, Black Pudding — SRD pg. 340

Ooze, Ochre Jelly — SRD pg. 341

Orc — SRD pg. 342

Pseudodragon — SRD pg. 343

Rat — SRD pg. 382

Thug — SRD pg. 397

Veteran — SRD pg. 398

Vrock — SRD pg. 276

Wraith — SRD pg. 358



Bazig

Large giant, chaotic evil

Armor Class 16 (chain mail)

Hit Points 52 (7d10 + 14)

Speed 30 ft.

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

Saving Throws Str +6, Con +4

Skills +6 Athletics, +4 Deception, +4 Insight, +4 Persuasion

Senses darkvision 60 ft., passive Perception 12

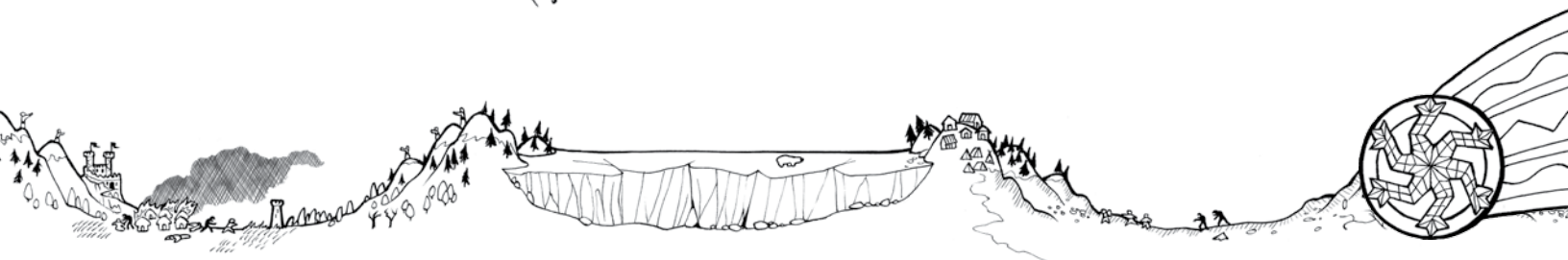
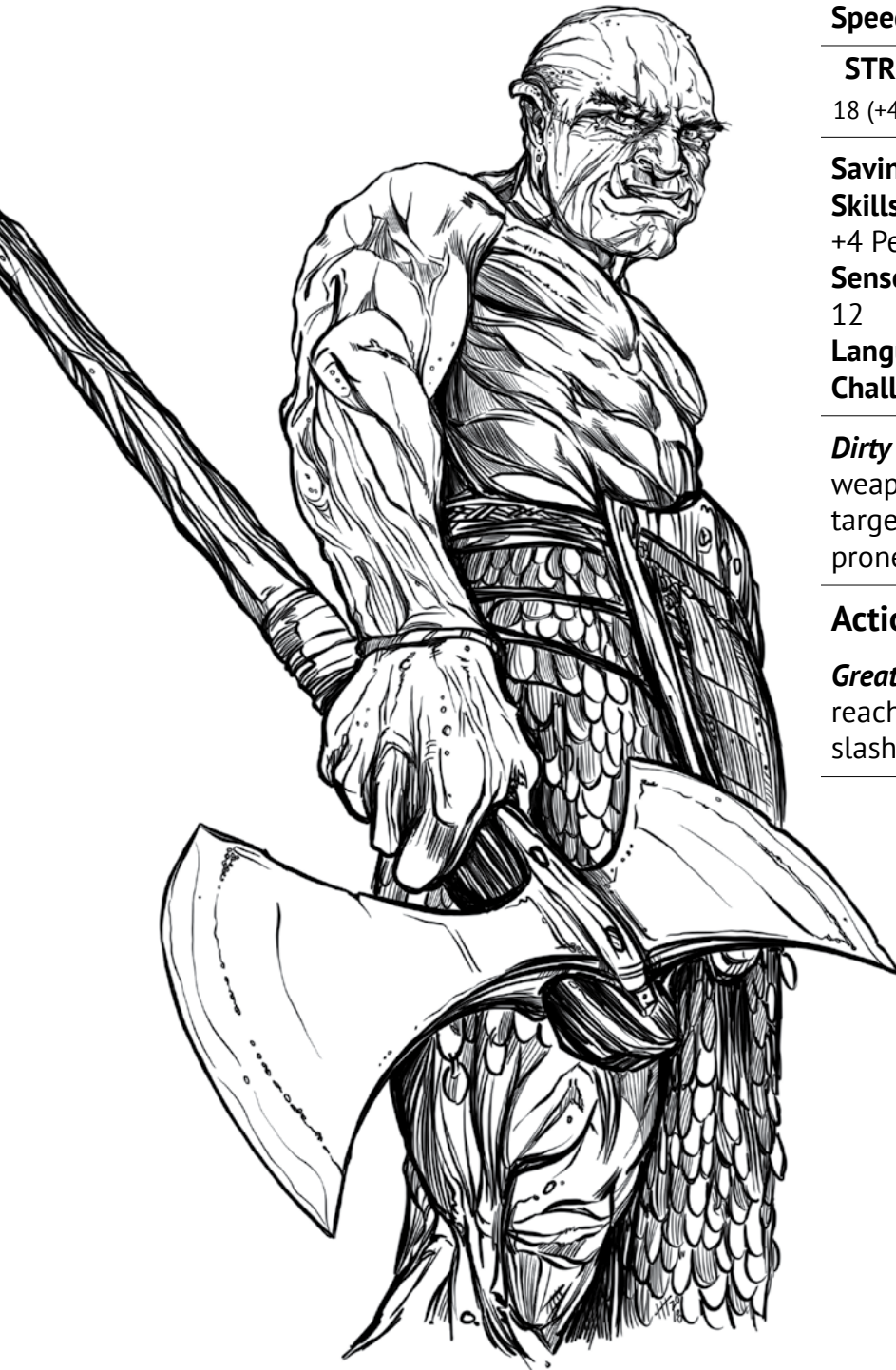
Languages Common, Giant

Challenge 2 (450 XP)

Dirty Fighting. When Bazig hits with a weapon attack, he can choose to push the target back 10 feet or knock the target prone in addition to dealing damage.

Actions

Great Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.





Elva Scarwraith

Medium humanoid (human), chaotic evil

Armor Class 20 (plate and shield)

Hit Points 52 (8d8+ 16)

Speed 30 ft.

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

Saving Throws Con +5, Wis +7

Skills +7 Perception, +5 Religion

Senses passive Perception 17

Languages Common, Goblin

Challenge 5 (1,800 XP)

Dark Devotion. Elva has advantage on saving throws against being charmed or frightened.

