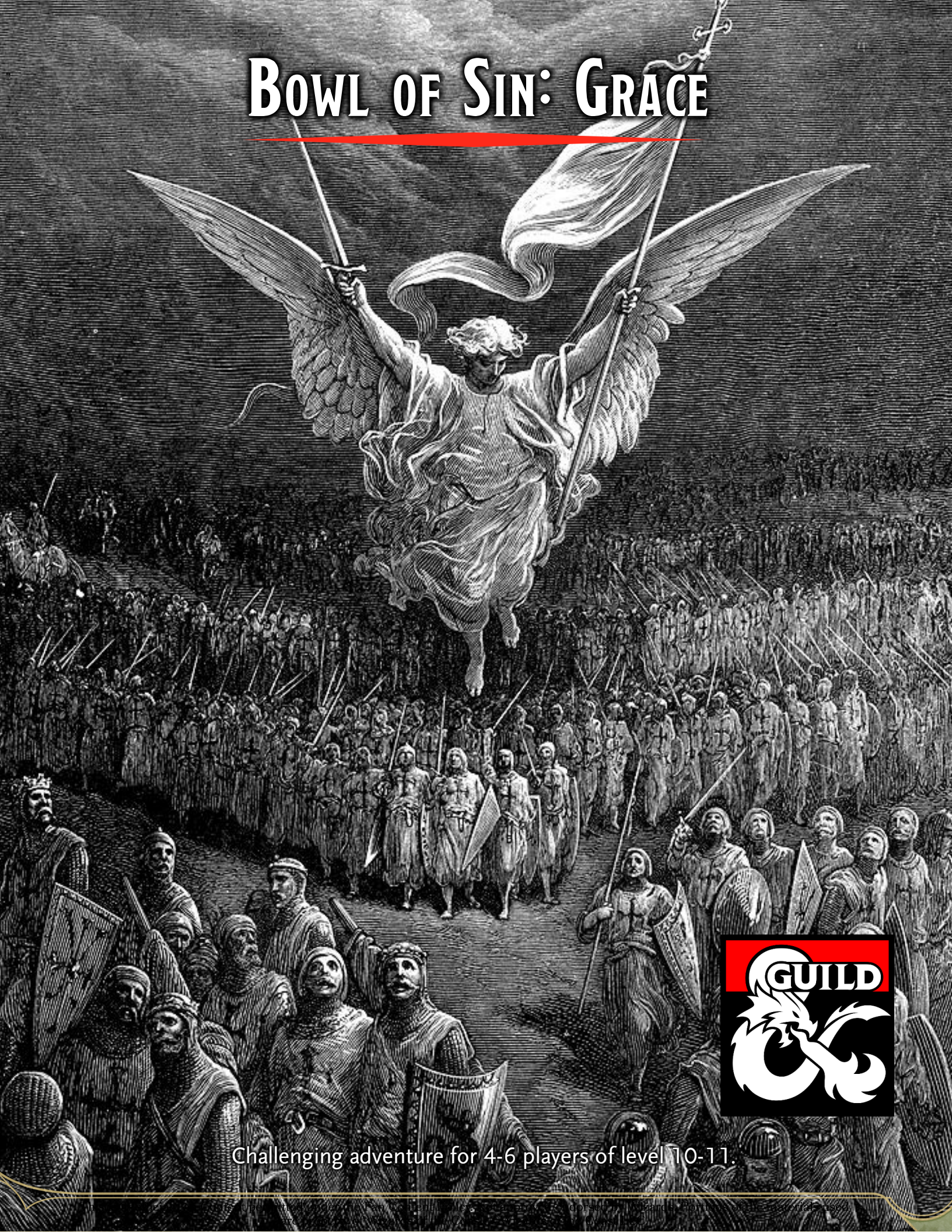


BOWL OF SIN: GRACE



Challenging adventure for 4-6 players of level 10-11.

