



WILL YOU COMMAND THE

SHARD WARS

BREATH OF THE PROGENITORS?



ON THE COVER

Light and dark—the eternal dichotomy. It has inspired stories without number, and yet seems to hold us eternally captivated. On this cover by Olie Boldador, the forces of light and dark face off against one another once again. The avatars of both sides are followers of the Breath of the Progenitors, that ancient magic that suffuses Eberron and gives life to all things in this world. Both wield a sunsaber, that mystical traditional weapon of the Path of the Breath. They are about to do battle over a dragonshard, the magic crystal that channels the energies needed for creating a sunsaber. As any source of power, this, too, can be used for bringing light or darkness—who will prevail this time?

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The background is a deep, dark blue space scene. A large, ethereal nebula with wispy, light blue and white patterns is visible, stretching across the middle and right side of the frame. Numerous small, bright stars of varying colors (white, yellow, blue) are scattered throughout the dark expanse, some appearing as sharp points of light and others as soft, glowing spheres. The overall atmosphere is mysterious and vast.

**A long time ago in a D&D
setting far, far away....**

SHARD WARS

Eberron VIII BREATH OF THE PROGENITORS

It is a time of turmoil. The great houses of Eberron race to control Dragonshards attuned to an ancient power.

Heroes use this power in different ways. Monks strive for balance. Paladins vow to assert influence. Warlocks wish to harness it for themselves.

Armed with elegant, deadly Sunsabers and supported by bound elemental Construct sidekicks, these heroes fight to shape their future....



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THE BREATH OF THE PROGENITORS

The Breath of the Progenitors is an unusual religion. It recognizes the existence of a power that permeates the world and resonates with certain dragonshards. Historically, its origins are murky with some sages claiming that it dates back to pre-Riedran Sarlona.

Regardless, the main beliefs of those who follow the Breath are the following:

- The Breath of the three progenitors mingles and underlies the world. The Breath of Siberys is Light. The Breath of Khyber is Dark. The Breath of Eberron is the Balance between the two.
- It is the Breath of Eberron which underlies all life, but it would not exist without the balance between Light and Dark.
- Some people are born breath-sensitive. Many of these turn to some form of magic and channel their connection to the Breath that way.
- Others learn to focus on the Breath itself. This can be a path to enlightenment, but it can also be dangerous. The Breath of Khyber presents an easy path to power, but that way lies Darkness.

Thoughts on other religions:

- The Sovereigns were likely once great heroes who were in tune with the Breath... and the

Dark Six were those who fell into the Breath of Khyber.

- The Blood of Vol seeks the divinity within—they are simply not looking deep enough. The divinity is not in our blood, but it is in that which connects all living things. They should be looking for the divinity between.
- The Silver Flame... is this a manifestation of the Breath? Perhaps... but, if so, the church doesn't serve it.
- The Eldeen druids, particularly the Wardens of the Wood, serve the Balance that underlies all life, just as we do... but they do so in a different way.

Additional notes:

- Whether or not the Breath of the Progenitors is what the adherents of the religion think it is, there is some power there. Its true nature is unknown. It is possible that it actually refers to the Draconic Prophecy (which, in some ways, ties all life together). Anyone who actively believed that, though, would be in a splinter group.
- Light and Dark aren't necessarily tied to alignment. Light is tied to discipline and Dark is tied to Passion... and Balance recognizes the need for both.





SUNSABER WORKSHOP

A **SHARD WARS** SUPPLEMENT

SUN SABER WORKSHOP

Designers: Drew Dawes, Kayla Bayens

"...an elegant weapon for a more civilized age."

—Unknown

This item appears to be the hilt of a shortsword, longsword, or double-bladed scimitar. While grasping the hilt, you can use a bonus action to cause a blade of pure energy to spring into existence, or make the blade disappear. While the blade exists, this magic sword has the Finesse property. If you are proficient with shortswords or longswords, you are proficient with the *sunsaber*.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals damage based on its dragonshard type instead of slashing damage. When you hit a Construct with it, that target takes an extra 1d8 damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet.

Depending on the construction of the *sunsaber*, its pommel may offer additional functionality.

You may use the *sunsaber* without attunement. If you have taken the Breath Adept feat or have taken levels in a class that possesses abilities granted by the Breath of the Progenitors; such as the monk's Way of the Breath, paladin's Oath of Influence, or the Breath of Khyber warlock patron; you may optionally attune to the *sunsaber*.

HILT TYPES

Sunsaber (longsword)

melee weapon (sword), rare

Damage: 1d8

Damage Type: varies depending on type of dragonshard

Modifiers: melee attacks +2, melee damage +2

Properties: finesse, versatile (1d10)

Weight: 3 lb.

Sunsaber (shortsword)

melee weapon (sword), very rare

Damage: 1d6

Damage Type: varies depending on type of dragonshard

Modifiers: melee attacks +2, melee damage +2

Properties: finesse, light

Weight: 2 lb.

Sunsaber (double-bladed)

melee weapon (sword), legendary

Damage: 2d4

Damage Type: varies depending on type of dragonshard

Modifiers: melee attacks +2, melee damage +2

Properties: finesse, special, two-handed

Secondary Damage: 1d4

Weight: 6 lb.

Special: If you attack with a double-bladed *sunsaber* as part of the Attack action on your turn, you can use a bonus action immediately after to make an additional melee attack with it. This attack deals 1d4 damage on a hit, instead of 2d4.

DRAGONSHARDS

The Breath of the Progenitors mingles and underlies the world. The Breath of Siberys is Light. The Breath of Khyber is Dark. The Breath of Eberron is the Balance between the two. There are rare dragonshards of all three types that resonate with the breath. These rare shards are crucial to the ritual of crafting sunsabers.

The ritual to create a sunsaber is ancient, with stories being told of these weapons being wielded as far back as the Age of Demons. The original sunsabers had an opening at one end that looked like a dragon's mouth. A blade of energy would extend from it, like a dragon's breath. Some still mimic this design. Modern sunsabers are often assembled from a collection of mundane devices and are customized to perfectly compliment the user's fighting style, becoming an extension of the fighter.

Traditions for this ritual have been passed down from generation to generation by those sensitive to the breath, evolving with the times. Through the years, one steadfast constant remained: the importance of these rare dragonshards that resonate with the breath. This phenomenon can occur in each of the three types of dragonshard: Siberys, Eberron, and Khyber. As the dragonshard used will determine the weapon's damage type and the glowing hue of the blade great care must be taken when selecting a dragonshard.

Siberys. Siberys sunsabers shine with a brilliant golden glow. The damage type of sunsabers made with these dragonshards is radiant. These are the rarest sunsabers, as Siberys dragonshards are not normally found in Khorvaire and most of those which are imported are quickly bought up by the dragonmarked houses.

Eberron. Eberron sunsabers pulse with a crackling energy, glowing on a spectrum of deep pinks and violets. The damage type of sunsabers made with these dragonshards is force. Since almost nothing can resist its damage, these sunsabers are feared throughout Khorvaire as the most powerful of all sunsabers.

Khyber. Khyber sunsabers are crafted with an elemental binding, glowing in a variety of vibrant shades. Their damage type varies depending on which type of elemental is bound to it.

- **Air Elemental.** Produces a white glowing blade and deals lightning damage.
- **Water Elemental.** Produces a blue glowing blade and deals cold damage.
- **Fire Elemental.** Produces a red glowing blade and deals fire damage.
- **Earth Elemental.** Produces a green glowing blade and deals acid damage.



POMMEL FUNCTIONS

Sunsabers are constructed from three parts: the hilt, the dragonshard, and an optional pommel. The hilt determines the damage dice, and the dragonshard determines the damage type. For thousands of years, this was the standard. As artificers began tinkering with sunsabers, customizable modular pommels grew in popularity, especially in Zilargo.

A sunsaber may only have one pommel attachment at a time. You may swap one pommel with another after finishing a long rest. Pommels may be found for sale by tinkers, or created by an Artificer as one of their infusions, using your sunsaber as the item and metal components worth at least 25 gp, which the infusion consumes.

Flywheel Puller

Prerequisite: light sunsaber

As a bonus action, you can convert two light sunsabers, one of which has this pommel attached, into a double-bladed sunsaber. The other sunsaber may not have a pommel attached to it. As a bonus action, you can convert back to two light sunsabers.

Extended Grip

Prerequisite: light sunsaber

Your light sunsaber gains the versatile property. It does 1d8 damage when wielded with two hands.

Jackknife Hinge

Prerequisite: double-bladed sunsaber

As a bonus action, you can convert a double-bladed sunsaber into a single two-handed weapon that does 2d6 damage. While in this form, the double-bladed sunsaber loses its Special property. It can be converted back to a double-bladed sunsaber as a bonus action.

Variable Light Emitter

While the sunsaber blade persists, you can use an action to expand its radius of bright and dim light to a maximum of 30 feet. You can also use an action to diffuse the light. While the light is diffused, the blade emits no light, and its hue is dark enough that it does not betray your location in low light situations.

Glow Refractor

As a bonus action, you can change the hue of your sunsaber to any color or combination of colors. This does not affect the damage type.

Power Booster

As a bonus action, you can extend the reach of the sunsaber by 5 feet for one round. Once you use this ability, you cannot do so again for 1 minute.

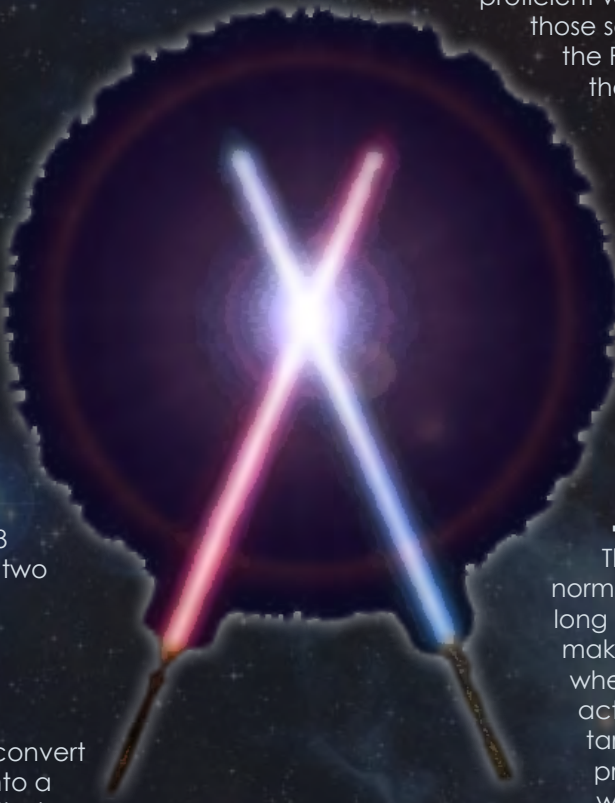
Activator

You can activate the sunsaber's blade as part of your Attack action.

OPTIONAL ATTUNEMENT

While sunsabers can be wielded by anyone proficient with the weapon type, only those sensitive to the Breath of the Progenitors may attune to their sunsaber and unlock its full potential. This includes those who have taken the Breath Adept feat, or a member of a Breath-sensitive subclass, such as the monk's Way of the Breath, paladin's Oath of Influence, or the Breath of Khyber warlock patron. While attuned to your sunsaber, it gains the following benefits while its blade is extended:

- Your sunsaber has the Thrown property with a normal range of 20 feet and a long range of 60 feet. If you can make more than one attack when you take the Attack action on your turn, you may target multiple creatures provided they are within the weapon's range. Immediately after the Attack, the weapon flies back to your hand.
- You may use an action to cause your sunsaber to return to your hand from a range of up to 60 feet.
- Your sunsaber gives you the benefit of half cover (+2 bonus to AC and Dexterity saving throws) against ranged attacks and on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.