Spellcasting. Elva is a 7th-level spellcaster. Her spellcasting ability modifier is Wisdom (spell save DC 15, +7 to hit with spell attacks). Elva has the following cleric spells prepared:

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

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *blindness/deafness, hold person, spiritual weapon*

3rd level (3 slots): *animate dead, dispel magic, spirit guardians*

4th level (1 slot): *banishment, stone shape*

Actions

Multiattack. Elva makes two scimitar attacks.

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



Plague Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

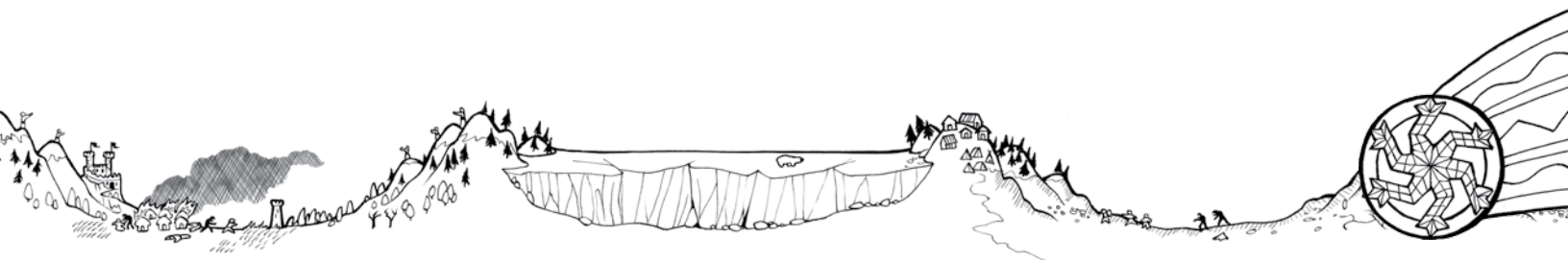
Challenge 1/4 (50 XP)

Noxious Burst. The first time the zombie takes damage during an encounter, all creatures within 5 feet of the zombie must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once the zombie has used this ability, it cannot use it again for another 24 hours.

Undead Fortitude. If damage reduces the zombie 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, the zombie drops to 1 hit point instead.

Actions

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



Valok

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 123 (13d8 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +7, Con +8, Wis +4, Cha +2

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 8 (3,900 XP)

Contagion Gaze. When a humanoid that can see the valok's eyes starts its turn within 30 feet of the valok, the valok can force it to make a DC 16 Constitution saving throw if the valok isn't incapacitated and can see the humanoid. On a failure the humanoid is afflicted with the demonplague.

Unless surprised, a humanoid can avert its eyes to avoid the saving throw at the start of its turn. If the humanoid does so, it can't see the valok until the start of its next turn, when it can avert its eyes again. If the humanoid looks at the valok in the meantime, it must immediately make the save.

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

Actions

Multiattack. The valok makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage and the target must make a DC 16 Constitution saving throw or become poisoned.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



Valok, Chosen

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	24 (+7)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +11, Con +12, Wis +6, Cha +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 13 (10,000 XP)

Contagion Gaze. When a humanoid that can see the valok's eyes starts its turn within 30 feet of the valok, the valok can force it to make a DC 20 Constitution saving throw if the valok isn't incapacitated and can see the humanoid. On a failure the humanoid is afflicted with the demonplague.

Unless surprised, a humanoid can avert its eyes to avoid the saving throw at the start of its turn. If the humanoid does so, it can't see the valok until the start of its next turn, when it can avert its eyes again. If the humanoid looks at the valok in the meantime, it must immediately make the save.

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



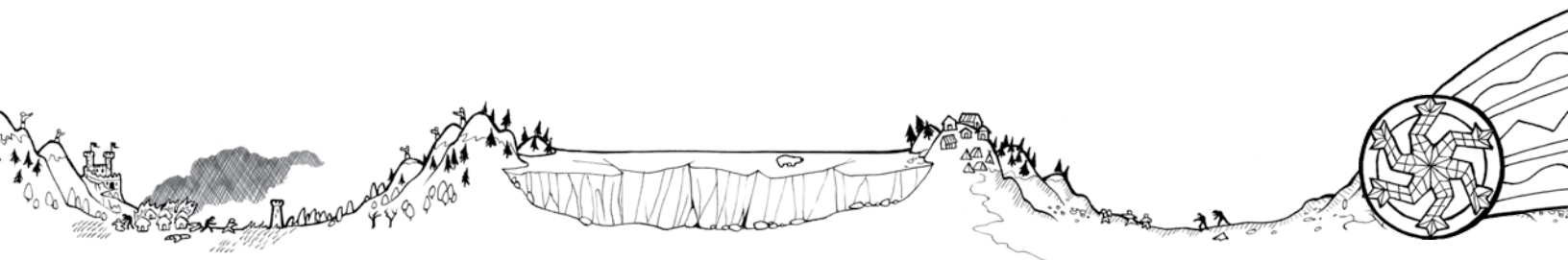
Actions

Multiattack. The valok makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage and the target must make a DC 20 Constitution saving throw or become poisoned.

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

Plague Breath. The valok breathes decay in a 30-foot cone. Each creature in the area must make a DC 20 Constitution saving throw. A creature who fails take 36 (8d8) necrotic damage, can't make reactions until the start of the valok's next turn, and on its turn spends its next action retching and reeling. A creature who succeeds takes only half damage and suffers no other effects of the breath.



Winter Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Damage Immunities cold

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

Actions

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

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

Cold Snap. Each creature within 5 feet of the goblin must succeed on a DC 10 Constitution saving throw or take 4 (1d8) cold damage and have its speed reduced by 10 feet until the start of the goblin's next turn. The goblin cannot use this ability again until it completes a short or long rest.



