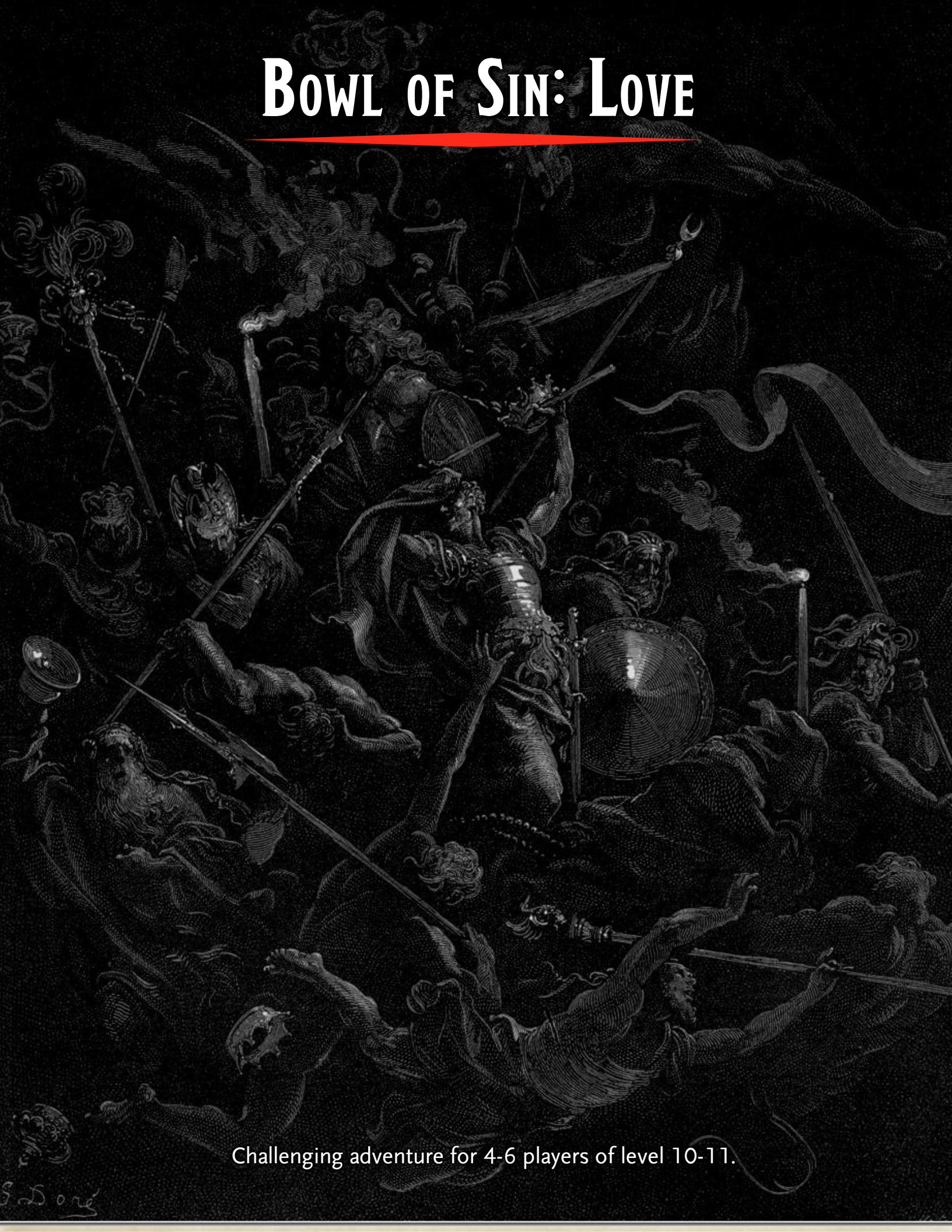


BOWL OF SIN: LOVE



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

G. Doré

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 elven priest, 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 vegetation grows sparser until its only loose gravel crunches underfoot.