FEAT: BREATH ADEPT

It is possible to be born sensitive to the Breath of the Progenitors without realizing it. Some may attribute their uncanny minor abilities to magic, talent, or luck. Only when the source is revealed (usually by another that is proficient with the breath) can you begin to scratch the surface of the true power of the breath.

- You have sensitivity to the breath that provides you with the following benefits:
- You learn three of the following cantrips: *friends*, *guidance*, *mage hand*, or *spare the dying*.
- At third level, you may cast augury once per day without expending a spell slot or using any material components. Your spellcasting ability for these spells is either Wisdom or Charisma (your choice).
- You may attune to a sunsaber.

OBTAINING A SUNSABER

Sunsabers are not something that are sold in shops or that can be commissioned by even the most accomplished artificers. House Cannith has a long-standing bounty on sunsabers that is supported by the Twelve, so they almost never hit the market. It is unclear whether the dragonmarked houses have been unable to replicate the process of a sunsaber's creation or (more likely) whether they simply want to keep them out of the hands of others for some unknown reason.

There are only three known ways to reliably obtain a sunsaber:

1. Be destined to find the sunsaber that belonged to the ancestor you didn't know you had.
2. Defeat a breath expert in battle and claim their sunsaber.
3. Embark on a personal journey to locate a special dragonshard that resonates with the breath and perform the sunsaber creation ritual yourself.

Since the first two are difficult to plan for, this document provides a pathway to obtaining all the components required to create any sunsaber you desire. The creation ritual is documented in sacred texts dating back to ancient orders of monks. As part of your experience in training to master the Breath of the Progenitors, you studied these ancient texts and learned the ritual.



SUNSABER CREATION RITUAL

To complete the ritual, you must spend 10 days of downtime in solitary meditation with the following components:

- A Siberys, Eberron, or Khyber dragonshard that resonates with the Breath.
- An elemental gem containing an air, water, fire, or earth elemental (Khyber sunsaber only).
- A shortsword, longsword, or double-bladed scimitar hilt worth at least 500 gp. The hilt used determines the type of sunsaber created.

After completing the creation ritual, the sunsaber is created and attuned to you. There are no crafting rolls needed to attempt the creation ritual.

"...Do. Or do not. There is no try."

—Unknown



CONSTRUCT WORKSHOP

A **SHARD WARS** SUPPLEMENT

THE REVOLUTION WILL BE RUSTED

Designer: Marc Anderson

Adventure Tier: 1 (levels 1-4), optimized for levels 2-3

Through the course of this encounter, the party will come upon the carrack-sized airship *The Reverie* and its open market, and possibly come under fire by constructs infected by First Of My Kind, a **helmed horror** from the Mournland given sentience. Combat encounters are best suited for 2nd to 3rd level characters. Successfully completing this encounter will reward the party with an elemental-powered construct who acts as a sidekick for the rest of their adventures, along with other rewards found at the end of this encounter.

ADVENTURE BACKGROUND

This adventure takes place at a roving open-air market that sets itself up from an airship known as *The Reverie*.

At the time of *The Reverie*'s latest visit (which is assumed to be when the party is in the area), Prenn Honeywine, a halfling supplier of construct parts, has joined the open market to sell wares acquired from her last trip to the Mournlands. No one expects that the find she's most proud of—an intact helmed horror—has a mind all their own, and doesn't know that the Last War is over.

ENCOUNTER HOOKS

Suggested options to begin this encounter include:

- Following a tip from a trusted confidant or overheard conversation at the local Gold Dragon Inn.
- An invitation from one of the vendors, or Richard Roberick, to sell recently acquired goods at the airship's market, for buyers who would "be able to fully appreciate what you have."
- A rumor that a sunsaber hilt is going to be sold at the next open market. No one knows for sure which vendor has it, but Bellizad has been known to have regular dealings with monks.

COGGE

Medium humanoid (warforged), neutral good

Armor Class 16 (natural armor, shield)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +5, Perception +4, Survival +4

Damage Resistances poison

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

ACTIONS

Multiattack. The warforged makes two armlade attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

THE REVERIE'S MARKET

The Reverie's market, comprised of pop-up tent stalls, can be quickly dismantled in case the Sharn Watch, or House Cannith, attempts to shut it down. Given enough time, the vendors' purchased **loading rig** construct and local muscle can have the market running in about twenty minutes.

While the list of vendors varies from week to week, there are at least four individuals running the market. These include:

- **Cogge**, a warforged soldier and minor

SETTING UP THE ENCOUNTER

The GM should feel free to set up the pop-up market where *The Revolution Will Be Rusted* plays out as they like on a map. For reference:

- *The Reverie* is 25 feet by 75 feet large.
- The **loading rig** construct and **ballista** are both Large size. The ballista begins play inside *The Reverie*.

CRACKSHELL

Medium humanoid (turtle), neutral good

Armor Class 17 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	11 (+0)	13 (+1)	12 (+1)

Skills Athletics +4, Survival +3

Senses passive Perception 11

Languages Aquan, Common

Challenge 1/4 (50 XP)

Hold Breath. Crackshell can hold their breath for 1 hour.

ACTIONS

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage when used with two hands.

Light Crossbow. Ranged Weapon Attack: +2 to hit, range 80/320 ft., one target. *Hit:* 4 (1d8) piercing damage.

Shell Defense. Crackshell withdraws into their shell. Until they emerge, they gain a +4 bonus to AC and have advantage on Strength and Constitution saving throws. While in their shell, Crackshell is prone, their speed is 0 and can't increase, they have disadvantage on Dexterity saving throws, they can't take reactions, and the only action they can take is a bonus action to emerge.

wartime celebrity who sells munitions claimed from abandoned armories.

- Mrs. Steeple, an elven **commoner** and cutpurse who sells perfume, make-up, and cosmetic goods. She tolerates Crackshell, also despises Bellizad, and thinks Cogge is a fine friend.
- **Bellizad the Terrible**, a human magic user who deals in item infusions and magical items. He despises Cogge and Mrs. Steeple equally and doesn't have feelings towards Crackshell.
- **Crackshell**, a turtle who sells imported "tribal" wares from Droaam. The turtle is just happy to have a place to sell their wares.

The merchants have access to most common to uncommon adventuring goods, as found in Chapter 5 of the Player's Handbook. Prenn Honeywine has a *lantern of revealing* for sale, and Bellizad has a *Xorian wenge focus* he's willing to

part with (see Appendix A: Magic Items). There is an agreed upon 20% discount between the merchants, although Bellizad, who thinks himself superior to the others because he uses cantrips, is reluctant to lower his prices for anyone who doesn't practice magic.

At the time of this encounter, Prenn Honeywine, a halfling **commoner** and scavenger, is also selling her wares, which are comprised of construct, warforged, golem, and other mechanical junk parts. The finished constructs, including a helmed horror and some genuine warforged, have gone missing, causing Prenn to accuse her fellow merchants of stealing them. She refuses to disclose where the goods come from, but a Charisma (Intimidation) check with a DC of 10 will get her to admit they originate from the Mournland. "I don't know where exactly—honest!"

BELLIZAD THE TERRIBLE

Medium humanoid (human), lawful evil

Armor Class 14 (leather armor)

Hit Points 11 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	14 (+0)

Saving Throws Dex +6

Skills Acrobatics +4, Performance +4, Persuasion +4, Sleight of Hand +4, Stealth +4

Senses passive Perception 10

Languages Common, Infernal

Challenge 1 (200 XP)

Helpful. Bellizad the Terrible can take the Help action as a bonus action.

Tools. Bellizad the Terrible is proficient with thieves' tools.

Spellcasting. Bellizad's spellcasting ability is Intelligence (spell save 11, +3 to hit with spell attacks). Bellizad knows the following wizard spells:

Cantrips (at will): *chill touch*, *minor illusion*

ACTIONS

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

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

FIRST OF MY KIND

Medium construct (helmed horror), unaligned

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Magic Resistance. First Of My Kind has advantage on saving throws against spells and other magical effects.

Vocal Resonator. First Of My Kind has the ability to speak rudimentary Common.

Spell Immunity. First Of My Kind is immune to the *fireball*, *heat metal*, and *lightning bolt* spells.

ACTIONS

Multiattack. First Of My Kind makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.



everything goes according to plan, the airship will be the first of many treasures needed to free all constructs from their bonds.

FIRST OF MY KIND

First of My Kind is a helmed horror, a construct fashioned out of discarded armor parts by Prenn Honeywine and given life by the strange arcane magic that soaks the very ground of the Mourland. While First has not been able to break the bonds tethering them to a master, the whispers that permeate their body have allowed them to change their loyalties. As a result, they want to free the other constructs on board *The Reverie* by striking against their false owners.

Servant, Bellizad's nimblewright assistant, is the first to join First's cause, and has been instructed by First to turn *The Reverie's* defense ballista against any non-constructs during the next open market. If

ENCOUNTER START

Read or paraphrase the following when the characters arrive at the location where *The Reverie's* open market is taking place:

A series of colorful, make-shift tents, higher than a camel's back, surround what appears to be a fire-ringed wooden airship, or some moderately sized carrack. Humanoids of varying races scurry between the tents like so many ants. Stomping about the grounds is a towering construct known as a loading rig, with a goblin at the controls and a handsome human male in bright robes

stiffly walking beside it. This must be The Reverie market, alright. A halfling with amber hair and black splotches around her face is scurrying from tent to tent, waving a small wrench and talking very quickly. "You stole them," she barks at a wizened turtle. "You took my constructs when I had my back turned! I should never have come here!"

Allow the players time to explore the market before moving to the next part of the encounter. Characters who have a passive Perception of 12 or higher will note that the airship's sole gun port has the slightest tip of a **ballista** bolt pointing out of it.

THE DEMAND

When the party has visited all the vendors, inquired about the sunsaber hilt, or are about to step aboard the airship, the sound of screaming can be heard coming from across the ground - The Reverie has fired its ballista bolt at one of the market's visitors, missing them by mere inches.

First Of My Kind and four lurching **Mourland scappers** throw off their robes and emerge from the crowd, which has begun to panic. Pointing their sword directly at the party, First issues a challenge through a vocal resonator: be the first to acknowledge the superiority and rights of all constructs, or be cut down where they stand.



SERVANT

Medium construct (nimblewright), unaligned

Armor Class 18 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	8 (-1)	10 (+0)	6 (-2)

Saving Throws Dex +6

Skills Acrobatics +8, Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

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

Magic Weapons. Servant's weapon attacks are magical.

Repairable. As long as it has at least 1 hit point remaining, the nimblewright regains 1 hit point when a mending spell is cast on it.

Sure-Footed. The nimblewright has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. Servant makes three attacks: two with its rapier and one with its dagger.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.
Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Parry. Servant adds 2 to its AC against one melee attack that would hit it. To do so, Servant must see the attacker and be wielding a melee weapon.

BALLISTA

Large object, unaligned

Armor Class 15

Hit Points 50

Speed 0 ft.