Winter Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

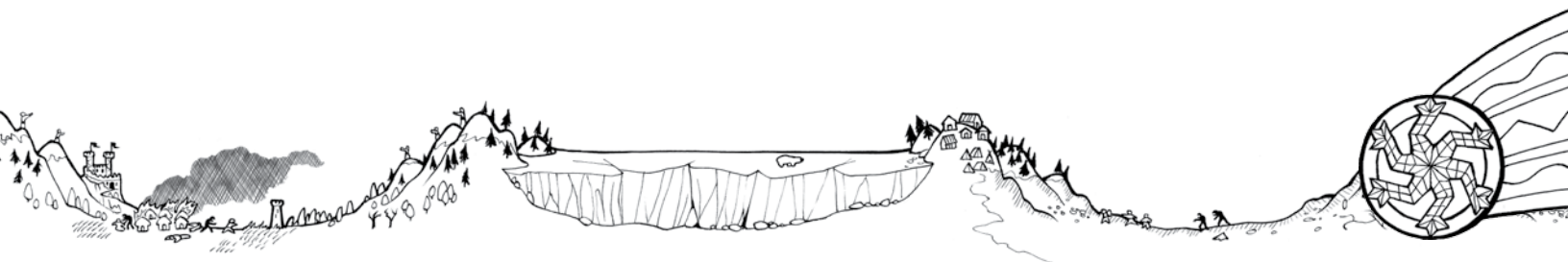
Frosty Hold. When the hobgoblin hits with a melee weapon attack, the target must succeed on a DC 11 Constitution saving throw or become restrained until the end of the hobgoblin's next turn. The hobgoblin cannot use this ability again until it completes a short or long rest.