1. OVERVIEW

Then. The Bowl of Sin is a massive volcano caldera, long since dormant. In ancient times, the goodly gods sent their angels to this caldera and prepare trials for their mortal champions. The trials were designed to help prepare heroes for the evils they'd face in the world. The trials were difficult, and as the years wore on the angels created increasingly more impossible tasks for the faithful to face. The caldera became a place of suffering, where men and women went to die in the name of their gods.

Now. Eventually the goodly gods realized the error of their ways and put a stop to the trials. The angels that oversaw the place had their divinity taken away, and the land was shrouded in shadow so the gods would not have to look upon their greatest failure. The Bowl of Sin now lies in perpetual night, roamed by the broken remnants of its caretakers. Legends swirl around the caldera, and every year the desperate, the faithful and the sinful make journeys to the Bowl of Sin. None ever return.

WHY WOULD ANYONE GO HERE?

Absolution. Legends say that those seeking absolution for past crimes could find it in the caldera by overcoming a trial. Perhaps the heroes have a deed that needs atoning for, or a sin from their past that hounds them. Perhaps they're being paid handsomely to escort the elderly Grand-Priest Varonius, a rich elf, who wishes to atone for his many sins before old age claims him.

Divine ingredients. The horrors that lurk in the bowl of sin were once divine. Fundamental components from their body still contain magic essential for potions of youth, philosopher's stones, cure-all for magical disease or the like. Maybe the heroes need such an ingredient for their quests. Perhaps the archmage Shaol-Dun is hiring them to find such an ingredient.

Treasure. Legends say that emperors, dragons and heroes all made sojourns to the caldera and left their gold hoards there as tribute. Those greedy for gold and with a strong enough sword arm could claim a fortune for themselves, if they survive.



2. MOUTH OF SIN

The jagged, broken peaks that make up the slopes of the caldera are practically impossible to scale. There is only one commonly known entrance: a daunting mountain pass known as the mouth of sin.

When the heroes are approaching from the outside world, read the following:

The mountains have been visible for days – great gray monoliths rising out of the earth as though rejected by the world. Their black peaks are wreathed with storm clouds day and night, and as you approach the Mouth of Sin the vegetation grows sparser until only loose gravel crunches underfoot.

You spot the mouth: a mountain pass that cuts through the jagged and impassable peaks. The sun is unable to penetrate the thick mantles of cloud that cover the land before you. It becomes as twilight past this point.

A small squat hut rests along the side of the road, its interior lit by flickering firelight. Closer to you, a standing stone rests, tilted to one side. On the surface its scrawled some text, though its hard to make out at this distance.

Etched into the stone's surface with crude tools is the following:

*beyond are the black lands
hopeless realms where night holds sway
turn back now fools
to these dark gods you cannot pray*

THE HERMIT

A mad nameless hermit lives in the hut, a former adventurer broken in his attempts to raid the Bowl.

Purpose. He keeps a record of all who enter the Bowl and their reason for coming scrawled on the wooden walls of his hut. If the heroes enter his hut he will eagerly offer his fire, hoping to find out their names and reasons for coming. In truth, he is filled with the feeling that salvation waits for him in the bowl, but he too scared to venture forth and too filled with guilt to retreat. He doesn't remember why.

What happened to him. The hermit is afflicted by a permanent madness, and any probing questions about the contents of the bowl send him into a hysterics. A *greater restoration* will restore a measure of his sanity. If this happens, he can speak somewhat lucidly about his experience. Him and his friends were sell-swords, and decided to raid the Bowl hoping to find enough treasure to retire. They had a map to a place called Hope's Fall, and the djinn who sold them the map claimed there was a vault of treasure there. All the hermit can remember from those black days was endless nighttime, a forest of stone and tentacles in the mist. He fled, leaving his friends to die.

Hut's origin. Another hermit possessed the hut before the current occupant. In truth, the hut has passed hands, been destroyed and rebuilt several times. There must always be a witness.

Searching the hut. The hut contains a scant 3 days of food and water and near-useless odds and ends. Creatures making a DC15 investigation check can find some loose floorboards where a scroll tube was buried long ago. Inside is a *scroll of raise dead*.