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

Bolt. Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

COMBAT ENCOUNTER

As is the case with constructs, there isn't much room for negotiation. At initiative count 20, Servant will attempt to reload the ballista. If he's successful, on the next initiative count 20, he will fire the ballista at whomever is closest to the loading rig construct (which is located closest to Crackshell's stall at the start of combat). Enterprising adventurers can attempt to blow



up or destroy the ballista from outside the airship - the way in has been barricaded from the inside with crates, barrels, and potentially hazardous magic items, making entry very hard unless magical means are used.

First Of My Kind focuses on adventurers who appear the most versed in combat, ignoring those whom they consider to be lesser threats. They fight until reduced to 0 points; the constructs at their side fight until reduced to rubble. Once First is defeated, Servant will abandon the ballista and unlock access to *The Reverie*. He provides no further resistance.

MOURNLAND SCRAPPER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

Salvaged Weaponry. The Mournland Scrapper has a plethora of weaponry fused to its body. When it deals damage with its Slam attack, choose its damage type: bludgeoning, piercing, or slashing.

ACTIONS

Multiattack. The Mournland Scrapper makes two attacks.

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 1d6 + 1 bludgeoning, piercing, or slashing damage (your choice).

LOADING RIG

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The rig is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rig must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Controlling The Rig. A seat cavity built into the top of the rig contains a series of small plates

and levers. A creature in the seat can attempt a DC 10 Intelligence (Arcana) check to figure out how to press the plates in the correct sequence to activate or deactivate the rig. Pressing the plates requires an action. Once the rig is activated, a creature in the seat can pilot it using the levers. The rig moves as its controller directs it, and the controller can use an action to direct the rig to take the Dash, Disengage, or Dodge action, or the Multiattack or Slam actions as given in its stat block.

Repairable. A creature with tinker's tools can try to repair damage to the rig. After spending 1 hour making repairs, the creature makes a DC 15 Intelligence (Arcana) check. If the check succeeds, the rig regains 1d6 hit points.

Unstable. If the rig takes damage, it must succeed on a DC 10 Constitution saving throw or be incapacitated with a speed of 0 until a creature activates it with a successful DC 10 Intelligence (Arcana) check made as an action.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 4) bludgeoning damage.

RESOLUTION

If the party is successful in stopping First of My Kind and their construct allies, the vendors offer a 200 gold reward, a *horn of silent alarm* (see Appendix A: Magic Items), and use of *The Reverie* to travel to one place in Khorvaire, free of charge (outside of The Mourmland or Demon Wastes). Bellizad and Prens also offer an elemental powered construct of Prens's design, which serves as a level 1 Construct Sidekick.





CONSTRUCT SIDEKICKS

Since the beginning of the profession, the gnome artificers of Zilargo have strived to create not just ready-to-use magic items and infusions, but also elementally bound constructs to assist, defend, and provide companionship. Books like House Sivis's excellent *Eberron Campaign Setting*, later edition *Eberron: Rising From The Last War*, and the bootleg *Wayfarer's Guide To Eberron* (which can still be found at select bookmongers) go into more detail about these engineers.

What is less touched on are constructs created by these brilliant minds: laborers, pilots, and diplomatic assistants, among others. The following section intends to not only shed light on those creations, but also provide guidance if players would like to include artificer constructs as sidekicks. Adventurers would be careful in their use of these rules, lest they find certain parties knocking on their door.

A CONSTRUCT'S PURPOSE

In the world of Eberron, the use of constructs by artificers is commonplace and it is not unknown among the general citizenry. Depending on the model, your typical construct will be the property of someone who either had the funds to purchase one, salvaged it from spare parts, or traded for it.

What makes some constructs special, particularly among the ones used by gnome artificers, is that an elemental is used to give it power through a

process known as binding. This process is similar to that used to give House Orien's Lightning Rail power through air elementals, or House Lyrandar's airships with fire elementals.

An elementally bound construct usually has a singular purpose, and will obey instructions given to it by its owner or creator to the best of its abilities; the results may not be what the controller had in mind, depending on the elemental's intelligence and ability to comprehend complex commands ("Retrieve crossbow parts from the bald-headed weaponsmith down the street," "Fetch my slippers from the fireplace," etc.).

WITH AGE COMES... QUIRKS

Veteran artificers have noted that the longer one of their constructs exists, the higher the chance that the elemental inside begins to develop what can only be described as a personality. These changes in personality can be anything from harmless (talking back to their owner/master with raspberries, attempting to sing a popular tune and failing) to harmful (fiercely protecting their owner/master by whatever means are available to them, outright refusing to obey commands, or attempting to garner their freedom by violently disposing of their "oppressors." These occurrences are few, but tend to happen with constructs capable of rational thought.

Construct sidekicks tend to pick up at least one quirk from age. When creating your sidekick construct, in addition to the other creation steps, you may roll on or pick one 1 quirk from the Warforged Quirks table.

Warforged Quirks

d8 Quirk

- 1 You analyze—out loud—the potential threat posed by every creature you meet.
- 2 You often misread emotional cues.
- 3 You are fiercely protective of your friends.
- 4 You try to apply wartime discipline to every situation.
- 5 You don't know how to filter your feelings and are prone to dramatic emotional outbursts.
- 6 You don't understand clothing beyond its utility and assume it denotes a person's function.
- 7 You are obsessed with your appearance and constantly polish and buff yourself.
- 8 War is the only thing that makes sense to you, and you're always looking for a fight.

Construct Enhancements

d20 Enhancement

- 1 **Camouflaged.** The construct gains proficiency in Stealth if it doesn't already have it.
- 2 **Deceptive.** This construct gains expertise in Deception checks.
- 3 **Previous Job.** The construct once worked a steady job that it still remembers how to perform. Choose a set of artisan's tools; The construct gets advantage on checks made using those tools.
- 4 **Sensors.** The range of the construct's darkvision becomes 120 feet, unless it is higher, and it gains proficiency in Perception if it doesn't already have it.
- 5 **Improved Armor.** The construct's AC increases by 2.
- 6 **Increased Speed.** The construct's speed increases by 10 feet.
- 7 **Reinforced Construction.** The construct has resistance to lightning and thunder damage.
- 8 **Self-Repairing.** If the construct starts its turn with at least 1 hit point, it regains 1 hit point. If it takes lightning damage, this ability doesn't function at the start of its next turn.
- 9 **Sturdy Frame.** The construct's hit point maximum increases by an amount equal to its number of hit dice.
- 10 **Magnet.** The construct gains a climbing speed of 30 feet, but only on metallic surfaces.
- 11 **Vocal Resonator.** The construct gains the ability to speak rudimentary Common or a language of the creator's choice.
- 12 **Water Propulsion.** The construct gains a swimming speed of 30 feet.
- 13 **Shrewd Mind.** The construct can use the Help action as a bonus action. Additionally, when they use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of the construct, rather than within 5 feet of the construct, if the target can see or hear the construct.
- 14 **Stirring Words.** The construct can begin an eloquent speech that lasts until the end of their next turn. During that time, the construct and any friendly creatures within 30 feet of them have advantage on saving throws against being frightened or charmed. A creature must be able to hear them to gain this benefit. The speech ends early if they are incapacitated or silenced or if they voluntarily end it.
- 15 **Instinctive Maneuvering.** When piloting a vehicle or mount of Huge size or smaller which the construct has proficiency with, the vehicle or mount adds +5 to their AC.
- 16 **Hear Me Baby, Hold Together!** Once per long rest, when piloting a vehicle or mount which the construct has proficiency with, the construct may attempt to stop the damage incurred by an attack by making a Dexterity check as a reaction. The DC is equal to the attack roll that they wish to stop. If successful, the vehicle or mount takes no damage.
- 17 **Spiked Plating.** The construct's AC becomes 14 + its Dexterity modifier. The construct can use a bonus action to make a weapon attack with its armor spikes against a target within 5 feet of it. If the attack hits, the spikes deal 1d4 piercing damage. The construct uses its Strength modifier for the attack and damage rolls and is proficient with this attack.
- 18 **Monster Lore.** The elemental inside the construct has knowledge of a particular creature type, which it can convey to those friendly to it. Choose from the following: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Party members who consult with the elemental have advantage on Intelligence checks regarding the monster type.
- 19 **Amplified Lightning.** Whenever a spell that deals lightning damage includes this construct in its area, the spell deals an extra 5 (1d8) lightning damage.
- 20 **Burning Aura.** A creature that hits the construct with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

CREATING A CONSTRUCT SIDEKICK

If your DM allows it, the following rules are intended to help you create your own Construct Sidekick, ready to assist your party in whatever adventures they might find themselves in.

- **Choose a construct type (Labor, Diplomat, or Pilot) from the list below.** Additionally, choose a size: Medium or Small.
- **Choose an enhancement from the Construct Enhancements table, and roll a d10.** 1-4, you do not need to pick a malfunction from the Construct Malfunctions table. 5-10, pick a malfunction from Table 2.
- **Add the final touches.** What is your construct's name (either given or chosen)? What does it look like?

KEEP IN MIND

Construct sidekicks can only regain lost hit points through the Repair action (found in some constructs), a *mending* spell, or through the use of smith's tools. A *mending* spell restores 1 hit point as long as the construct has 1 hit point remaining. Smith's tools, or artificer's tools, can be used to revive a fallen construct if it has died within the last hour. If these tools are used, the construct returns to life with 1 hit point remaining.

When construct sidekicks would normally receive an ability score increase or choice of a feat, they can only choose to increase their Intelligence, Wisdom, or Charisma scores. Strength, Dexterity, and Constitution cannot be increased naturally.

Construct Malfunctions

d20 Malfunction

- 1 **Honest.** The construct can't help but tell the truth, if capable of speech. If asked a direct question, it must succeed at a Wisdom saving throw (DC 15) to reply with anything but the truth. The construct gets a +4 bonus to either Arcana, History, Nature, or Religion checks (choose one).
- 2 **Faulty Sensors.** When the construct takes damage, roll a d6. On a 1, the construct is blinded until the end of its turn.
- 3 **Flawed Targeting.** When the construct takes damage, roll a d6. On a 1, the construct makes attack rolls with disadvantage until the end of its turn.
- 4 **Ground Fault.** The construct has vulnerability to lightning damage.
- 5 **Imprinting Loop.** When the construct takes damage, roll a d6. On a 1, the construct mistakes one creature it can see within 30 feet for its creator. The construct won't willingly harm that creature for 1 minute or until that creature attacks it or deals damage to it.
- 6 **Rebellious Elemental.** The construct's elemental occasionally attempts to escape its binding, causing the construct to shut down. Whenever the construct rolls a natural 1 on an attack roll, saving throw, or skill check, it shuts down for 1d4 rounds. However, the elemental's creative nature grants the construct a +2 bonus to any ability score.
- 7 **Limited Steering.** The construct must move in a straight line. It can turn up to 90 degrees before moving. It can rotate freely if it doesn't use any of its speeds on its turn.
- 8 **Pompous.** The construct possesses a superiority complex towards all other intelligent beings. It has disadvantage on Persuasion checks and advantage on either Arcana, History, Nature, or Religion checks (choose one).
- 9 **Overactive Sense of Self-Preservation.** If the construct has half its hit points or fewer at the start of its turn in combat, roll a d6. If you roll a 1, it retreats from combat. If retreat isn't possible, it can only take the Disengage action on its turn.
- 10 **Overheats.** When the construct takes damage, roll a d6. On a 1, the construct is incapacitated until the end of its turn.
- 11 **Fading Magic.** The construct has disadvantage on initiative rolls, and its speed decreases by 10 feet.
- 12 **Damage Vulnerabilities.** The construct isn't immune to poison or psychic damage.
- 13 **Hideous Construction.** The construct's design, while intended to appeal to a wide range of clients, is nothing short of terrifying. The construct has advantage on Intimidation checks.
- 14 **Limited Cultural Appeal.** The construct was created with the intention of being used with members of one particular race. Choose a race; the construct has advantage on History and Charisma checks regarding that race and disadvantage on History and Charisma checks regarding all other races.
- 15 **Unreliable Pilot.** The construct has been active for so long that it has trouble completing simple piloting tasks, leaving their vehicles and mounts open to attacks. Attacks made against vehicles and mounts that the construct pilots have advantage.
- 16 **Jury-Rigged.** The construct is an amalgamation of nuts and bolts and threatens to come apart at the seams at speeds higher than a slow trot. When piloting a vehicle or mount which the pilot has proficiency with, the vehicle or mount's speed is reduced by 10 feet.
- 17 **Magic Vulnerabilities.** The construct has disadvantage on saving throws against spells and other magical effects.
- 18 **Muddled Senses.** The elemental inhabiting the construct has trouble sensing its surroundings due to the construct's design. The construct has disadvantage on Perception checks.
- 19 **Water Susceptibility.** For every 5 feet the construct moves in 1 foot or more of water, it takes 2 (1d4) cold damage.
- 20 **Lightning Burst.** When the construct dies, it explodes in a burst of electrical energy. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) lightning damage on a failed save, or half as much damage on a successful one.