You spot a break in the jagged and impassable peaks - a mountain pass sloping downwards into the bowl of sin. 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. The hut was empty when the current hermit managed to crawl out. In truth, the hut has passed hands, been destroyed and rebuilt several times.

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*, left long ago before the current occupant.



3. TRIAL ROAD

The lands between trials are known as the Trial Road. There are traces of a 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 is 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 envelops you descend into the bowl. Soon the mountains on either side fade into twilight, and all you can see is the ring of light you've created in these nightlands.

The temperature dips 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 underfoot into your face and hands, stinging exposed flesh. The Bowl is a treacherous place, one that threatens to exhaust and destroy you.



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 really 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 Don't spot danger.

15-19 Spot danger at the same time it happens.

20 Spot danger up ahead, can choose to circumvent.

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 or rotten smelling fruit that grows off thorny bushes.

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 rotten 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. Casting *Speak with Dead* gives nothing - the human remains have had their souls taken.

2. MIRROR DARKLY

Four adventurers, lost and starving.

If spotted, they are huddled around a pitiful fire of glowing coals bickering in the dark about what possessions to burn.

If spotted at the same time, they stumble wild eyed into the players firelight, cautious but hopeful of help.

If not spotted, they lie in ambush between two cyclopean stones to kill or capture the heroes.

The party consists of Celi and Deli the half-elf **archer** siblings, the human **gladiator** Pontius, and their halfling **enchanter** Zimer. They want: food and water, then to leave the bowl and have no desire 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

Read the following:

The earth around you starts to shift and crack, with great geysers of heated gas pouring out, blinding and choking. From the cracks, red-hot glowing magma starts to ooze forth as the ground shifts, quickly cutting off safe avenues of escape. What do you do?

Skill Challenge. Players must pass a DC15 skill check to overcome each danger. 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 succeeded, and disadvantage if they failed.

- **Blinding and choking gas.** Failure incurs 4d10 poison damage and blindness for a minute.
- **Roiling magma** cutting off escape. Failure incurs 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 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 is being picked up, stinging your lungs and slapping against exposed skin. A duststorm is coming.

Nearly hurricane speed winds and loose gravel form what is known as a razorstorm. One is coming. Have the heroes make a Wisdom (Survival) ability checks, to identify an incoming razorstorm, the result determining how far out it is when they notice it.

Roll Time to Razorstorm

25 20 minutes

20 5 minutes

15 2 minutes

1-14 Number of rounds equal to roll

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. The loose gravel is picked up and flung at you like your being pelted by an angry mob, stinging any exposed flesh, irritating 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 and visibility is reduced to 30ft. Gases immediately disperse and unprotected flames are extinguished. 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 and a DC 15 Dexterity 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.
- If the creature fails its Dexterity check then it is blinded until such time as this condition is reversed by appropriate magic (e.g., Lesser Restoration) or it subjected to three successful daily DC 15 Wisdom (Medicine) checks. If three of these daily checks are successful the creature will have its sight restored and if three fail before this happens then it will remain blinded until this condition can be reversed magically.

Combat. Within unsheltered areas, all ranged weapon attacks are at disadvantage. Anyone engaging in combat must make an DC15 Athletics check at the start of the round or be knocked prone. Small creatures are also blown 1d4x10 feet in the direction of prevailing wind. Flying creatures are also blown back 2d6x10 feet in the direction of prevailing wind.

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 players 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.

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.

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. 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. He is regal and terrible to behold, his red skin flawless but his tunic dirt smeared, his wings black and tipped blood red. His equipment is rusted and dented.

If the lookout spots Mannion, it's because a glint of light reflects off the horn on his belt or they hear the faint flapping of his wings. The heroes can attempt a DC 24 Stealth check to avoid his notice.

If Mannion spots the heroes or the heroes are just unaware of the solar, he will engage.