3. TRIAL ROAD

The lands between trials is known as the Trial Road. There are traces of an actual road, but the constant tectonic shifts have ruined any contiguous path. Markers left by past penitents can be found, pointing in confusing and misleading directions. The caldera itself its 24 miles in radius, meaning that it takes a week of marching on uneven, rough terrain to cross. Due to the constant and radical tectonic shifts, distances are always varying and adventure sites are in motion in the bowl. One never knows for sure where they will end up.

Look. Darkness, gravel, mist, decaying waymarkers, and cyclopean standing stones.

Sound. Distant thunder strikes, occasional earth rumbling.

Smell. Brimstone, cold sweat, chalky

Feel. Blowing, cold winds. Scalding patches of earth. Tremors.

Weather. Occasional freezing rainfall. Mist on still days.

Blowing gravel that stings the eyes on windy days.

Read the following:

Darkness envelopes you as you descend into the bowl. Soon the mountains on either side fade into twilight, and that you can see is provided by the grace of the light you've brought into these nightlands.

The temperature continues to drop until you can see your breath. The ground is loose gravel that slides in and shifts under your feet, making each step treacherous and tiring. You find no vegetation, no sign of game. The pools of water you come across are black and stink of brimstone. The land is hilly and uneven and occasionally you must go around cyclopean shards of stone that jut from the earth as though the ground heaved them forth.

It smells of cold sweat when the air is still. Sometimes the wind picks up fiercely, blowing shards of the gravel into your face and hands, stinging exposed flesh. The Bowl is a treacherous place, one that threatens to exhaust and destroy you.

NO REST FOR THE WICKED, AND THE RIGHTEOUS NEED NONE

While adventuring in the Bowl, I recommend that players are unable to take long rests. Any long rest simply results in the benefits of a short rest. This is a result of a curse over the Bowl of Sin. If they wish to rest, they must leave the bowl and return to the hut.



JOURNEY IN THE BOWL

For each journey into the Bowl of Sin, have players take up journey roles and make a corresponding check: one navigator, one lookout, one forager. Then resolve an journey encounter. Then arrive at your destination.

One navigator: Make a Wisdom (survival) check to not get turned around. The outcome of this roll determines how many supplies are consumed.

DC Result

1-14 Get lost, arrive at desired location in 2d6*10 days.

15-19 Arrive at desired location in 1d4*10 days.

20+ Arrive at desired location in 10 days.

One lookout: Wisdom (perception) check to spot danger.

DC Result

1-14 Suprised by danger

15-19 Not suprised by danger

20+ Ambush or circumvent the danger

One forager: Can find supplies while traveling.

DC Results

1-14 Find nothing.

15-19 Find enough for 1 person for the journey.

20+ Find enough for +Wis people for the journey.

Foraged rations are scattered supplies amongst a ruined campsite, a dead flock of birds, emaciated game limping in the darkness, rotten smelling fruit that grows off thorny bushes or a pool of fresh rainwater caught inbetween some stones.

JOURNEY ENCOUNTERS

The players always encounter something on their way into the bowl. Roll a d6 and have the heroes encounter one of the following, adjusting the introduction whether or not the lookout has spotted the encounter beforehand:

1. ANGELS IN THE OUTFIELD

Read the following:

You come upon what can only be a battlefield. Bones are scattered everywhere in the loose gravel, rusted and ruined swords, shields and armor lying in piles. Tattered banners flap from rottens pole sticking from the earth. Here and there, great craters mar the terrain. This place stinks of death, and the only sound is bones occasional rattling together when a strong wind blows through.

A DC15 Intelligence (Investigation) yields the narrative behind the battlefield: a force of a dozen mounted humans did battle with one or more giant-sized winged humanoids. None of the slain are intact enough for *Speak with Dead*.

2. MIRROR DARKLY

Four adventurers, lost and starving.

Roll Result

Ambush or circumvent The players find the adventurer's huddled around pitifully glowing coals, bickering in the dark about what possessions to burn next.