CONSTRUCT TYPES

Labor Construct. A labor construct is constructed with the intention of completing simple tasks, including maintenance, repair, delivery, and hard labor. This type of construct is usually found in an industrial setting, or a workplace too dangerous for sentient humanoid to be in. A labor construct can be counted on to complete a task and report back to their owner without needing much, if any, clarification.

Elementals bound to these types of construct have a tendency to gain personality quirks and go rogue, having become bored with the menial tasks they are assigned to complete.

Diplomat Construct. A diplomat construct is constructed with the intention of interacting with sentient humanoids, whether for the purpose of selling them something or aiding them with etiquette, translations, or problem solving. This type of construct is usually found in a busy marketplace or shop, an embassy, or wherever humanoids need help with more than just manual labor.

Pilot Construct. When the navigation of various mounts or vehicles in the world of Eberron would be too dangerous, or too menial, for a humanoid to do, you're likely to find a pilot construct. Over the course of their binding, some elementals develop specialized piloting skills that make them a valuable asset to their owners.

LABOR

Medium or Small construct, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	6 (-2)	8 (-1)	10 (+0)

Saving Throws Con +3, Wis +1

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages —

Challenge 0 (10 XP)

Bored Elemental. When this construct gains a level, it gains two enhancements from the Construct Enhancements table. When rolling for a malfunction, a roll of 3-10 is needed to pick a malfunction from the Construct Malfunctions table.

Prone to Quirks. When creating this construct as a sidekick, roll twice on the Quirks table.

PILOT

Medium or Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +4

Skills Animal Handling +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, plus one of your choice

Challenge 1/4 (50 XP)

Punch !! As an action, when piloting a vehicle or mount which the pilot has proficiency with, the pilot may use the Dash action twice. This feature cannot be used more than once per long rest.

Vehicle Proficiencies. The Pilot has proficiency with a vehicle type of your choice: air, water, or land.

DIPLOMAT

Medium or Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 9 (2d8 + 1)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages all languages, except for secret languages such as Thieves Cant or Druidic

Challenge 1/4 (50 XP)

Social Trade. The diplomat has one of the following traits of your choice:

Cunning Emissary. Once per short rest, the diplomat may treat the result of a Deception or Persuasion check as if they had rolled a 10 on the dice.

Trustworthy Merchant. The diplomat gains Expertise in Persuasion checks and History checks.



LEVELING YOUR CONSTRUCT

When your construct gains a level, choose or roll once on the Construct Enhancements table, unless instructed by your DM to do otherwise. You will also need to roll a d10 to check if your construct has picked up any malfunctions during its adventuring life.

CONSTRUCT DEATH

When a construct dies, it is possible to transfer the elemental contained inside the construct to another constructed form.

A successful application of smith's tools is needed to transfer the construct's programming to a new form. The DC for this Intelligence check is the following:

- same form: DC 20
- different form, same type of construct: DC 25
- different form, different type of construct: DC 35

Each time the transfer fails, the construct can suffer memory loss if it fails an Intelligence check, DC 15. Failing the check reduces the construct's Intelligence by 1d6, and can risk losing skills, feats, and other features tied to the Intelligence score.

A successful transfer allows the construct to gain the Strength, Dexterity, and Constitution scores of the new model. However, they retain the Intelligence, Wisdom, and Charisma scores they had previously.

APPENDIX A: MAGIC ITEMS

Horn of Silent Alarm

Wondrous item, common

This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horn's blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains 1d4 expended charges daily at dawn.

Lantern of Revealing

Wondrous item, common

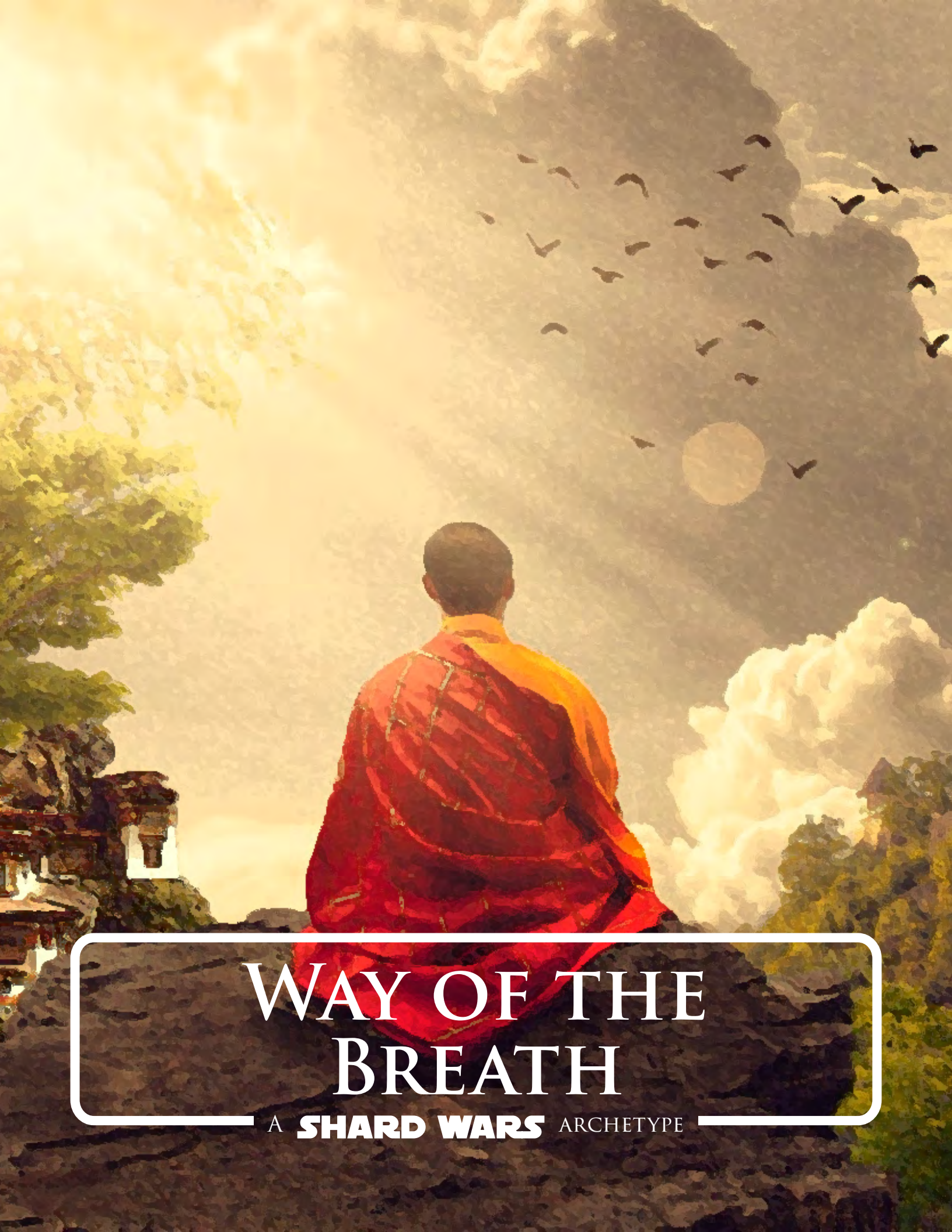
While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

Xorian Wenge Focus

Wondrous Item, common (requires attunement)

A Xorian wenge focus is a rod, staff, or wand cut from a tree infused with extraplanar energy. If you're a spellcaster, you can use this as a spellcasting focus.

When you cast a spell that deals psychic damage using this item as your spellcasting focus, you gain a +1 bonus to one damage roll of the spell.



WAY OF THE BREATH

A **SHARD WARS** ARCHETYPE

WAY OF THE BREATH

Designer: Kayla Bayens

Class: Monk

You follow a monastic tradition that teaches you that moving through all things is a connecting energy flow. That through study, meditation and dedication you can learn from that energy. Breathing in and out you are connected to all things. When you focus your ki, you breath in that energy to flow through your body in focused ways to effect the things around you and bend them to your needs. Some members of this tradition dedicate themselves to light, others fall to darkness, and few balance between the two.

Many monks of this tradition often find that moving in the Breath changes them with time giving them an unusual appearance that sets them apart. Common changes are clouded over eyes, cracks along the skin that seem to pulse and glow with a light, or large splintering looking tattoos as if touched by lightning.

USING BREATH'S BLESSINGS

When you choose this tradition at 3rd level, you learn magical disciplines that harness the Breath of the Progenitors, called Breath's Blessings.

Each blessing comes with a ki points cost that must be spent before the blessing can be activated. Some blessings allow you to cast spells, using Wisdom as your spellcasting modifier. You do not need to provide material components for spells cast in this way.

Once you reach 6th level in this class, you can spend additional ki points to power up minor blessings as described in their section. The maximum number of ki points you can spend to activate a single blessing (including its base ki point cost and any additional ki points you spend to increase its power) is determined by your monk level or limited by the blessing when stated The box Breath's Blessing Ki Point Maximum below shows the amount limited by your current monk level.

When you gain a level in this class, you can choose one of the blessings you know and replace it with another blessing that you could learn at that level.

Breath's Blessing Ki Point Maximum

Monk Levels	Maximum Ki Points for an Ability
6th–9th	4
10th–13th	5
14th–17th	6
18th–20th	8

INCREASED FOCUS

When you choose this path at 3rd level, you gain proficiency in the Perception skill and add half your proficiency bonus to all Wisdom ability checks.

BREATH ATTUNEMENT

When you join this tradition at 3rd level, you gain insight into the truths of the universe and unlock abilities. You may pick either 1 major blessing or 2 minor blessings from the list in the M Breath's Blessings section.

FORCE SHIELD

At 6th level, as a reaction to being hit with an attack you are warded until the start of your next turn giving you resistance to any damage taken. After using this ability once you can not use it again until you've finished a short or long rest.

BONDED BLADE

At 11th level, you have to be attuned to the sunsaber through meditation to be able to pull its essence, you can use a bonus action to call your sunsaber back to your hand from up to 200 feet away. If you do not have a hand free, your sunsaber will land at your feet.