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

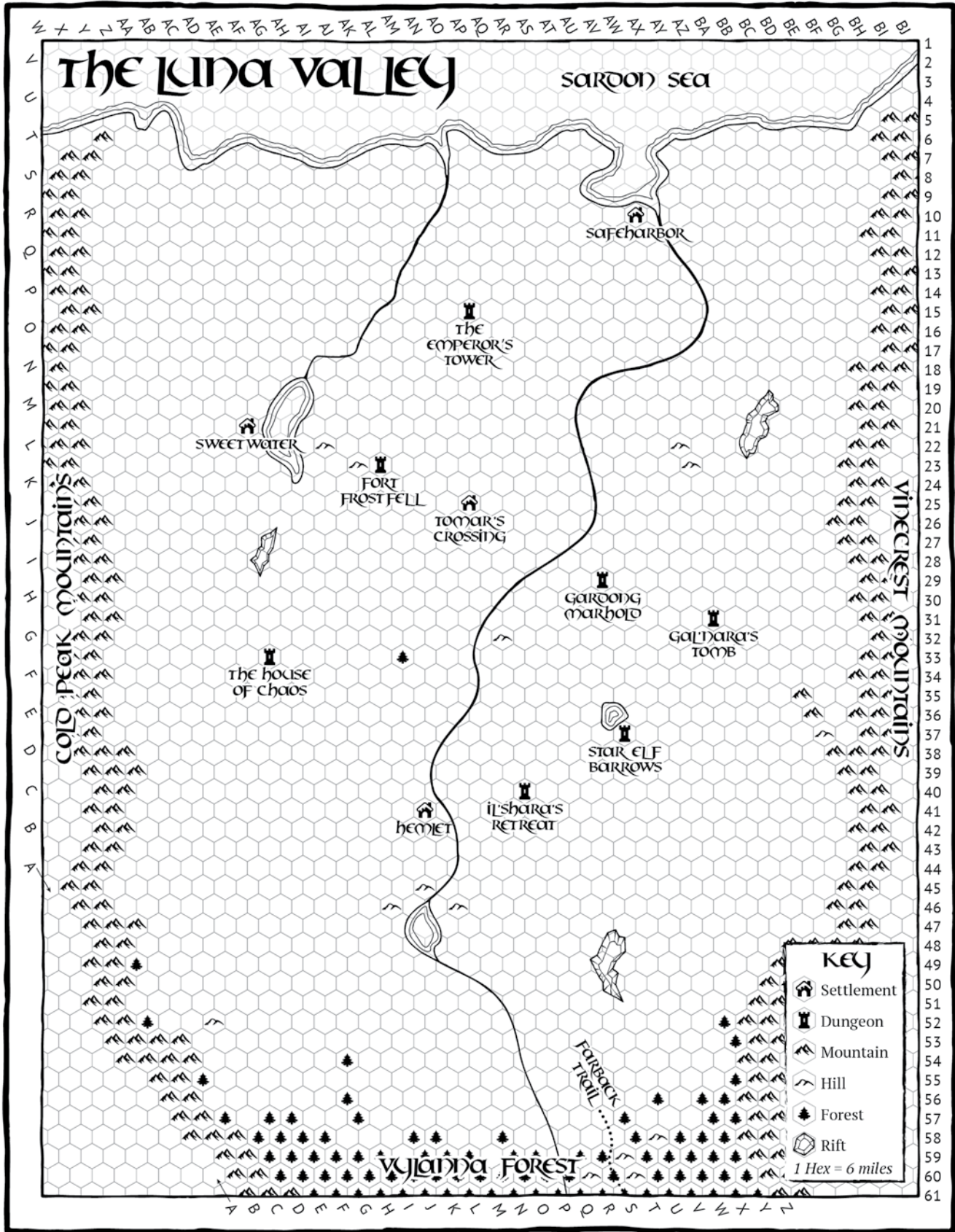
Actions

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

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

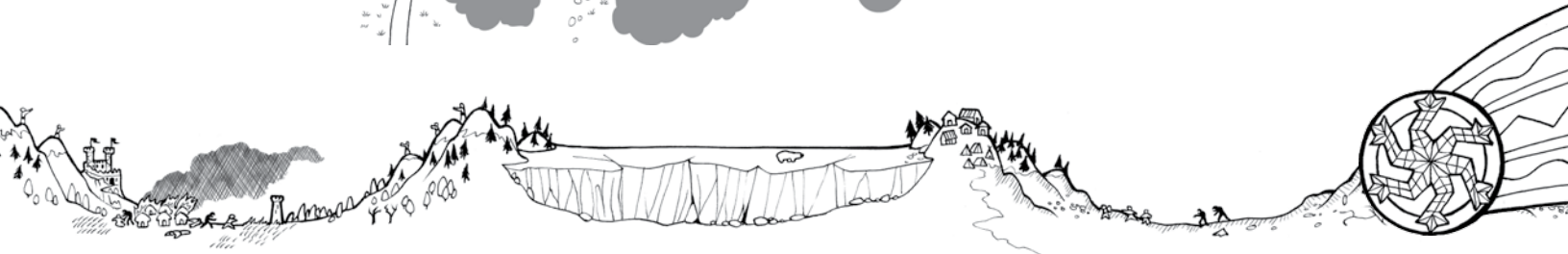
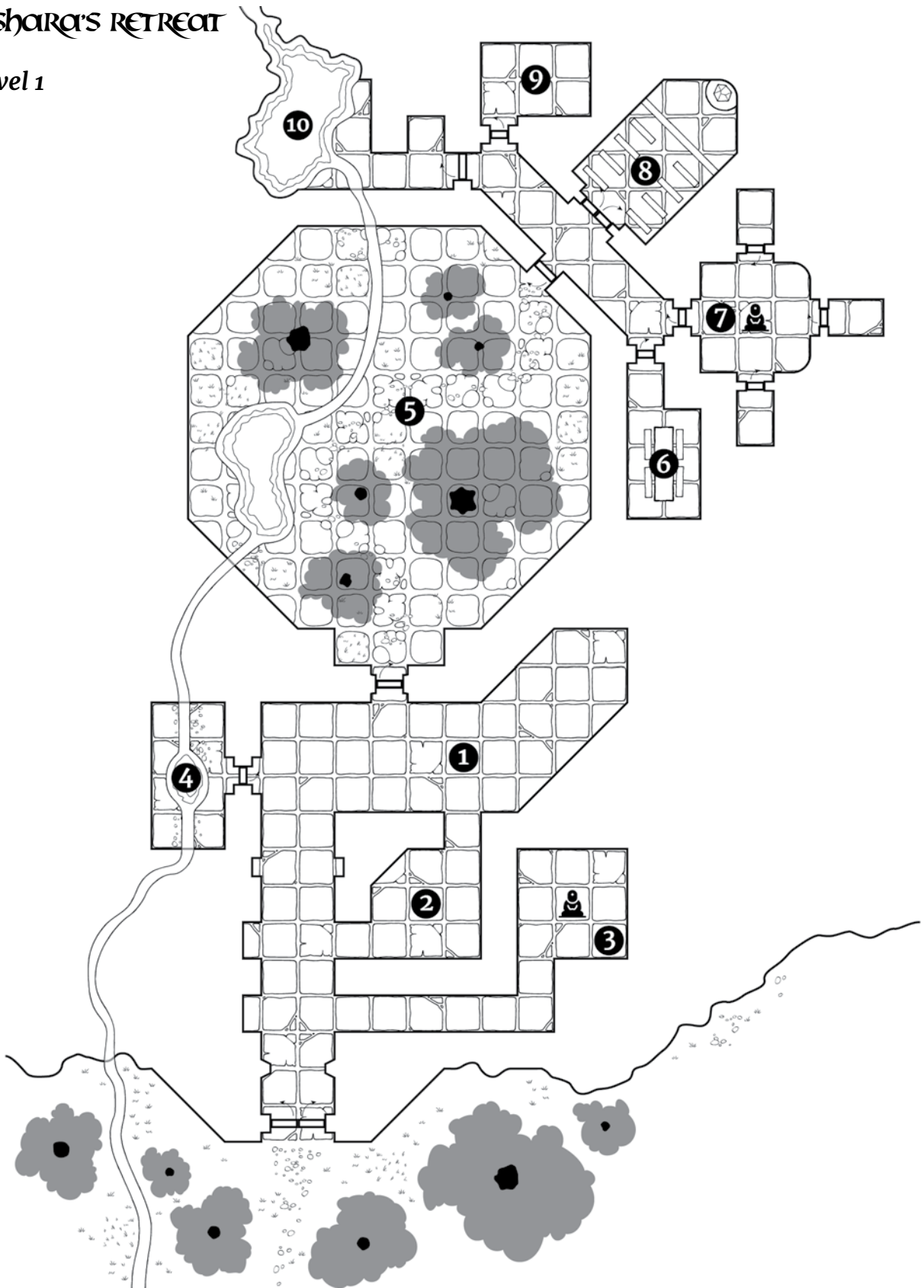