Not suprised The adventurer's stumble into the character's firelight, cautious but hopeful of help.

Suprised The adventurer's lie in ambush between two cyclopean stones, ready to kill or capture the heroes.

The adventurer's consists of:

- Celi and Deli the half-elf **archer** siblings
- Pontius the human **gladiator**
- Zimer the halfling **enchanter**

The adventurer's first need food and water. Their next desire is to leave the bowl. They do not wish to venture deeper. In their possession is a map to Hope's Fall. It is hopelessly incorrect.

If they travel with the party, after 1d4+1 days Pontius becomes convinced one of the party is trying to kill him.

TACTICS

Archers fall back and focus fire on the least armored held targets, using archer's eye to damage. Try and stay at 150ft feet. Flee if Gladiator dies.

Gladiator uses shield bash to prone someone then attacks with spear.

Enchanter If 2 or more heroes are being affected by hold person, cast fireball. If less, cast hold person at level 5 to affect as many targets as possible. If all allies dead, cast invisibility and flee.

3. TECTONIC ACTION

If the lookout doesn't roll 20+, read the following:

The earth around begins to shake. Moments later, the earth cracks and geysers of heated gas pour out, blinding and choking. From the cracks, red-hot glowing magma starts to ooze forth, quickly cutting off safe avenues of escape. What do you do?

Skill Challenge. Players must pass a DC15 skill check to overcome each of the 3 dangers listed below. Spells can grant advantage or a free success (DM determines). Appropriately sacrificing gear grants advantage. The players get advantage on the first check if their lookout rolled 15-19, and disadvantage if they rolled 1-14.

- **Blinding and choking gas.** Failure incurs 22 (4d10) poison damage and blindness for a minute.
- **Roiling magma** cutting off escape. Failure incurs 22 (4d10) fire damage.
- **Thorn-covered cliff** blocking progress. Failure causes an important supply (rations, potions, scrolls) to become snagged and tumble back down the cliff into lava.
- **[Flyers only] Sprays of lava** lancing into air. Failure incurs 22 (4d10) fire damage.

4. DUST BOWL

Read the following:

Over an hour period you notice the wind speed picking up. More and more dust and gravel pelts your skin and stings your eyes and lungs. A duststorm is coming.

Nearly hurricane speed winds and loose gravel form what is known as a razorstorm. One is coming. Have the characters make a Wisdom (Survival) ability check to identify how far out the storm is.

Roll	Time to Razorstorm
25	20 minutes
20	5 minutes
15	2 minutes
1-14	Number of rounds equal to roll

After the time limit has passed, read the following:

The wind is howling, so strong you have to lean low and heavily against it to avoid being blown away. The nightlands around you are filled with loose dirt, reducing visibility down to 30ft. Small stones are flung at you cutting exposed flesh, blinding your eyes and filling your lungs with dust. Traveling any further while this storm is raging will be slow, dangerous business.

During the razorstorm. Winds reach 60 mph. Gases immediately disperse and unprotected flames are extinguished.

Duration. The storm will last 2d6 days.

Traveling. One day's march yields ½ days progress to their destination during the storm. For each hour that a character is exposed to a sandstorm it must make a DC 15 Constitution check. (8 checks total per character for marching a full day.)

- If a creature fails the Constitution check it suffers 1d10 slashing damage, mostly to its respiratory system and lungs, and if it fails on a roll of 1 then it also acquires one level of exhaustion and must make another DC 15 saving throw to avoid contracting a random disease.

Hunkering Down. Finding a suitable shelter, perhaps in a shallow cave or amongst some standing stones requires a DC20 Wisdom (Survival) check. Failure yields an hour of fruitless searching and another round of saves. Creating a shelter magically is the easiest option. With the right materials the characters may be able to build a shelter. Such a shack would require 3 successful checks to build and there are scant resources in the Trial Road to do so.

5. MONUMENT

Read the following:

A giant sized winged humanoid figure slowly emerges from the darkness up ahead, still and waiting.