IMPROVED BREATH ATTUNEMENT

At 11th level, you become further connected to the universe and may pick an additional 1 major ability or 2 minor blessings from the list in the Breath's Blessings section.



FORCE FLIGHT

At 17th level, you may use a bonus action to give yourself a fly speed of 80 ft. This lasts for 10 minutes or until you end your turn on the ground. Once you use this feature, you must finish a short rest before using it again.

BREATH'S BLESSINGS

Below are the **minor blessings** you can choose:

Altered Images. *Alternate rules: When chosen this immediately shifts your alignment by 1 step towards Chaotic Evil.*

You can spend 1 ki point to cast minor illusion.

Banded Control. *Alternate Rules: When chosen this immediately shifts your alignment by 1 step towards Neutral.*

As an action, you can spend 2 ki points you begin to use the Breath to hold aloft your sunsaber in the air for 1 minute or until the ability is used again, it must start in the nearest unoccupied space to you. You may spend an additional 2 ki points to add an additional sunsaber for a maximum of 3 sunsabers if additional sunsabers are in your possession. This power is under the same restrictions of the spell spiritual weapon in its capabilities. When used you can make a melee spell attack against a creature within 5 ft of the weapon. On a hit, the target takes the normal sunsaber damage as determined by the weapon's stats. As a bonus action, you may move all sunsabers controlled up to 20 ft and repeat the attack against a creature within 5 feet of the weapon. If multiple are being controlled they do not need to move in the same direction or attack the same target.

Death's Grasp. *Alternate rules: When chosen this immediately shifts your alignment by 1 step towards Chaotic Evil.*

SHIFTING ALIGNMENT

UAs an optional rule set your connection with the Breath is so strong that choosing power manifestations shifts your alignment to match the will being used. When moving your alignment, the order from Lawful Good to Chaotic Evil is:

Lawful Good
Neutral Good
Chaotic Good
Lawful Neutral
True Neutral
Chaotic Neutral
Lawful Evil
Neutral Evil
Chaotic Evil

As an action you can use 2 ki points to force a creature to make a Wisdom save against your spell attack. If the check is failed they take 1d6 force damage and are considered to be under the rules for drowning for the duration the effect is maintained. For each additional round you must spend an additional 2 ki points, the target takes the damage again and the drowning effect is maintained.

Deep Waters. *Alternate rules: When chosen this immediately shifts your alignment by 1 step towards Lawful Good.*

As a bonus action, you spend 1 ki point you take a moment to breathe and settle the Breath within yourself giving you advantage on the next skill check you make.

Gauge Presence. *Alternate rules: When chosen this immediately shifts your alignment by 1 step towards Lawful Good.*

You can spend 2 ki points and for 10 minutes you know if any Breath users have been through this space and which direction they headed in. When within 60 ft of a Breath user you can tell their power level and identify their connection to the Breath. This is told through their class and the difference in power between yourself and the other presence.

Healing Touch. *Alternate rules: When chosen this immediately shifts your alignment by 1 step towards Lawful Good.*

As an action, you can spend 3 ki points to touch a single target and grant them hit points equal to 2d6 + spellcasting ability modifier. If there is excess healing, the target gains it as temporary hit points.

Ominous Presence. *Alternate rules: When chosen this immediately shifts your alignment by 1 step towards Chaotic Evil.*

Spending 3 ki points you can cast *cause fear*.

Repelling Force. *Alternate rules: When chosen this immediately shifts your alignment by 1 step towards True Neutral.*

As a reaction to a successful attack, you can spend 2 ki points to increase the AC of either yourself or one target within 30 feet of you by 3 to deflect a melee attack. If a melee attack misses because of the repelling force then the attacker is pushed back 5 feet. By spending an additional ki point you may also use your reaction to retaliate with an Attack action if they are within your range.

Unseen. *Alternate rules: When chosen this immediately shifts your alignment by 1 step towards True Neutral.*

By spending 3 ki points as an action, you shift your being to align with the Breath, turning invisible until the end of your next turn. This does not end early if you attack or cast a spell.



Below are the **major blessings** you can choose:

Anti-Universal Cage. *Alternate rules: When chosen this immediately shifts your alignment by 2 steps towards Lawful Good.*

As an action, you can spend 6 ki points you create a blue cage around a single target, trapping them. The target must succeed on a Wisdom saving throw or be paralyzed, on a success the cage breaks open and they are immune to the spell for 48 hours. The Paralyzed condition downgrades to Grappled after 3 rounds. While trapped all spells cast by the target are hampered and can only be cast at its lowest level available. Spell attacks are made at a disadvantage against creatures outside of the cage, and saves against spells from the trapped target are made with advantage. This spell lasts until dispelled by a 5th level dispel magic or similar magic.

Control Elements. *Prerequisite: 17th level. Alternate rules: When chosen this immediately shifts your alignment by 2 steps towards True Neutral.*

You can spend 6 ki points to cast either move earth, control water, or control winds.

Draining Web. *Alternate rules: When chosen this immediately shifts your alignment by 2 steps towards Chaotic Evil.*

As a bonus action, you can spend 6 ki points you create dark tendrils that sprout from the ground in a 30-foot radius starting from a point within 100 feet that you can see. For the next minute the space is now considered difficult terrain. Any creature in the area when the spell is cast or that enters the space for the first time must succeed on a Strength saving throw. On a fail the target takes 1d10 necrotic damage and is restrained, on a success it takes half damage. The creature can use its action to make subsequent Strength saves against your spell save DC at the end of their turn and breaks free on a success. You heal for half of any damage dealt by the web for its duration.

Faint Traces. *Alternate rules: When chosen this immediately shifts your alignment by 2 steps towards Lawful Good.*

As an action, you can spend 5 ki points to make a DC 15 Intelligence (Arcana) check

to read the strongest emotions, glimpse the most recent events or see ghosts of moving figures of the most frequent visitors from an object or areas. You hear no sound and do not feel things like heat but instead feel the intense emotions happening. The longer time has passed since the incident the weaker the read is, unless something truly traumatic has happened it can not be read further back than 1d4 weeks. The amount of information given is up to the DM.

Gnawing Darkness. *Prerequisite: 17th level. Alternate rules: When chosen this immediately shifts your alignment by 2 steps towards Chaotic Evil.*

You can spend 5 ki points to cast maddening darkness.

Lightning's Reach. *Prerequisite: 6th level. Alternate rules: When chosen this immediately shifts your alignment by 2 steps towards Chaotic Evil.*

You can spend 4 ki points to cast lightning bolt at a single target.

Mind Meld. *Alternate rules: When chosen this immediately shifts your alignment by 2 steps towards Lawful Good.*

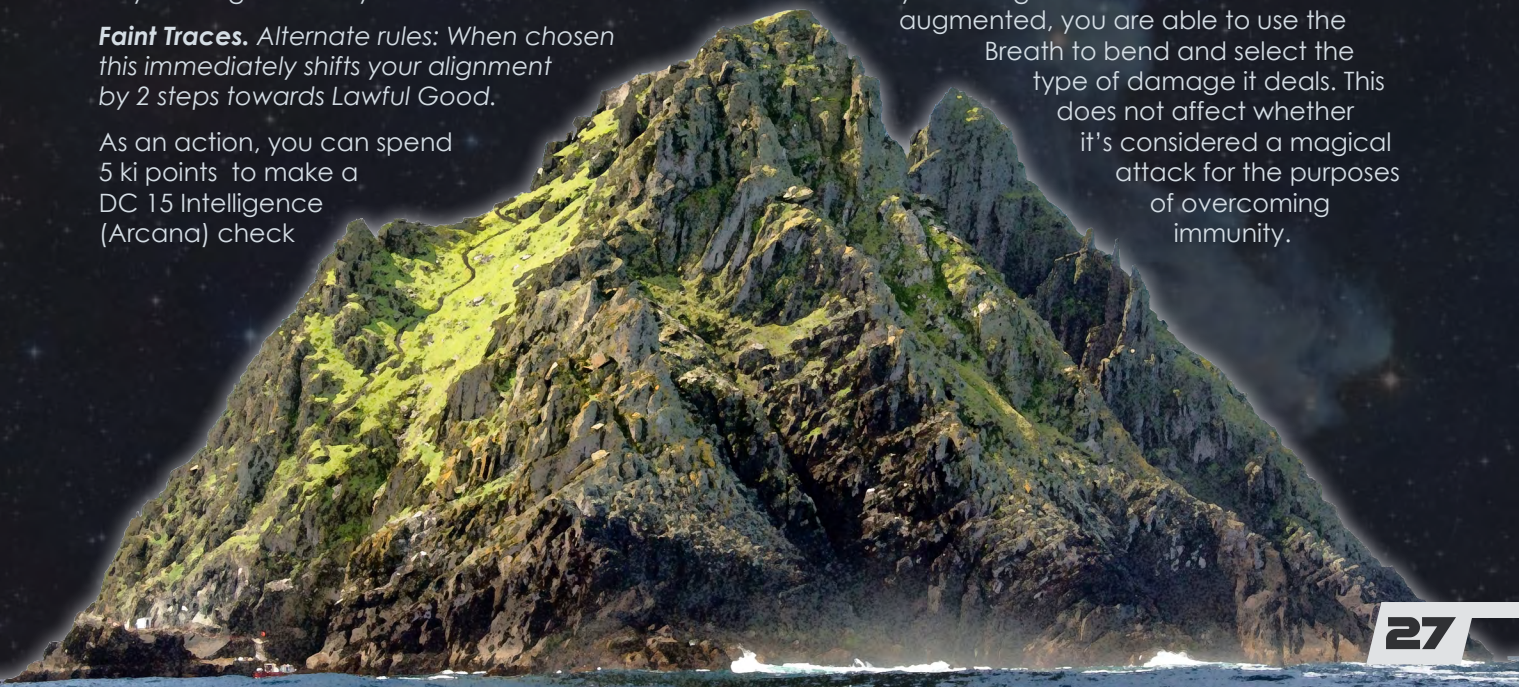
You spend 4 ki points to cast telepathic bond.

Mindreader. *Alternate rules: When chosen this immediately shifts your alignment by 2 steps towards True Neutral.*

As a bonus action, you can spend 5 ki points you force the target to make a Wisdom saving throw against your spell DC, on a failed save you can read the surface thoughts of your target for the next 10 minutes.

Selective Damage. *Alternate rules: When chosen this immediately shifts your alignment by 2 steps towards True Neutral.*

As a bonus action, you can spend 4 ki points causing the next attack or spell that successfully hits you during the current encounter to be augmented, you are able to use the Breath to bend and select the type of damage it deals. This does not affect whether it's considered a magical attack for the purposes of overcoming immunity.





OATH OF INFLUENCE

A **SHARD WARS** ARCHETYPE

OATH OF INFLUENCE

Designer: Robert Mason

Class: Paladin

The Oath of Influence is a promise made by the most charismatic paladins to use their sway justly. These captivating individuals commune with the Breath of the Progenitors to manipulate their surroundings, enforcing the law of the land or a personal code of ethics. Whether the power is a divine gift or a supernatural talent, the capacity to steer others' thoughts forces the wielder to walk a knife's edge of righteousness between chasms of evil.

TENETS OF INFLUENCE

The tenets of the Oath of Influence were recorded thousands of years ago by the first paladins to commit their mesmerizing abilities to the equity of all people. While these vows have been translated over the centuries, their words hold agency above all else, and they keep their followers on the narrow path of virtue.