APPENDIX C: MAPS



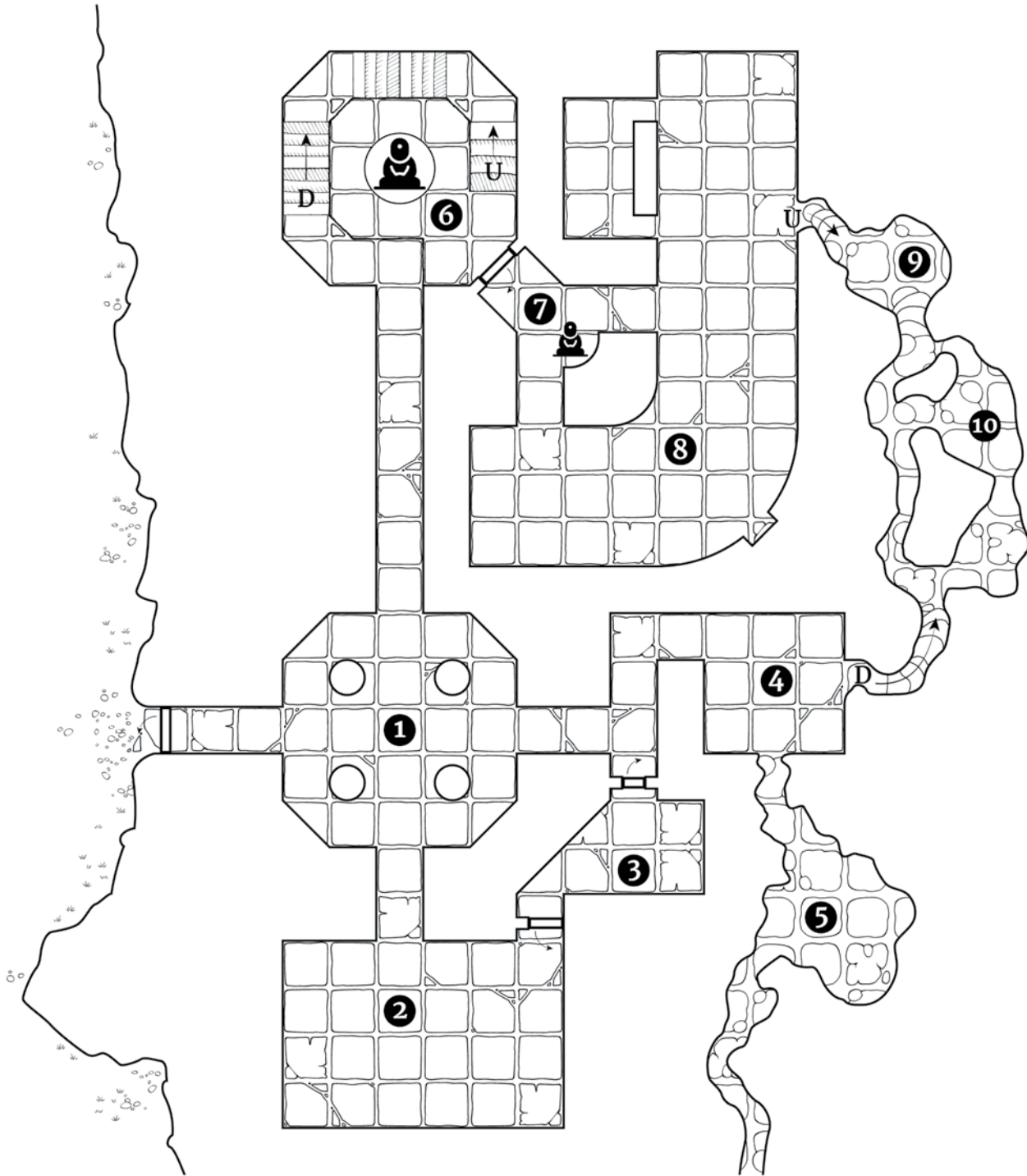
IL'SHARA'S RETREAT

Level 1

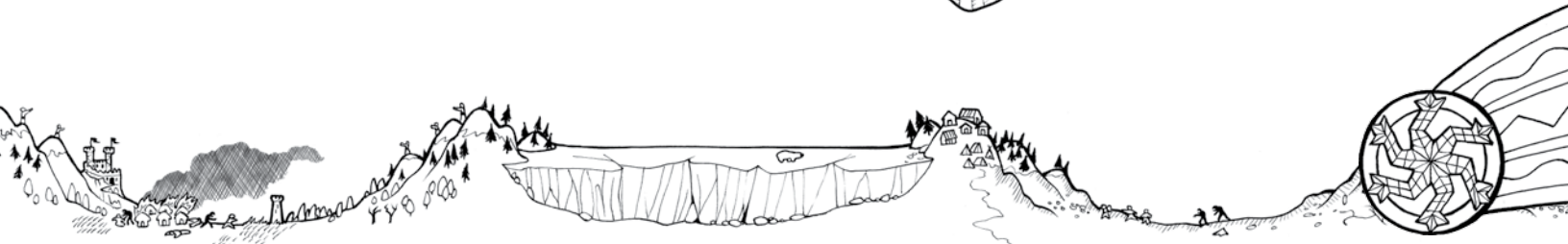
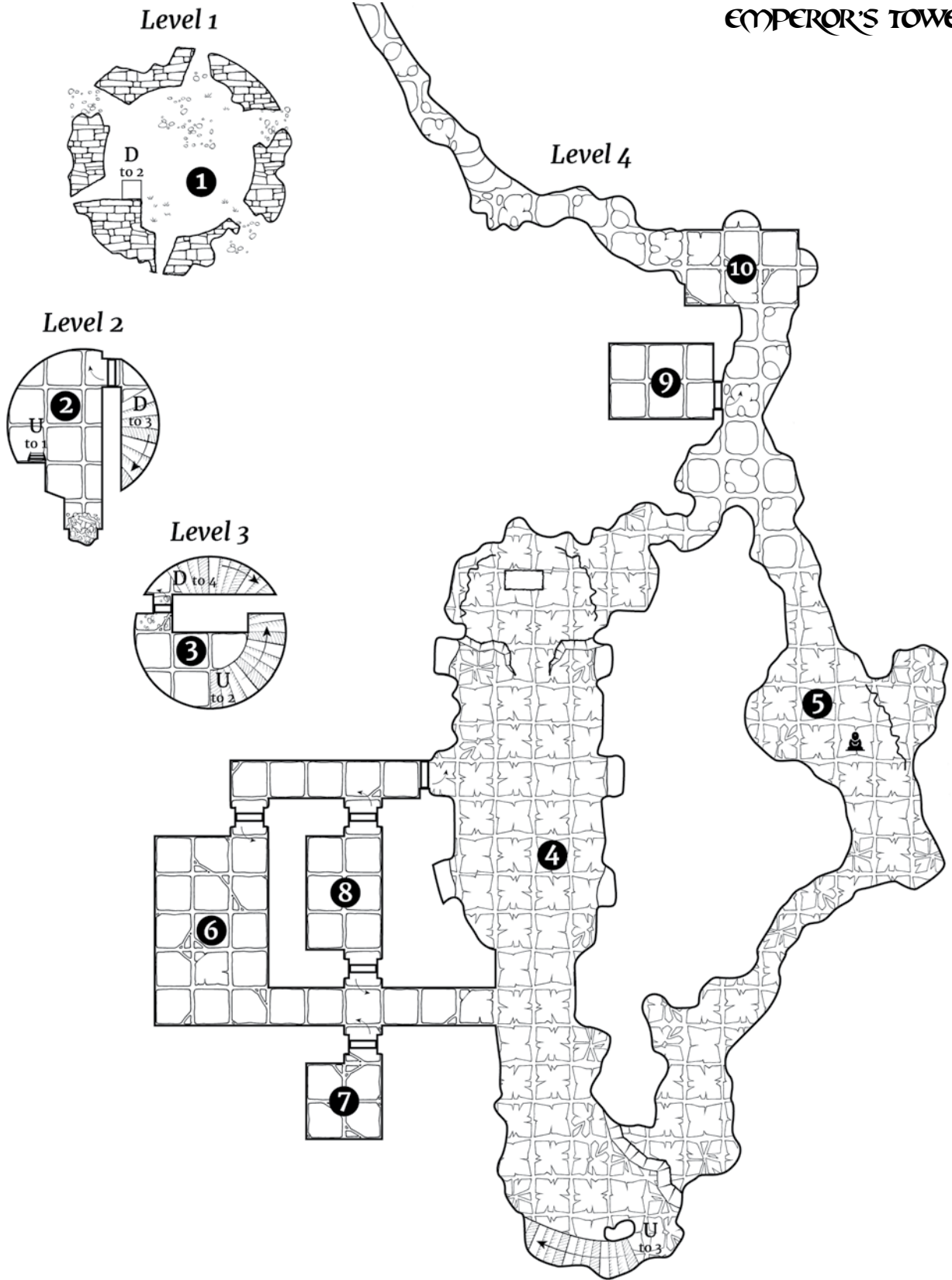