If Mannion slays someone, he will produce his horn of dawn let loose a mournful, horrible blast that shakes the earth and is nearly deafening to those close to it. He then flees the area, tearfully wailing that he must be punished.

Mannion will not use his legendary/paragon actions

TACTICS

First Round. If the players are using light Mannion fires his slaying longbow from 500ft in the air. He attacks from 120ft in the air if they travel in darkness. A passive perception of 24 is required to not be surprised.

Second Round. Mannion lets loose another arrow before stowing his bow and landing before the group. His face is twisted in a wrathful snarl. He demands that the heroes tell him why they've come to his realm. He knows if he hears a lie, and any insolence from the party will make him demand a sacrifice to allow them to continue.

Third Round. 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 of leaving his realm. He then will fly off. Otherwise he produces his rusted greatsword and wades into them, attacking whoever hit him last or has made him angry. If reduced to half hp, he will disengage and fly away, returning to his roost to recover.

4. TRIAL OF LOVE

Appearance. The trial of love is a stone prison, gargantuan in scale and surrounded by an equally gargantuan wall. It's approximately the size of the chrysler building in real life, 1,000 feet tall square structure with small adamantine barred windows placed irregularly on its surface. There is one main entrance that leads to its courtyard.

Occupants. The building is a maze, and its mad prisoners are refugees and pilgrims from old times. They are kept alive magically by the Paragon Of Scorn, the master of this trial. At the center of the prison is a panopticon where the paragon lairs.

Hook. When the players enter the prison, they will have the feeling that the one they love most has been trapped at the center of the prison.

APPROACHING THE PRISON

Read the following:

A stone wall looms out of the darkness, stretching off in either direction and looming taller than your light can reach. It's made of dark gray stone, and feels solid to the touch. Proceeding

around the outside of the building, you see no windows or openings except for one arched entryway leading to a courtyard.

Scaling the walls are difficult, they rise 300ft in the air. The walls are smooth and require a DC20 Athletics check to climb. At the top, one will see very little, thought they could scale down the other side and into the courtyard.

ENTRANCE

A large circular archway leads into the courtyard of the structure. Someone has drawn TURN BACK in soot on the wall next to the entrance. A standing stone, mostly smashed to pieces, stands near the entrance. A DC15 intelligence check could re-assemble the pieces so that it reads:

The Trial of Love.

Prove that no matter what, love is your beacon through hardships.

You will not abandon love, and will keep faith in it.

And find that holding love heals all wounds.

COURTYARD

Well. A well in the courtyard stretches down 50ft and ends in shallow, brackish water. A DC15 Perception check spots a set of bones down in the water. Contact with the poisonous water inflicts 2d4 poison damage but amongst the bones are a *potion of climbing* in a stoppered clay pot.

Bell. A rotten wooden platform sits in the courtyard, fifty feet from the entrance to the prison. A frayed and dangling rope swings here, attached to a brass bell drunkenly tilted to one side. Ringing the bell or pulling it down causes deep sonorous rings to echo throughout the area. By magic, torches will spring to life all along the inside of the courtyard and remain illuminated for 8 hours.

Campfire There are signs that someone camped here in the past. Tattered bedrolls, old burned logs show it was months and months ago.

Door. A large adamantine door blocks the entrance to the structure. The doorway has four disk set into its surface, each one covered in the common alphabet. Each disk has a ring with an indicator that can be rotated with some effort. The selected letters currently say STOP.

There is also an inscription on the adamantine door:

A fortress of stone and steel presents the prisoner a challenge, one they can seek to overcome. The perfect prison is the one you build yourself. The one you don't want to escape from.

Rotating the indicators to say 'LOVE' will cause the doors to swing open. A *knock* spell causes one of the dial's to properly align. A *dispel magic* spell will also cause the doors to open for ten minutes.

ENTRANCE

Read the following:

You enter a circular stone chamber. The walls and floors are made of gray stone, and chains hang from the ceiling in dangling lengths, rusted in splotches from dry blood. Empty cells line the bare spaces of the wall, doors hanging open. Inside the cells are bones, rags or dried blood. A fountain stands in the center of the room, dry and caked with dust. Eight corridors run deeper into the building in every direction.