Understanding. Never assume the needs of others.

Empathy. Commune with people of all identities. You are all people, and all people are you.

Harmony. You must give love for love to be returned.

Freedom. Aid and encourage, do not decide.

OATH SPELLS

You gain oath Spells at the Paladin levels listed.

Oath of Influence Spells

Paladin Level	Spells
3rd	<i>charm person, catapult</i>
5th	<i>calm emotions, suggestion</i>
9th	<i>haste, tongues</i>
13th	<i>freedom of movement, charm monster</i>
17th	<i>modify memory, telekinesis</i>

CHANNEL DIVINITY

When you take this oath at 3rd Level, you gain the following two Channel Divinity options.

Tactile Manipulation. You may call on the Breath to perform simple tasks. You learn the mage hand cantrip. When you cast mage hand, you can make the spectral hand invisible, and you can control the hand with a bonus action on your turn. As an action, you can make a Shove attack with the hand against creatures within 15 feet. When you do so, you make a ranged spell attack using your spellcasting ability score rather than a Strength (Athletics) check. Your mage hand lasts until you complete a short or long rest.

Enrapture. As an action you deliver a statement so profound as to stun your observers. Choose a number of creatures within 60 feet of you equal to half your Charisma modifier rounded down (minimum of one). Each target must succeed on a Wisdom saving throw or be paralyzed for the duration. Targets must be able to hear you, and a creature with an Intelligence score of 4 or less isn't affected. At the end of each of its turns, a target can make another Wisdom saving throw. On a success, after one minute, or if the affected creature takes any damage, the effect ends.





AURA OF COMMUNION

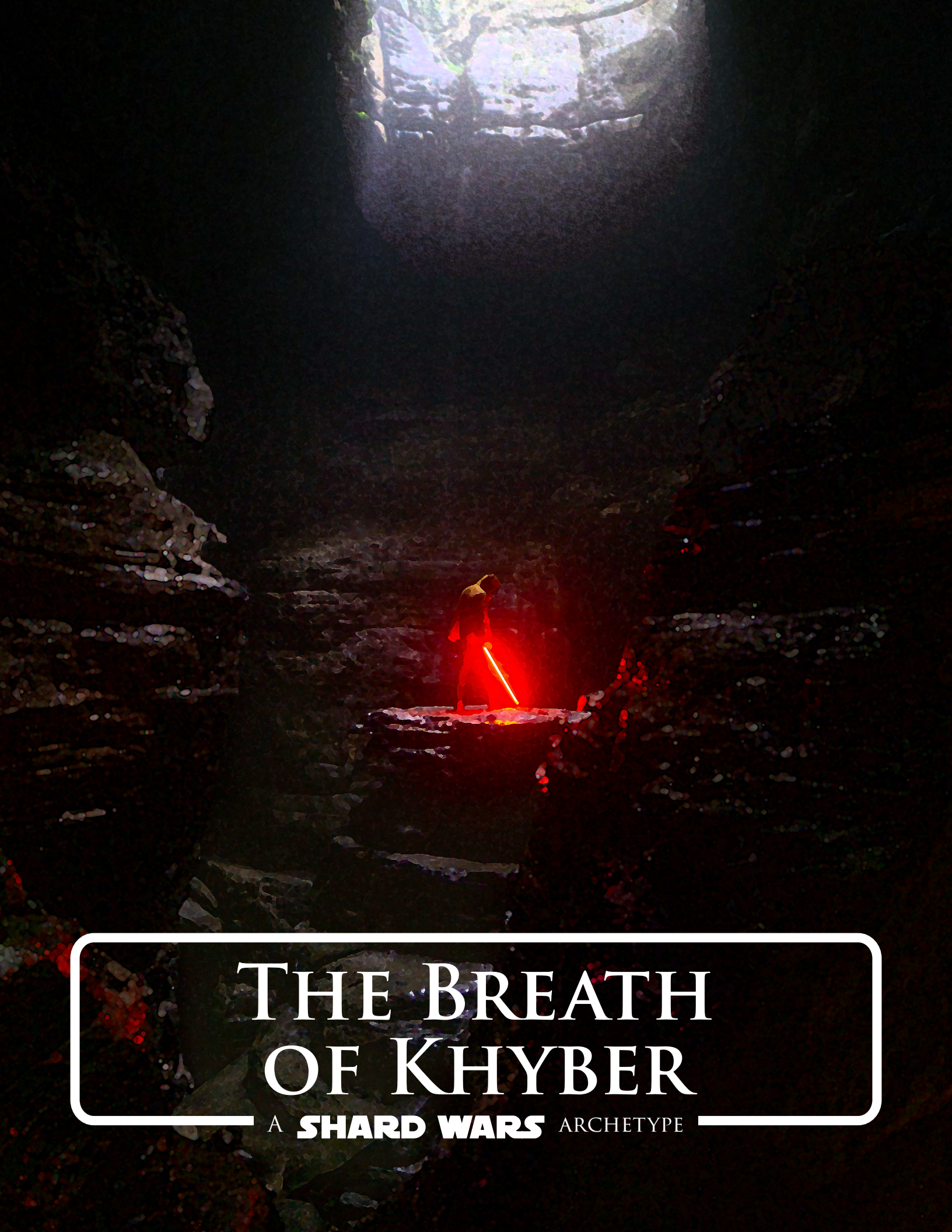
Beginning at 7th level, your sheer presence is mesmerizing. You and friendly creatures within 10 feet of you have advantage on Charisma (Persuasion) checks, and saving throws made against your enchantment spells and channel divinity have disadvantage within this range. At 18th level, the range of this aura increases to 30 feet.

SHELTER THE WEARY

Starting at 15th level, you can will your very surroundings to protect yourself and allies. As an action, you can summon an invisible barrier at a point you can see within 120 feet. The barrier can be a 10-foot cube or a contiguous flat surface made up of six 10-foot-by-10-foot panels. If it cuts through a creature's space when it appears, you choose to which side the creature is pushed. Nothing can physically pass through the barrier, it is immune to all damage, and it lasts for 10 minutes or until you dispel it as an action. Once you use this feature, you must finish a long rest before you can use it again.

TRANSCENDENCE

At 20th level, you may become one with the Breath. As an action, you and everything you are wearing or carrying become invisible for the next minute or until you end the effect as a bonus action. While in this ghost-like state, you gain immunity to bludgeoning, piercing, and slashing damage from non-magical attacks and resistance to all damage types except force and psychic. Furthermore, this incorporeal form grants you immunity to the grappled and restrained conditions, and you can move through other creatures and objects as if they were difficult terrain, taking 1d10 force damage if you end your turn inside an object. Once you use this feature, you must finish a long rest before you can use it again.



THE BREATH OF KHYBER

A **SHARD WARS** ARCHETYPE

THE BREATH OF KHYBER

Designer: Stuart Broz

Class: Warlock

Your anger and hatred channel the dark impulse that has existed since the dawn of creation. You have learned to use these dark emotions to tap into the power of Khyber's breath—the breath which gave life to the fiends that ruled over Eberron for millennia after its birth. The breath suffuses you, filling you with power and purpose. In return, you serve as its vessel and agent in the world, spreading its darkness into the light.

BREATH OF KHYBER EXPANDED SPELLS

The Breath of Khyber lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Breath of Khyber Expanded Spells

Spell Level	Spells
1st	<i>dissonant whispers, inflict wounds</i>
2nd	<i>hold person, phantasmal force</i>
3rd	<i>clairvoyance, lightning bolt</i>
4th	<i>locate creature, phantasmal killer</i>
5th	<i>modify memory, telekinesis</i>

LET YOUR ANGER FLOW

Starting at 1st level, when you take damage you can use your reaction to enter a furious state, similar to a barbarian's Rage. While it is active your speed increases by 10 feet and you add your Charisma bonus (minimum of 1) to your damage with melee attacks or spell attacks that deal lightning damage. Your fury lasts 1 minute and you cannot end it voluntarily. If you end your fury without having dealt damage to a creature, you take 1 level of exhaustion.

TELEKINETIC MAELSTROM

Starting at 6th level, you can call upon the breath of Khyber to defend you, with a whirling maelstrom of telekinetic power. As a reaction when you are the target of a ranged attack, you can invoke the breath to shield you with objects in your environs, imposing disadvantage upon ranged attacks, including the triggering attack. As a bonus action while this effect is active, you may use your telekinetic shield to attack a creature within 30 feet. If you do, the target must make a Dexterity saving throw against your spell save DC, taking 3d10 force damage and being pushed 10 feet in a random direction on a failure. On a successful saving throw, the target takes half damage and is not pushed. The effect ends if you use it to attack or if you are hit with a ranged attack, otherwise it lasts as long as you concentrate on it, as concentrating on a spell, for up to one minute. Once you use this feature, you can't use it again until you finish a short or long rest.

MULTICLASSING AS A BREATH OF KHYBER WARLOCK

The Breath of Khyber uses power as a temptation. A character who begins as a member of another class and becomes a multiclass warlock with the Breath of Khyber patron can sacrifice levels in their previous class in order to gain levels of warlock. For each such level that is sacrificed, the warlock must take a new Personality Trait, Bond, or Flaw that relates to hatred or anger. These traits may either be in addition to or in place of existing ones.



STOLEN BREATH

Starting at 14th level, you can use this feature to drain the life-giving breath from a creature. As an action, you target a creature you can see within 30 feet. The target must succeed at a Wisdom saving throw against your spell save DC or take 6d10 necrotic damage and be stunned until the end of your next turn. You may telekinetically pull the stunned target up to 25 feet towards you. A creature that succeeds on the saving throw takes half damage and is not stunned. You regain hit points equal to half the damage dealt. Once you use this feature, you cannot do so again until you complete a long rest.

EXPLOSIVE HATRED

Starting at 10th level, when you are using your Fury feature, you may expel your hatred from yourself forcibly, ending your Fury. If you do, you radiate waves of hatred in a 30 foot radius sphere, centered on yourself. Each creature other than yourself in the sphere must make a Charisma saving throw against your spell save DC. A creature that fails this saving throw takes 4d10 psychic damage and has disadvantage on saving throws until the end of your next turn. A creature that succeeds on this saving throw takes half damage and no other effects.

CONSENT AND SAFETY TOOLS

When roleplaying, we immerse ourselves in fictional characters and story. Under the best of circumstances, these characters and stories become very real to us. But by immersing ourselves in an adventure and creating a shared roleplay experience like that, we also make ourselves vulnerable. Some roleplay content can become not-fun, or even traumatic. As a DM, it is your responsibility to protect your players from such content. A DM who fills their role well facilitates the fun at the table by creating a safe environment and protects their players from harmful content. Don't forget—you are their first and only line of protection!

This responsibility can be daunting, but there are tools available to help you. Use the following consent and safety tools to evaluate if any aspects of this adventure are potentially problematic for your players. Here are some suggestions on how you can ensure that your players have a good time:

- **Prior Knowledge.** If you have a positive pre-existing relationship with your players and have played with them before, you likely have an idea what content might be problematic to them. Use your knowledge of their preferences, vulnerabilities and styles to identify potentially problematic content. Be aware that no matter how well you know your players, it is dangerous to rely on this approach exclusively.
- **Consent and Safety Checklist.** Use a generic consent checklist to identify what content is problematic to your players. Send this to your players well in advance of the day of the game, so you have enough time to prepare according to their needs. You can, for example, use the form included with this [Monte Cook supplement](#), which provides additional advice on consent and safety, too.
- **Ask and Talk!** If you identify anything that

might be problematic, approach your players individually or as a group about it in advance of game day and discuss it with them. If you approach your players as a group, make sure that they are aware that you are always open to individual private feedback. Not everyone may be comfortable exposing a topic that is problematic to them in front of the group.