THE HOUSE OF CHAOS

Level 1

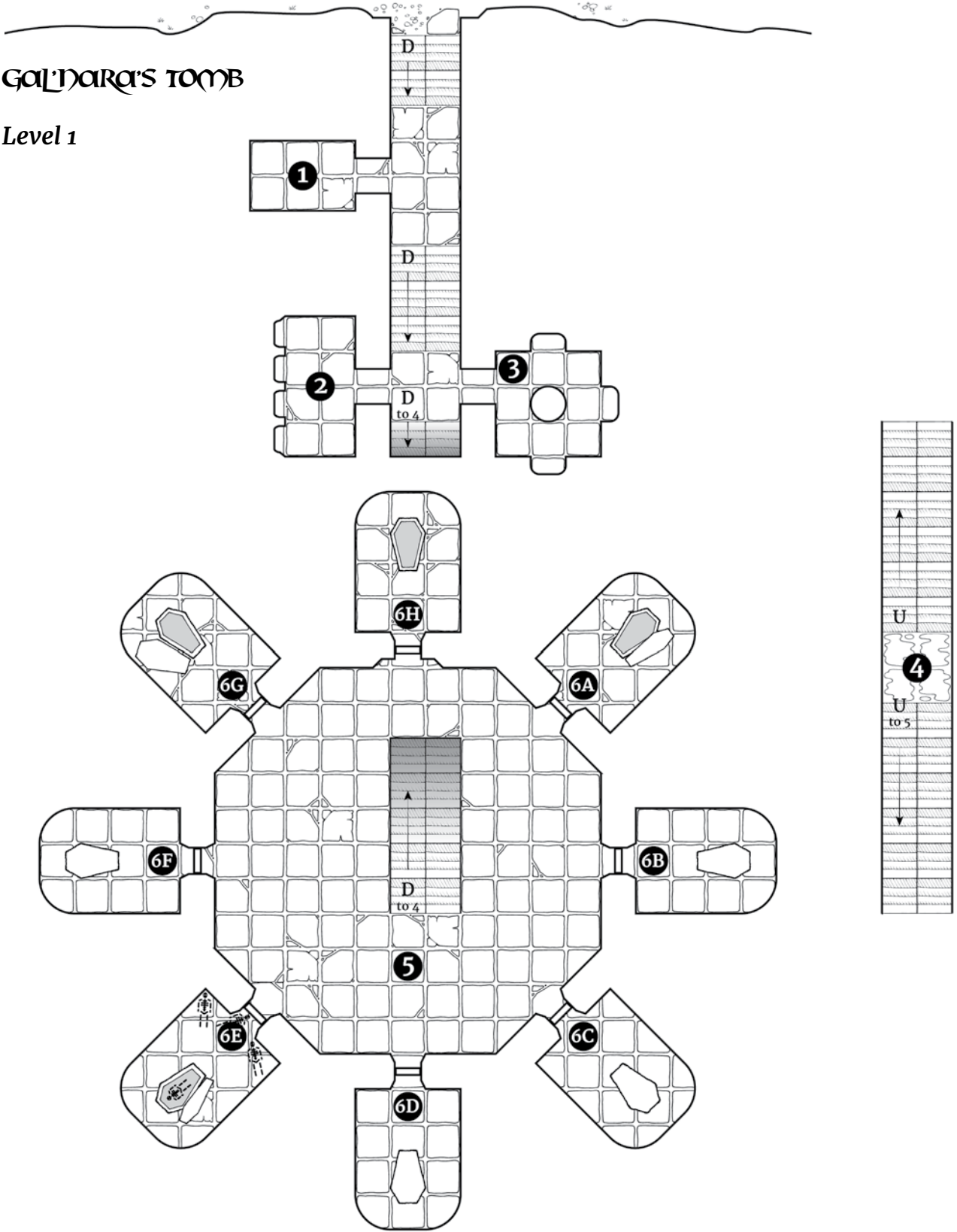


EMPEROR'S TOWER



GAL'DARCA'S TOMB

Level 1



APPENDIX D: KNOWLEDGE TABLE

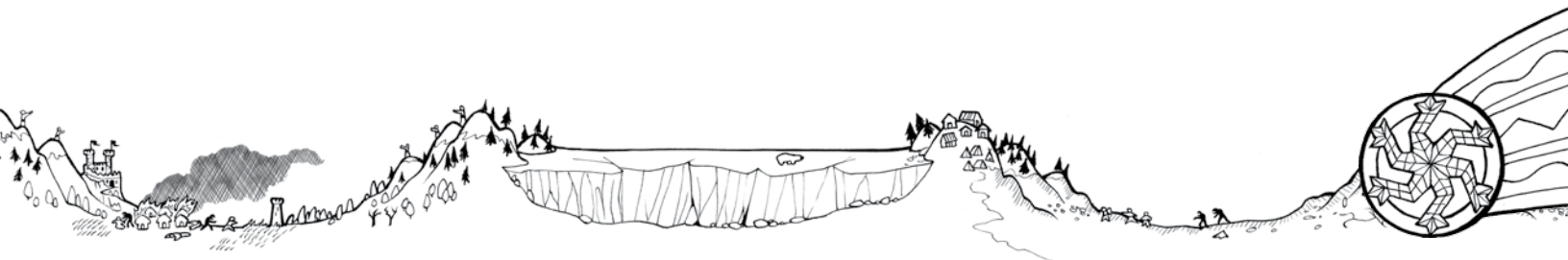
When characters parley with an NPC, interrogate a monster, or gather rumors and information, use the Knowledge Table below to see information they uncover.

This knowledge table is for use in Part II of *The Demonplague*, *The Winter Druids' Legacy*, since some of the knowledge on the first table used in *The Frozen Necromancer* becomes obsolete as you advance the story. You can use this table instead of or in addition to the first table.

To determine what the players find out, roll a d20 and a d4.

The d20 is the area of knowledge the characters learn. The d4 determines the truth of the statement.

If a result doesn't make sense, roll again, modify the result to your liking, or choose a different result.



The Demonplague Adventure Series Knowledge Table

-
- | | | |
|---|---|--------------------------------------------------------------------------------------------------------------------------|
| 1 | 1 | Whole Truth: Reports of strange half-undead, half-demons wandering the Luna Valley keep circulating. |
| | 2 | Partial Truth: Reports of strange undead wandering the Luna Valley keep circulating. |
| | 3 | Truth and Lie Mixed: Reports of strange half-undead, half-aberrations wandering the Luna Valley keep circulating. |
| | 4 | Lie: The valley is much safer now than it was right after the melt. All the bad creatures have died of hunger. |
-

For more information see The Winter Druids' Legacy: Chapter 2, page 20

-
- | | | |
|---|---|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 | 1 | Whole Truth: Some folks who wander the valley now come back with strange diseases like bottle fever, itching insides, ooze decay, and cackle fever. |
| | 2 | Partial Truth: Some folks who wander the valley now come back with strange diseases. |
| | 3 | Truth and Lie Mixed: Something out there is turning people into monsters like oozes, ogres, and ettins. |
| | 4 | Lie: The valley is much safer now than it was right after the melt. All the bad creatures have died of hunger. |
-