A passive perception 15 realizes that this is merely a 20 foot tall statue, otherwise have players roll initiative.

Development. It soon becomes clear this is a finely carved statue of a regal angelic figure with broad chest, flowing hair. The angel has a greatbow on its back and a greatsword in one hand, planted into the earth.

Treasure. Scattered around the base of the monument are offerings: 2d12 gold worth of coins, bone necklaces, bowls of food long turned to dust, withered and browned flowers.

Inscription. The inscription on the statue base is in an ancient language, but a DC15 Intelligence check reveals the following: "Mannion, angel of strength. Foremost of the trial builders. Only those of true heart and conviction should proceed past this point. All others, turn back."



6. MANNION'S BLACK FURY

The **solar** Mannion patrols the Trial Road from 500ft in the air, looking for light sources.

Roll Result

Ambush the danger The character's spot a glint of light from her eyes or hear the faint flapping of Mannion's wings. The heroes can attempt a DC 24 Stealth check to avoid her notice.

Not Surprised Mannion will land and engage in conversation.

Surprised Mannion will produce her Slaying Longbow and fire two shots before landing to engage in conversation.

Read the following:

Out of the darkness descends a figure on massive wings. Landing with a light grace, the ten foot tall humanoid is regal and terrible to behold. She appears as a divine and unearthly beautiful woman. Her skin is flawless, her golden hair flows in waves around her head and merciless, pupilless eyes stare at you unblinkingly. Her clothes are less impressive: a white tunic filthy and torn adorns her. The wings that spread around her are darkened from ash.

Introduction. Mannion will land before the group. Her face is twisted in a wrathful snarl. She demands that the heroes tell him why they've come to her realm. She knows if she hears a lie, and any insolence from the party will make him demand a sacrifice to allow them to continue.

Development. If the heroes managed to placate Mannion with a DC20 Persuasion check, the solar will warn them that the trials are for the worthy, and the party is better off leaving her realm. She then will fly off. Otherwise she produces her rusted greatsword and wades into them, attacking whoever hit him last or has made him angry. Once she has downed someone she will produce her golden horn and loose a mournful and nearly deafening blast before taking flight, wailing that she must be punished.

4. TRIAL OF GRACE

APPROACHING THE RUINS

Read the following:

A light pierces the eternal darkness of the bowl. A single pinprick on the horizon. As you travel towards the light you find yourself at the foot of the mountains that ring the bowl. There are no paths upward, and the peaks appear to be treacherous. And yet you must go on to reach that light.

Approaching, players are forced to scale the jagged edges of the bowl. The mountains here are treacherous, and there are no clear paths to the light. Scaling the mountain is a difficult affair: unstable ground, landslides, wind and earthquakes threaten progress. All players must propose how they are scaling with a DC15 check. Everyone who fails suffers 4d10 damage from mishaps.

RUINS ENTRANCE

Read the following:

As you crest the last cliff you find yourself on a windswept rocky plateau. On the plateau are five flat stone altars. Each one has a word carved into its surface: Love, Courage, Hope, Charity. The fifth is obscured by that white light. Piled around each altar are offerings: piles of blades, bows, staves and hammers, coins, rotten food and withered flowers.

To your surprise, ghostly figures fade into view on each altar. They are each ten feet tall, and sport feathered wings. They all have unearthly beauty to them, skins of gold, red, white and green with shining pupilless eyes. You recognize the figure sitting on the Hope altar. Golden skin, long hair. You discovered his body in the forest of stones. He looks at you sadly "Welcome to the end."

The ghostly figures on the altars are the last of the angels spirits that inhabited the bowl. They are willing to apologize to the players in turn for the suffering they have caused. Given a chance, they'll each explain the mortal flaw.



PARAGON OF WRATH

Read the following:

The light begins to dim somewhat and you see an angelic figure in outlined in the glow. She is regal and terrible to behold, her skin flawless, golden hair flowing from her head. Two pupilless, merciless eyes stare at you. You see black tears leaking from her eyes.