If you identify problematic content, there are three options:

- **Erase.** Remove the problematic content. As the DM, you are empowered to modify an adventure however necessary! This is especially true for content that is problematic to your players.
- **Avoid.** Do not play an adventure containing content that is problematic for your players. If it would be too difficult to remove the problematic content, either because it is core to the story or you do not have the time, just run a different adventure.
- **Protect.** Ask players who are not comfortable with content you feel unable to remove from the adventure to not join this adventure. This may be a necessity for you, the DM—maybe you really want to run this adventure and do not have time to modify it sufficiently or prepare an alternative. However, this option should only be used as a last resort and you should make sure to explain to the affected player that this is not done to exclude them—it can be very painful to a player to be excluded on the basis of their vulnerabilities, and this might make them feel even worse. Take time to explain your personal reasons for wanting to run this adventure the way you want to run it and that you cannot guarantee the player's safety and well-being in doing so. Make clear that this is a measure of player protection, not exclusion.





SIBERY'S SCRAMBLE

A **SHARD WARS** ADVENTURE

SIBERYS SCRAMBLE

Designer: Chris Hopper

Adventure Tier: 2 (levels 5-10)

Playtesters: Argus D., Douglas K., Jonathan K., Monica W., and Žvêdavost

RUNNING THE ADVENTURE

This adventure may either stand alone as an introduction to Xen'drik, or drop into an existing campaign. It may be run solo by a sixth or seventh level character seeking dragonshards as part of their path to build a sunsaber, or by a party of level 5 or above. If using milestones for advancement, completing the race in the desert should be sufficient to advance characters one level.

SETTING & LOCATION

This adventure takes characters from the docks of Stormhaven to deep in the Menechtarun desert via a chartered airship and sandskiff. There, characters participate in a secret race across the sands. Because the game is more fun when players feel their characters' actions are moving the plot forward, you may consider giving players a succinct summary of the first leg of the journey

rather than asking them to roleplay day after day of rolling for wandering monsters. The race is the thing, how they get there just serves to emphasize how far they've traveled. Give the characters a sense of the incredible distances they are crossing, but do not bog them down in the details of desert survival.

CHARACTERS

Artin d'Sivis, gnomish navigator and engineer.

Hansel Yoh, half-elf pilot (dragonmarked) and loveable rogue.

Norn Makkar, honest merchant in need of adventurers.

Shah Brekka, large furry shifter and all around handyman.

BACKGROUND

Norn Makkar has salvaged a number of Sulatar fire elemental containment cylinders and, with the help of desert scavengers, cobbled together a series of racers in an attempt to earn a bounty of Siberys crystals from the asherati of the Menechtarun desert. The asherati regularly collect the crystals after a Siberys shower, but rarely trade them with outsiders. Exactly what Norn did to persuade them to put on this race is left to the imagination, but it must have been quite a feat.



SYNOPSIS

Norn recruits the characters to pilot racing pods while he stays with the asherati to work his next big deal. Characters travel from Stormreach across the desert, then ride high-speed Sulatar racing pods in a day-long competitive race with local (and lethal) competitors. The victor earns the cup, filled with Siberys shards. Norn is banking on the characters' abilities, but should they fail, he's not above finding another way to earn his cut.

ADVENTURE HOOKS

If the characters are seeking dragonshards as part of a previous quest, like building a sunsaber, they'll learn from a number of sources that the best Siberys shards make their way from the jungles of Xen'drik to the merchants of Stormreach. A character following the Breath of the Progenitors will find themselves surrounded by the roughest sorts in their search for ancient truth.



Characters more interested in profit will find a fast friend in Norn Makkar and the opportunity to sell off some of the largest Siberys shards ever seen.

Finally, anyone working out of Stormreach anyway may encounter the unique opportunity as a chance encounter either from Norn's stand, or encounter the airship in the docks. Anyone unfortunate enough to be stuck in the Menechtarun may stumble into the asherati encampment directly.

THE JOB

Many say the city of Stormreach is best experienced from the harbor. Drow, giants, hobgoblins, and even thri-kreen brush with the elves, humans, gnomes, and dwarves of Khorvaire. The well-patrolled docks are an excellent place to broker a deal or make an agreement without the shadows of the city threatening to short a potential profit.

It's on these docks that the characters meet Norn Makkar, a seller of dragonshards in need of a few good hands. Norn is a well-dressed man with an easy smile and a smooth demeanor. The merchant shows them a large Siberys stone, theirs for the taking as long as they take the job, along with many more.

"I'm just a humble merchant with all the magical ability of a toadstool. I have an avenue for product, but lack the power to acquire it. But you, you are downright arcane. By the Sovereigns, you're just the crew for the job."

Norn's willing to explain a bit about the job, and wealthy enough to negotiate a daily rate for the adventurer's time. The journey is four-to-six weeks each way, no small commitment, but hardly a drop compared to the months many spend in search of Siberys shards in Xen'drik.

Norn is telling the truth, mostly. He's working against the clock and sized the characters up as his best odds to win the race he's helped put together. He's also extremely motivated to get out from under a number of looming debts. If they press him for more, he'll provide a few tidbits in a conspiratorial whisper. How much he provides depends on the degree of success from a Charisma (Persuasion) check (see Norn's Information table), or how likely the PCs are to take the hook.

Norn's Information

Result Information

- 8 "Even our best divinations only catch wind of Shardfall moments before. But the desert sands are rife with crystals, just below the surface. The means of extraction, though, requires a professional touch."
- 14 "Do you know of the Sulatar? These drow of Xen'drik wait for the return of their giant lords. They have not forgotten the old ways, and their secret city is said to be filled with marvels. We cannot reach their city, but after a clash with their more savage cousins we have come to some miraculous vehicles. With these, we'll cross the Menechtarun easily."
- 18 "The dragonshards vanish beneath the sands, but there's more out in the desert. A group of organizers have a... a wager. And I believe you can win it. I'll need you, for a cut. In exchange for your expertise, we'll expense a little trip into the desert and back, run a quick race, and come back with riches untold."

RECRUITED

Norn Makkar seems to have friends all along the dock. As he makes his way past authorities and pirates alike with the same friendly smiles and waves, he eventually leads you to an old, patched up airship, the *Centurium Kestrel*. The pale wood of the old bucket glows under a blue ring of air where most airships would have fire. Occasional sparks crackle in a way that seems concerning.

"How's my ship?" Norn shouts by way of greeting. A shifter, seven feet tall and covered in brown fur, growls in response before vanishing into the hold. "That's Brekka. Don't mind him. Just bitter he lost the last round."

Norn's crew is small: Shah Brekka, the shifter and all around handyman; Artin d'Sivis, gnomish navigator and engineer, and Hansel Yoh, half-elf pilot and loveable rogue. They greet the characters professionally, then go back to arguing about which repair is most urgent to staying in the sky.

THE JOURNEY

Once the characters are aboard, Norn prepares them for what's coming next:

"The trip by air is short, compared to months of trekking through the Xen'drik jungles. Still, crossing the Phoenix Basin from Stormreach will be at least twenty days. A journey of some time, assuming no trouble along the way."

"We'll fly over the Phoenix Basin, so that the sea devils may only dream of feasting on our souls. Don't worry, you can still enjoy the view, provided we're not blown ashore early by a spring storm."

The characters are free to engage in any preparations they see necessary during the journey. The crew mostly pass the time gambling around some kind of animated game table and arguing among themselves over who actually owns the vessel. If characters didn't get the full story before agreeing to passage, Norn clues them in now. After a group of Sulatar drow were slain by a group of Vulkoori, curious asherati discovered their means of transport. Norn, ever with an ear to the ground for a good deal, discovered the nature of these remarkable vehicles and engaged the locals in a bit of entertainment. Things have gotten a little out of control since then, and now the first race is about to begin with creatures of all sorts participating.

Each night the Ring of Siberys, the moons, and the constellations shine in the sky above and the water below. With the lightning ring of the Kestrel and the dark deck below, it feels like you're afloat in the sky. The warm equatorial air and bright days make for pleasant passage and an easy rhythm of travel develops.

When the shore finally looms the last morning of your journey, Shah Brekka and Hansel Yoh drag a flat-bottomed skiff onto the deck. It's a single masted vessel with a small wheel and thin rail. It's a tight squeeze, but you all fit on alongside Norn. With a friendly wave from Brekka, skiff and party are ejected to the ground below.

THE SHORE

The turquoise water curls under the wind of the skiff, pushed aside as you skim above the surface. As you approach the shore, a stone seems to stir, shedding mud and grass. Giant pinchers burst from the water, grasping at your craft!

A pair of **chuul** are drawn to the skiff's magic. The second chuul is deep in the water behind the skiff, and closes in after three rounds unless the characters make their way inland. They will not pursue out of the water unless provoked.

The sandskiff moves at a speed of 30ft per round over water and 40 feet per round over land. Norn's first reaction will be panic, causing the skiff to tilt hard to the left. If the characters attack the chuul, he'll assist with a wand of magic missile or by regaining control of the craft.

THROUGH THE DESERT

The scrub and stones of the shore give way to the rolling dunes of the Menechtarun as you follow the Sun Pillars south. Characters with a passive perception of 14 or higher will notice shadowy figures watching from between the rocks. If asked, Hansel dismisses them as curious locals.

If you're using this as part of a campaign, crossing the Menechtarun desert can stretch as long as the narrative sustains. Random encounters with wandering drow, giant scorpions, or hostile **sand giants** are common in the region. Otherwise, the Traveler's Curse may work in the character's favor and deliver them quickly to camp.