For more information see The Winter Druids' Legacy: Chapter 2, page 14

-
- | | | |
|---|---|------------------------------------------------------------------------------------------------------------------------------|
| 3 | 1 | Whole Truth: If you sleep in the wilds, black vines can grow around you and suck out your life if you're not careful. |
| | 2 | Partial Truth: If you sleep in the wilds, evil plants can come get you in the night. |
| | 3 | Truth and Lie Mixed: If you sleep in the wilds, black vines can grow around you, but they're harmless. |
| | 4 | Lie: The valley is much safer now than it was right after the melt. All the bad creatures have died of hunger. |
-

For more information see The Winter Druids' Legacy: Chapter 2, page 17



-
- 4 1 **Whole Truth:** While many of the wild animals are dying, there's still plenty of dangerous predators in the wild as well as new unearthed threats. Plus bandits, cultists, greenskins, and more are all looking to rob and take whatever they can. Even the normally isolationist frost giants are demanding coppers from unfortunate travellers.
-
- 2 **Partial Truth:** While many of the wild animals are dying, there's still plenty of dangerous predators in the wild as well as new unearthed threats.
-
- 3 **Truth and Lie Mixed:** The valley isn't safe for travel. Oozes, drow, and more run wild out there.
-
- 4 **Lie:** The valley is much safer now than it was right after the melt. All the bad creatures have died of hunger.
-

For more information see The Winter Druids' Legacy: Chapter 2, page 9

-
- 5 1 **Whole Truth:** The Duladarin star elves worshipped Il'Shara, goddess of light. It is said her magic was able to make food grow in even the harshest of circumstances.
-
- 2 **Partial Truth:** The Duladarin star elves worshipped Il'Shara, goddess of light.
-
- 3 **Truth and Lie Mixed:** The Duladarin star elves worshipped Il'Shara, goddess of light. She is said to have ordered the elves to flay a tenth of their own people alive each Spring to bring a good harvest.
-
- 4 **Lie:** The Duladarin star elves were devil-worshippers.
-

For more information see The Winter Druids' Legacy: Chapter 3, page 26

-
- 6 1 **Whole Truth:** The Gruk'uk tribe inhabits Il'Shara's Retreat. Their leader is cruel, but can be open to negotiation for the right price.
-
- 2 **Partial Truth:** The Gruk'uk tribe inhabits Il'Shara's Retreat.
-
- 3 **Truth and Lie Mixed:** The Gruk'uk tribe inhabits Il'Shara's Retreat. They are a tribe of gnolls.
-
- 4 **Lie:** The Gruk'uk tribe is a group of nomadic gnolls.
-

For more information see The Winter Druids' Legacy: Chapter 3, page 26

-
- 7 1 **Whole Truth:** The ogres of the Gruk'uk tribe will eat almost anything. They have a particular love for the taste of giant toad legs.
-
- 2 **Partial Truth:** The ogres of the Gruk'uk tribe will eat almost anything.
-
- 3 **Truth and Lie Mixed:** The ogres of the Gruk'uk tribe will eat almost anything except for apples.
-
- 4 **Lie:** The Gruk'uk tribe doesn't actually need to eat. They possess magic tattoos that prevent them from ever needing sustenance. They can give other folks the tattoos too... for the right price.
-

For more information see The Winter Druids' Legacy: Chapter 3, page 26



-
- 8 1 **Whole Truth:** Il'Shara's Retreat is full of food. What's more is that the magic of the place can produce more.
-
- 2 **Partial Truth:** Il'Shara's Retreat is full of food.
-
- 3 **Truth and Lie Mixed:** Il'Shara's Retreat is full of food, but it's all old and rotten.
-
- 4 **Lie:** Il'Shara's retreat is full of demons.
-

For more information see The Winter Druids' Legacy: Chapter 3, page 26

- 9 1 **Whole Truth:** The Yugtug greenskins formed the demon-worshipping Cult of Chaos in their final days. It is beginning to rise again, but this time with civilized races as members.
-
- 2 **Partial Truth:** The Yugtug greenskins formed the demon-worshipping Cult of Chaos in their final days.
-
- 3 **Truth and Lie Mixed:** The Yugtug greenskins formed the aberration-worshipping Cult of Chaos in their final days.
-
- 4 **Lie:** The undead-worshipping Cult of Chaos was formed during the Duladarin civilization.
-

For more information see The Winter Druids' Legacy: Chapter 4, page 34

- 10 1 **Whole Truth:** The House of Chaos is where the Cult of Chaos used to sacrifice its victims to their dark god. To this day it is said to hold the spirits of angry cultists demanding more blood.
-
- 2 **Partial Truth:** The House of Chaos is where the Cult of Chaos used to sacrifice its victims to their dark god.
-
- 3 **Truth and Lie Mixed:** The House of Chaos is where the Cult of Chaos used to sacrifice its victims to their dark god. Today it is totally empty and desolate.
-
- 4 **Lie:** The House of Chaos used to be an old pub in the Al Nasar empire.
-

For more information see The Winter Druids' Legacy: Chapter 4, page 34

- 11 1 **Whole Truth:** The new Cult of Chaos has a female elf leader named Elva Scarwraith. Her second-in-command is a human female named Yara Stolvitch.
-
- 2 **Partial Truth:** The new Cult of Chaos has a female elf leader named Elva Scarwraith.
-
- 3 **Truth and Lie Mixed:** The new Cult of Chaos has a female elf leader named Elva Scarwraith. She has a pet white dragon wyrmling.
-
- 4 **Lie:** The new Cult of Chaos is led by a vampire named Tobis Mornthrat.
-

For more information see The Winter Druids' Legacy: Chapter 4, page 34



-
- 12 1 **Whole Truth:** Melgar the Quick, a druid of Minas Herion, is said to have hidden his magic scimitar somewhere in the valley. Perhaps his ghost knows where it is.
-
- 2 **Partial Truth:** Melgar the Quick, a druid of Minas Herion, is said to have hidden his magic scimitar somewhere in the valley.
-
- 3 **Truth and Lie Mixed:** Melgar the Quick, a druid of Minas Herion, is said to have hidden his magic scimitar somewhere in Frostfell.
-
- 4 **Lie:** Melgar the Quick, a druid of Minas Herion, is said to have murdered his wife and children in a fit of rage before disappearing forever.
-