"Welcome to my kingdom." She says listlessly. "I am master of nothing. A black abyss." she wipes away her tears with the back of her hand.

Mannion is willing to talk to the players. She will explain that she was the master of the trials, and lord of the bowl.

CONVERSATION TOPICS

How did this happen?

This place was to test mortals, make them worthy for the struggles they'd face. But mortals are weak. We were punished because we tested too severely, routed out their weakness and evil too well.

Why does she stay here?

It's all I have left. There is nowhere left in the multiverse for me but here. I was created to test, and so I will continue. The only joys I have left are seeing your kind struggle and die in vain. My spirited is lifted because it's what you deserve.

Who are these other angels?

You've met them already. My brothers and sisters became shadows of their former selves when night fell on my bowl. Now thanks to you, they are shadows of shadows.

Why didn't you stop or change your ways?

I'm perfect in all ways. It's a fact of my creation. It's the mortals who are weak, unworthy. And I am punished for it.

Why can't you accept you did wrong?

I cannot accept it. I will not. I DID NOTHING WRONG. How could I forgive a creator that punishes me for doing what he created me to do? How could I forgive mortals for being unworthy when I am unforgiven for being too strong? No. My purpose is to make you understand what you are made off. Soft flesh, yielding ideals, unworthy souls. Through pain, you will understand.

Time to fight:

Come mortals. It's time to go home, to the center of your soul. Through fire, flesh and blood you will see your weakness. Come, touch the flames and see.

FIRST STAGE TACTICS

The paragon has three actions. The paragon will remain on the ground for this stage and begin combat by cutting the arena in half with blade barrier, forcing the players to come to him. She'll then banish someone with trials await before engaging with her greatsword. She will use the horn of dawn if she's surrounded/can target an enemy near an edge of the cliff.

FIRST STAGE TRANSITION

Read the following:

The angel is bloodied, her hair and face matted with it. A look of hatred twists her face and she lets out a primal scream of rage that shakes the stones. She throws her sword aside as her wings finally unfurl. She grabs a great longbow from her back and pulls forth a glowing arrow of light. "You will die like the animals you are." she roars, taking flight. Her sword rises from the on its own, as thought wielded by spectral hands.

SECOND STAGE TACTICS

The paragon has two actions. She will remain at 120ft range and make ranged attacks, commanding her sword to attack as well.

SECOND STAGE TRANSITION

Read the following:

The paragon takes a mortal wound, gurgling pure blood. "Not yet, fools. Not yet." she mutters.

The spirits that looked on passively until now cry out in fear and terror. Mannion drops her bow and throws her arms wide, beckoning. "Come to me, brothers and sisters...the last of your life will be mine. I need it."

The spirits beg for mercy as they transform into balls of light and fly into Mannion's form. White, radiant light pours forth from her eyes, mouth and body, bathing the landscape for miles in stark white. You have to shield your eyes from the powerful glare.

"Despair." Mannion calls in a sonorous, echoing voice that sounds like a choir of voices screaming in pain. "Your doom is here."

THIRD STAGE TACTICS

The paragon has one action. She will cast aside her bow and returns to using her greatsword or fists if necessary, using smite whenever it's recharged.

PARAGON OF WRATH: JUDGMENT / FURY / UNFORGIVEN

large celestial, lawful evil

Armor Class 21

Hit Points 130/130/130 (flying sword 73, wings 73, bow 73, horn 20)

Speed 50ft. fly 150ft.

STR	DEX	CON	INT	WIS	CHA
+8	+6	+5	+7	+7	+10

Saving Throws Int +11, Wis +11 Cha +14

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120ft, passive perception 21

Languages all, telepathy 120ft

Challenge 12 (8,400 XP)

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

Actions: All

Shake it Off. The paragon can spend their action to end any conditions/spells affecting it, taking 5 damage per condition/spell.

Multiattack. The paragon makes two greatsword attacks or two fist attacks.

Greatsword. *Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage plus 9 (2d8) radiant damage.*

Horn of Dawn. The paragon blows on her horn, summoning the vestiges of magic left within. Each creature of its choice in a 30-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one. If they fail by 5 or more, they are also pushed back to the maximum range of the blast.