As you enter, a humanoid shaped creature shifts at the base of the fountain, sitting against its rim. The creature raises its head and you can see they are garbed head to foot in black leathers and tunic, with a raven-headed mask on his face. The eyes of the mask are red glass. A voice floats from it "They never listen..."

Have everyone make a Wisdom saving throw. Whoever rolls lowest has been 'targetted' by the Paragon of Scorn. They have the feeling that one of their loved ones is inside this structure.

The Raven Man is a human **blackguard** that came to the prison many years ago. The horror of the prison broke him, and he believes the one he loves has been destroyed by the Paragon of Scorn. He stays here, perserved by the magic of the prison. He is morose, and will give basic information about the prison. If asked what he means by "They never listen", he will explain:

Now that you've entered the prison, you've doomed the one you love most. Somewhere at the heart of this cursed structure, the master of this place has read your mind and pulled the one you love most to her side. She feeds on their soul, and every moment you tarry here the closer they draw to oblivion. I tried to warn you. If you fail to defeat the master of the trial as I have, your loved one will killed. If you take too long, they will be killed. The only way to save your greatest love is to die now. She will release their soul if you do not anger her.

Once he's said enough, his immaciated warhorse will appear and he'll ride his mount into the prison. If attacked, he'll use his dreadful aspect before fleeing into the fortress.

PRISON OF LOVE

The prison is a labrynthine structure. As you begin walking its darkened halls, you come across the occasional cell. (Generate a sample cell for them to encounter). The hallways drunkenly wander and split. Sometimes you come across staircases rising up or down many floors, other times you find dead ends and forced to double back.

RANDOM CELLS

1d8 Room	1d8 Feature
1 Tiny crawlspace	1 Empty except for few bones
2 Narrow oubliette	2 Contains 1d8 horses, pigs or mules
3 Square room	3 Contains 1d8 sobbing prisoners
4 spherical chamber	4 Contains 2d8 laughing prisoners
5 Octagonal chamber	5 Chains, manacles and torture instruments filled with screaming 1d8 prisoners
6 Gargantuan chamber	6 1d8 burnt, mutilated corpses of prisoners
7 Square room, floor 100ft below	7 Contains 3d8 prisoners who sit smiling but otherwise unresponsive.
8 Rectangular room, back wall 50ft back.	Open cell, contains a new prisoner who will not leave. Any creature entering the cell must make DC15 wisdom or remain inside until the Paragon of Scorn comes to investigate.

The prison is a skill challenge. Ask the players how they propose to assist the party moving through the structure. The players need 3 DC15 successes out of 5 skill checks. Each check represents 4 hours of travel.

If they amass 3 failures, the Raven Man has found them. Out of the darkness his warhorse will come charging, him swinging his glaive before riding on and circling back for another charge. If given time, he'll explain that he's doing the players a favor, and saving their loved one before their pride kills the one they love.

PARAGON OF SCORN

You enter a circular chamber with 60ft radius and 50 feet high. Along the walls there are 4 seperate levels. Every wall in this chamber is covered in cells that are packed with prisoners. As you enter the chamber their voices cry out, jeering, pleading, screaming. Their arms grasp hungrily from between the bars, their faces dirty and mad.

PARAGON OF SCORN: LONELY/HATEFUL/SCORN

medium paragon monstrosity, lawful evil

Armor Class AC 16

Hit Points 112 / 85 / 85 *Harpoon Arm* 56

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	-2	+1	+2

Saves. Con +7, Wis +4, Cha +5

Damage Res. bludgeoning, piercing, slashing while in dim light or darkness

Damage Imm. acid, poison; poisoned condition

Senses darkvision 60ft, passive Perception 11

Languages Telepathy 1 mile, Common, Infernal
Challenge 9

Paragon Abilities

Thrives on Company.[Lonely Only] The paragon has advantage on attack rolls while it is within 30 feet of at least two other creatures. It otherwise has disadvantage on attack rolls.