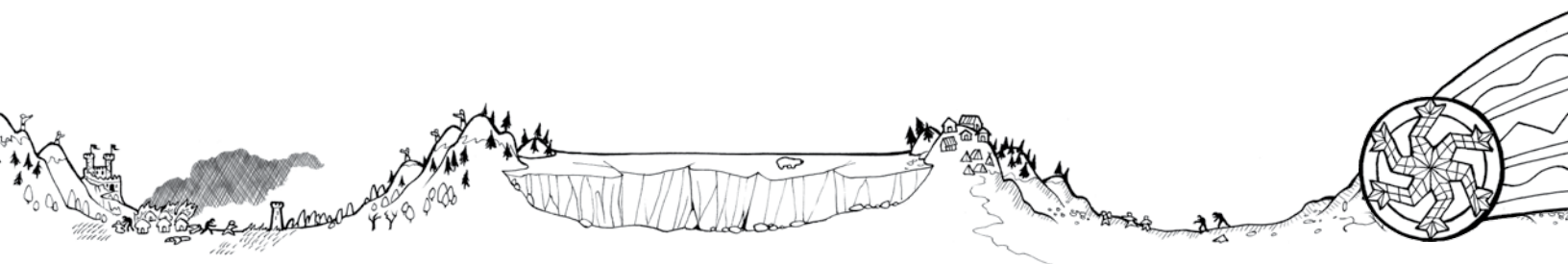
For more information see The Winter Druids' Legacy: Chapter 4, page 34

-
- 13 1 **Whole Truth:** The Raceon Empire built the Emperor's Tower to watch for invaders. Its basement was also the hideout of the Eye of Ogma.
-
- 2 **Partial Truth:** The Raceon Empire built the Emperor's Tower to watch for invaders.
-
- 3 **Truth and Lie Mixed:** The Raceon Empire built the Emperor's Tower to watch for invaders. Immortal giants are said to be locked away in its dungeons below.
-
- 4 **Lie:** The Raceon Empire built the Emperor's Tower as a pleasure palace for the emperor.
-

For more information see The Winter Druids' Legacy: Chapter 5, page 41

-
- 14 1 **Whole Truth:** The Eye of Ogma was a secret order of wizards that existed during the Raceon Empire. The wizards were charged with creating new magic weapons.
-
- 2 **Partial Truth:** The Eye of Ogma was a secret order of wizards that existed during the Raceon Empire.
-
- 3 **Truth and Lie Mixed:** The Eye of Ogma was a secret order of wizards that existed during the Raceon Empire. The wizards were nihilists who tried to bring about the end of the world.
-
- 4 **Lie:** The Eye of Ogma is a propaganda myth made up by Raceon storytellers.
-

For more information see The Winter Druids' Legacy: Chapter 5, page 41



-
- 15 1 **Whole Truth:** Raljeviak “The White Desolation” has been seen roaming the skies of the Luna Valley again. He can often be seen north of Tomar’s Crossing.
-
- 2 **Partial Truth:** Raljeviak “The White Desolation” has been seen roaming the skies of the Luna Valley again.
-
- 3 **Truth and Lie Mixed:** Raljeviak “The White Desolation” has been seen roaming the skies of the Luna Valley again. He can often be seen south of Tomar’s Crossing.
-
- 4 **Lie:** Raljeviak “The White Desolation” has been seen north of Tomar’s Crossing... or at least what’s left of him. The old dragon’s corpse rots in the wasteland because he died of starvation.
-

For more information see The Winter Druids' Legacy: Chapter 5, page 41

-
- 16 1 **Whole Truth:** It is said that Raljeviak “The White Desolation” has a massive treasure hoard. The dragon is particularly fond of magic weapons.
-
- 2 **Partial Truth:** It is said that Raljeviak “The White Desolation” has a massive treasure hoard.
-
- 3 **Truth and Lie Mixed:** It is said that Raljeviak “The White Desolation” has a massive treasure hoard, but that the dragon really likes collecting old shoes for some reason.
-
- 4 **Lie:** Raljeviak “The White Desolation” has been seen north of Tomar’s Crossing... or at least what’s left of him. The old dragon’s corpse rots in the wasteland because he died of starvation.
-

For more information see The Winter Druids' Legacy: Chapter 5, page 41

-
- 17 1 **Whole Truth:** Gal’Nara’s tomb holds the bones of all the former monarchs of Al Nasar. Its entrance is unremarkable, but great dangers and treasures lay within.
-
- 2 **Partial Truth:** Gal’Nara’s tomb holds the bones of all the former monarchs of Al Nasar.
-
- 3 **Truth and Lie Mixed:** Gal’Nara’s tomb holds the bones of all the former monarchs of Al Nasar. It was robbed centuries ago and holds nothing but cobwebs now.
-
- 4 **Lie:** Gal’Nara’s tomb holds the dead chieftains of the Yugtug civilization.
-

For more information see The Winter Druids' Legacy: Chapter 6, page 47



-
- 18 1 **Whole Truth:** Nalla the Gifted, the last monarch of Al Nasar, ordered herself buried alive. Apparently she had a very contagious disease she didn't want to transmit to her people.
-
- 2 **Partial Truth:** Nalla the Gifted, the last monarch of Al Nasar, ordered herself buried alive.
-
- 3 **Truth and Lie Mixed:** Nalla the Gifted, the last monarch of Al Nasar, ordered herself buried alive. She did this to appease the dark gods her people worshipped.
-
- 4 **Lie:** Nalla the Gifted, the last monarch of Al Nasar, was murdered by her brother.
-

For more information see The Winter Druids' Legacy: Chapter 6, page 47

-
- 19 1 **Whole Truth:** Gal'Nara's tomb is full of traps and undead guardians.
-
- 2 **Partial Truth:** Gal'Nara's tomb is full of traps.
-
- 3 **Truth and Lie Mixed:** Gal'Nara's tomb is full of traps and immortal dwarf guardians.
-
- 4 **Lie:** Gal'Nara's tomb was robbed centuries ago and holds nothing but cobwebs now.
-

For more information see The Winter Druids' Legacy: Chapter 6, page 47

-
- 20 1 **Whole Truth:** Demons have been seen wandering the Luna Valley. One patrol was led by a six-armed woman who had a serpentine body.
-
- 2 **Partial Truth:** Demons have been seen wandering the Luna Valley.
-
- 3 **Truth and Lie Mixed:** Demons have been seen wandering the Luna Valley. Balors are everywhere.
-
- 4 **Lie:** The valley is much safer now than it was right after the melt. All the bad creatures have died of hunger.
-

For more information see The Winter Druids' Legacy: Chapters 1 (page 4), 2 (page 9), and 7 (page 55)