Fist. *Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 9 (1 + 8) bludgeoning damage plus 9 (2d8) radiant damage.*

Actions: Judgment

Blade Barrier. Rusted blades of all shapes and sizes come to the paragon's call, forming a barrier of whirling blades that lasts for ten minutes. The barrier is 100ft long, 20ft high and 5ft thick. The barrier provides 3/4 cover and counts as difficult terrain. When a creature enters the barrier or starts its turn there, it must make a DC23 Dexterity save. On a failed save it takes 22 (4d10) slashing damage. The paragon can only have one such barrier active at a time.

Trials Await. The paragon targets a creature it can see within 60 feet of it. The target must succeed on a DC 23 Charisma saving throw or be magically teleported to another part of the Bowl of Sins. The target may repeat their saving throw at the end of each of their turns to end this effect. The paragon must concentrate on this effect as though they'd cast a spell and this effect ends when the paragon loses concentration or chooses to end it.

Actions: Fury

Flying Sword. [Bonus Action] The paragon can mentally command it as a bonus action to fly up to 50 ft. and either make one attack against a target or return to the paragon's hands.

Slaying Longbow. *Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. Hit: 10 (1d8 + 6) piercing damage plus 9 (2d8) radiant damage.* If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Actions: Unforgiven

Smite (Recharge 5–6). The paragon draws on the last of their heavenly power and strikes a point it can see with radiant energy. Each creature in a 60 foot cube takes 14 (4d6) radiant damage. Each creature that takes any of this damage must succeed on a DC 16 Wisdom saving throw or be stunned until the end of the paragon's next turn.

Return To Light. [Reaction] When the paragon dies, it explodes, and each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 45 (13d6) radiant damage on a failed save, or half as much damage on a successful one.

Paragon Traits

Paragon Fortitude. The paragon has multiple pools of hit points, each which is tracked separately. Damage and healing only applies to the current hit point pool. When a pool is depleted of all hit points, it becomes inactive. When this happens, the paragon immediately saves against all ongoing conditions and effects. If all hit point pools are inactive, the paragon dies.

Paragon Exhaustion. The paragon rolls initiative with advantage. The paragon starts with 2 paragon actions. If a hit point pool is depleted, the paragon loses a paragon action. A paragon action grants the paragon an additional turn on initiative count 10 and 5.

Multipart Monstrosity. The paragon has distinct parts, each of which has its own pool of hit points, as shown in the hit points entry above. When a creature makes a melee or ranged attack against the paragon that creature may choose to target a specific body part by suffering disadvantage on the attack roll. When a body part suffers damage, paragon suffers the same amount of damage. Conditions and effects inflicted on the body part apply to the whole creature. When a body part is reduced to 0 hit points, that body part is destroyed.

DEVELOPMENTS

Once slain, the paragon falls to her knees. She mutters "...You have to tell me. What did I wrong?" After someone has a chance to respond, Mannion nods and let's her head drop. A loud ringing emanates from her body as the glow intensifies into an explosive crescendo, leaving nothing but her tools behind.

Read the following:

A wind kicks up, and before your eyes the storm clouds begin to clear. For the first time in ages, thin golden light breaks through the cloud cover and illuminates a rocky, blasted landscape. Distantly, you can hear birds.

TREASURE

- *Horn of Dawn* (properties as *Horn of Valhalla*, silver except it summons ghostly angels.)
- *+1 Dancing Greatsword*
- *Oathbow* (except that it requires the phrases "I'll take you to the center of your soul" & "Come, touch the flames and see." spoken in Celestial to activate it's abilities.)

OTHER STUFF

LEGAL:

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Paragon art provided by Sine Nomine Publishing

THE BRIMMING BOWL

This adventure represents the penultimate encounter in the Bowl of Sins. I'll be releasing these adventure's collected into one document soon for a more complete bowl-crawling experience. I hope you enjoyed!
Taylor