Psychic Leech.[Lonely Only] At the start of each of the paragon's turns, each creature within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage.

Magic Resistance The Paragon of Scorn rolls advantage on all checks versus magical effects.

Actions

Shake It Off. The Paragon of Scorn can spend their action to end any conditions affecting it, taking 5 damage per condition.

Multiattack. The paragon makes one harpoon arm attack and uses Sorrowful Embrace or two harpoon arm attacks.

Harpoon Arm. Melee Weapon Attack: +7 to hit, reach 60 ft., one target. Hit: 21 (4d8 + 3) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. The paragon has two harpoon arms and can grapple up to two creatures at once.

Sorrowful Embrace. Each creature grappled by the paragon must make a DC 15 Wisdom saving throw. A creature takes 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. In either case, the paragon pulls each creature grappled by it up to 30 feet straight toward it.

Nothing Before or After[Hateful Only] The paragon targets one creature it can see within 60 feet of it. The target takes 4d6 psychic damage, and must make a DC 15 Intelligence saving throw. On a successful save, the target becomes immune to this ability for 24 hours. On a failed save, the target loses all proficiencies, it can't cast spells, it can't understand language, and its Intelligence and Charisma scores become 5. A greater restoration or remove curse spell cast on the target ends this effect.

Animate Chains[Scorn Only] Up to four chains the Paragon can see within 60 feet of it magically sprout razor-edged barbs and animate under the Paragon's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the Paragon uses Multiattack on its turn, it can use each animated chain to make one additional chain attack at +7 to hit, reach 10 ft. dealing 11 (2d8 + 2) slashing damage. The target is grappled (escape DC 15). Until this grapple ends, the target is restrained and takes 9 (2d8) piercing damage at the start of each of its turns. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the paragon is incapacitated or dies.

Paragon Traits

Paragon Fortitude. The Paragon of Scorn 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 of Scorn immediately saves against all ongoing conditions and effects. If all hit point pools are inactive, the Paragon of Scorn dies.

Paragon Fury. The Paragon of Scorn rolls initiative with advantage. The Paragon of Scorn starts with zero paragon actions. If a hit point pool is depleted, the Paragon of Scorn gains an additional turn including action, bonus action, their movement and a reaction. These additional turns occur on initiative count 10 and 5 respectively.

Multipart Monstrosity. The paragon has 2 harpoon arms, 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 unless the body part is immune to such conditions. When a body part is reduced to 0 hit points, that body part is destroyed.

Reactions

Unnerving Domain. [Scorn only] When a creature the paragon can see starts its turn within 30 feet of the paragon, the paragon can create the illusion that it loved ones is trapped amongst the prisoners in the room. If the creature can see the paragon, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its turn. Any creature that makes this save is immune to Unnerving Domain for 24 hours.

PARAGON OF SCORN

History. When the night fell on the caldera, Jiraska called to faithful to seek refuge in her fortress. She cared for all equally for years, but her heart grew at times covetous and at times hateful of the creatures that depended on her. Eventually she became more and more wretched until her refugees grew to hate her in return. The fortress was slowly remodeled into a prison, to ensure the subjects of her hateful love could never escape. She seeks to trap anyone who approaches her prison by tricking them into believing she has captured their loved ones.

Appearance. Jiraska appears as a naked, pale humanoid leaking black tears from an eyless face. Once enraged, she begins snarling, smoking and weeping madly. Finally, her sobbings cease as chains awaken and hold her guts in. All that can be seen is blood, pale skin and furious eyes.



APPROACHING THE PARAGON

Paragon's Perception. Paragon has a passive perception of 15 with the assistance of her prisoners. She will likely notice the players as they enter, but otherwise she is patrolling the 3rd floor of her panopticon.

Default Position. The Paragon's default position is directly above the entrance door three floors up.

Arena Effects. Anyone within 5 feet of a wall has to make a DC15 Athletics check to avoid being grappled by the prisoners. There are no stairs between levels, creatures must crawl up the dangling chains and leap to a level or fly.

FIRST STAGE TACTICS

The paragon basically is guaranteed through this fight to get thrives on company unless the players force her to the center of the arena. She will try and harpoon twice the first round, then harpoon and embrace after that, moving to maximize Psychic Leech. During this portion of the battle, if not already defeated, the Raven Man will ride into the battle chamber to assist the players.

SECOND STAGE TACTICS

The paragon gets two actions a round now. Her first action is always Nothing Before Or After. The second one will continue round 1 tactics.

THIRD STAGE TACTICS

The paragon gets three actions a round now, she'll animate chains right away and try to move to the center of the chamber, taking falling damage if needed. This makes the center of the chamber extremely deadly. She'll also use her Unnerving Domain reaction between each paragon turn.

MANNION'S WITNESS

When the battle reaches the second stage, Mannion the solar will fly into the room invisibly then roost on the top floor to observe the battle (a passive perception of 20 spots signs of his arrival). If he's attacked, he will flee. If Mannion witnesses the Paragon of Scorn destroyed, he'll let loose a mournful horn blast before flying off into a tunnel.

AFTER THE BATTLE

After the battle is complete, all of the prisoner cages will open. The prisoners in the panopticon throw themselves forward in a frenzy. The occupants of level 5, 4 and 3 fall to their doom. Those in levels 1 and 2 will throw themselves first on the Paragon, ripping the body to shreds. After 5 minutes of this, they will turn on the players to destroy them (mob has stats as a **hill giant**, except at half hp they deal half damage.)

All throughout the prison, the mad cries of the prisoners can be heard. They are all free. If the Raven Man yet lives, he will lead the players out, cleaving and terrifying the prisoners. Otherwise the players enter a skill challenge DC15. For each failure the party takes 2d10 bludgeoning damage from prisoner fists as they're forced to slay a pack of them.

Once outside, the Raven Man will thank them for helping him before falling dead, the magic that preserved his life gone. Likewise, all the prisoners in the fortress keel over and die after a few hours, leaving the place a stinking mausoleum. In the Raven Man's possession are 420 pp, a wedding ring (50 gp), *Courtiers Plate*, *Corvid Glaive*, and the *Mask of the Raven*.

Mask of the Raven.

Wondrous Item, Major, Very Rare

This mask fits over a creature's face, and appears like a raven with glass-red eyes. While wearing the mask, you gain the following benefits:

- You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object up close.
- You have advantage on Wisdom (Perception) checks that rely on sight. In clear conditions, you can make out the details of extremely distant objects.
- You gain darkvision out to 60 feet or the range of your darkvision increases by 60 feet.
- Once per day recharging at dusk, the first time you would drop to 0 hit points as a result of taking damage, you instead drops to 1 hit points; or if a spell or effect would kill you instantly without dealing damage, that effect is instead negated.

Courtiers Plate. *Armor (plate armor), Uncommon* This suit of full plate is lighter and quieter than most, and at will appears like plain clothes, dark traveling leather or any other clothing that you desire. The plates are magically pliable and do not impose disadvantage on stealth checks and weigh 1/8th less than normal.

Corvid Glaive *Weapon (glaive), Rare, requires attunement*

This lithe glaive is made of one continuous piece of dark iron. While wielding this +2 glaive, crows within a 1 mile radius are drawn to you, and roost on nearby branches, buildings and the like; waiting for you to leave behind bodies for them to feast on.

OTHER STUFF

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EMPTY BOWL

This adventure will only present one destination in the Bowl, Love's Prison, but future versions will include additional locations to reach including a church set in a lava cauldron, something to do with a lake and a climactic battle with an angel at his altar-perch.