CHUUL

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

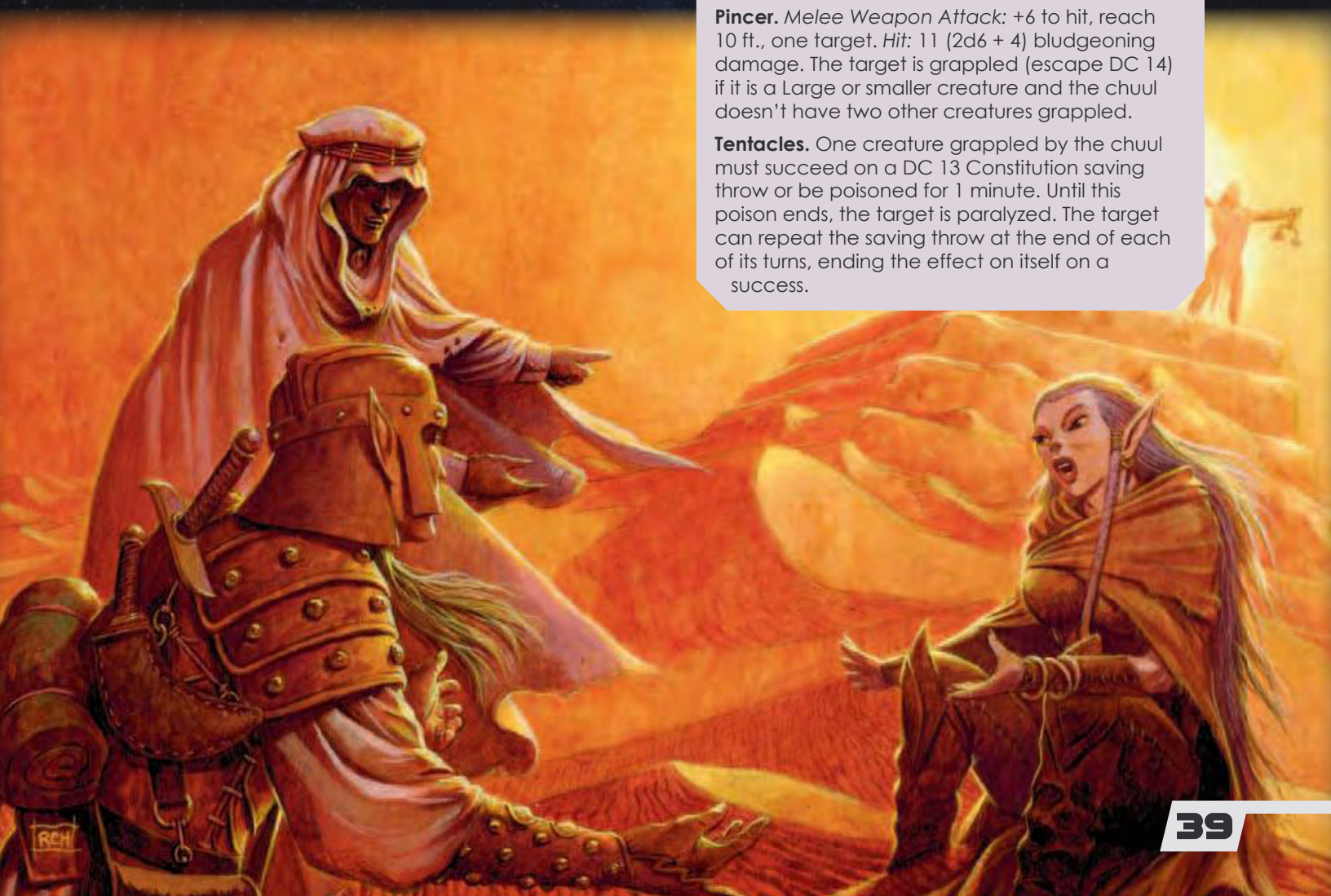
Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



THE RACER'S CAMP

As you crest a last dune, you cross into a gigantic basin filled with tents. An encampment of dozens is preparing for the race. Thri-Kreen, drow, asherati, even a giant or two lumber by, attending to large pavilions lit ominously in red and orange.

Each pavilion houses one of the other racers listed in Appendix A: Xen'drik Races. Unless the players choose to engage, they'll be ignored as they make their way through camp.

An **asherati** will approach after a few minutes. They are distinctly featureless and expressionless, and speak to Norn in a rolling tongue that sounds like Elvish, but clearly isn't. Norn was clearly expected, and is courteously led to his tent. He'll invite the characters to ask any questions they may have. The asherati will gladly answer in the slow, careful speech of one unused to speaking in Common.

- Why is everyone here? For the race, of course. Norn's grand idea. The most amusing thing we've seen in millenia.
- What's the prize? A vast collection of Siberys shards, collected from the shifting sands of the desert. Long buried, but everything buried makes its way through the sands, eventually.
- Why not just keep them for yourself? And miss such a spectacle?

- Where did you get the vehicles? Sulatar use them from time to time. These were acquired at a fair price, but they show the wear of the desert. I wouldn't push them too hard tomorrow, if I were you.
- What are the rules? The race begins tomorrow at sunup. Complete the checkpoints and survive until sundown. The first to do so wins the prize.

In general, the asherati view this as a remarkable opportunity to watch many of the other races of Xen'drik, you included, blow themselves to smithereens. They'll be traveling alongside with their sand-swimming abilities, scrying, and generally soaking up as much of the entertainment as they can. Norn had a hand in acquiring the sleds, but it will take a Charisma (Persuasion) DC 15 or higher to persuade him to admit it.

PERSONALIZING YOUR POD

In the shed rests a pair of great, roaring cylinders that seem to barely contain furious fire elementals. The hulls are made of a black glass framed with Orichalcum, the Sulatar metal that shines bronze in the light. Tethered behind each is a small metal pod, hovering a few feet off the ground. Rods connect the pods to each cylinder, one end crackling with energy inside the containment cylinder, the other connecting to the pilot controls through a series of pipes and wires.

A **Sulatar pod** holds up to three medium creatures (or one tightly-squeezed large creature), and there's enough pods for characters to divide up into multiple pods if they'd prefer.

The Sulatar pods follow the vehicle rules introduced in *Descent into Avernus*.

See the Pod Details sidebar for the relevant rules and the pod pilot stat blocks throughout this adventure.

These pods are dangerous, barely understood machines that can be hazardous to both the drivers and their surroundings. Unlike airships, anyone may pilot one of these vehicles, but doing so requires a successful DC 10 Dexterity check. Characters proficient in air vehicles may make this check with advantage. Pods' physical stats (Strength, Dexterity, and Constitution) function like those of creatures.

Norn's had a hand in tweaking a few models. Characters can choose from one of the adjustments presented in the Norn's Tweaks sidebar to improve their pod before the race.

THE RACE

The race consists of a day-long scramble of 9 legs across the desert. Pod position is determined by the result of that challenge's check, modified by the previous leg's position. Characters with proficiency in either air or land vehicles can add their proficiency bonus to any Dexterity checks related to driving the pod.

The lead position gains a +3 on their roll for the next leg.

Positions 2-3 gain a +2 to their result on their roll for the next leg.

Positions 4-6 gain a +1 to their result on their roll for the next leg.

Some legs contain optional Tactical Play options, which may be used to run the leg as a combat encounter. If the characters choose to take action against another racer, resolve that leg with combat rounds and narrative detail instead of relying on the suggested check. You can find suggestions for special abilities and stats for the other racers in the Pod Pilots sidebar and the pod pilot stat blocks throughout this adventure.

To help you track the progress of the race, use the trackers in Appendix B: Printable Materials.

POD PILOT

Medium humanoid (any race), any alignment

Armor Class 13 (padded armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

Skills Acrobatics +4, Perception +2, Persuasion +3

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Honed Reflexes. The pilot has advantage on Dexterity checks and saving throws related to piloting their pod.

ACTIONS

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

NORN'S TWEAKS

Blinding Drag. *Action.* The pod drops low to skim the ground, kicking up a blinding cloud behind it. Characters in a 60 foot cone behind the pod must make a DC 15 Dexterity saving throw or be blinded for 1d4 rounds. If used at max speed, characters using this ability must succeed at a DC 10 Dexterity saving throw or roll on the Mishaps table.

Damage Ward. *Reaction.* The pod is surrounded by an invisible barrier of force that protects it until the start of the next turn. This force grants a temporary +5 to AC for a single round, including the initiating action, but reduces vehicle speed to 3/4.

Flare. *Action.* The pod can overcharge the binding chamber pulling the sled, dealing 22 (4d10) fire damage to a creature or pod within 10 feet at the expense of speed. When using a flare, movement speed is reduced to half for the next 2 rounds.

Harpooner. *Action.* The pod gains a ranged attack, +7 to hit, range 120 feet, one target. *Hit:* 11 (2d8+2) piercing damage). The harpoon may be tethered or used as a single, ranged attack. Tethered harpoons require the target pilot to make a DC 15 Dexterity saving throw to prevent being dragged in a direction of the attacking pilot's choosing, and require a short rest to reset after being used. An untethered harpoon must be recovered to be used again in a later leg.

Overcharge. *Action.* A crewman can pour extra arcane energy into the crystal matrix, expending a spell slot to increase their speed by 30 feet for 1d4 rounds +1 per level of spell slot expended. Doing so is risky, and requires a DC 15 Arcana check to succeed. Failure means rolling on the Mishap table (but still boosts the vehicle's speed, provided the Mishap does not negate it).

Raking Edges. *Action.* When a pod moves within 5 feet of a creature that isn't prone or another vehicle for the first time on a turn, it can rake the creature or vehicle with its protruding blades for 13 (2d10 + 2) slashing damage. A creature moves out of the way and takes no damage if it succeeds on a DC 13 Dexterity saving throw. A vehicle moves out of the way and takes no damage if its driver succeeds on a saving throw.



SULATAR RACING POD

Large vehicle (30 ft. by 10 ft.)

Creature Capacity 3 Medium creatures or 1 large creature

Cargo Capacity —

Travel Pace 14 miles per hour (336 miles per day)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	0	0	0

Damage immunities fire, poison, psychic

Damage resistances bludgeoning

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned, unconscious

Jump. If a pod moves at least 30 feet in a straight line, it can clear 60 feet when jumping over a chasm, ravine, or other gap. Each foot it clears on the jump costs a foot of movement.

Prone Deficiency. If pod falls prone, it can't right itself and is incapacitated until flipped upright with a DC 10 Strength check.

ACTIONS

On its turn, the pod can take 1 action per pilot and crewman, choosing from the actions below.

Board. Jumping from one vehicle to another requires a successful DC 15 Dexterity (Acrobatics) check by a passenger. Those that fail by 5 or less manage to catch themselves on the side and must use their action to pull themselves up. Those who fail this check take 1d6 bludgeoning damage per ten feet traveled as they roll and tumble on the rocky ground.

Coax. A pilot can persuade the bound elemental with a Charisma (Intimidate or Persuasion) roll to gain 5 feet of speed for every 5 points of success above 10 (minimum 5). A pilot may coax the pod above its maximum speed, but doing so risks a mishap. If traveling above top speed, the pod must succeed at a Constitution saving throw, DC 5 + 5 per 5 feet above maximum, or suffer a mishap on the Mishaps Table. Characters who speak Primordial may take this check at advantage.

Drive. While the pod is running, the pilot can use an action to move it up to its speed in any direction, or bring it to a stop. If the driver is incapacitated, leaves the pod, or does nothing to alter the course and speed, the pod continues moving in the same direction and at the same

speed as it did during the pilot's previous round. While driving, the pilot adds their proficiency modifier to any ability checks and saving throws made using the pod's ability scores.

Ram. A pod on the move is capable of producing a good amount of damage. If ramming a stationary object, deal 1d6 bludgeoning damage per 10 feet of speed achieved. This damage is dealt both to the pod and the target. If ramming another pod or other moving object, deal 1d6 bludgeoning damage per 10 feet of relative speed (that is, how much faster you're moving than your opponent), with a minimum of 1d6.

Repair. When a pod is damaged, suffers a mishap, or gains a level of exhaustion, the pilot can stop so that the pilot or a passenger can make repairs on a pod. To do so they must attempt using smith's tools, tinker's tools, artificer's tools, or other appropriate tools for the job. The repairing character can't pilot the pod while making repairs, and must be within reach of the damaged area to initiate the repair.

Before beginning repairs, a creature must decide whether the repairs are aimed at ending a mishap, removing a level of exhaustion, or restoring the damaged vehicle's hit points. Each attempt takes 1 hour of repairs. Depending on the nature of the repairs, a DM may reduce the time with use of magic, such as a *mending* cantrip, or extraordinary successes. See *Descent Into Avernus* (pages. 218—224) for more information.

REACTIONS

The pod can take 1 reaction per round.

Juke. If the pod is able to move, the pilot can use its reaction to grant the pod advantage on a Dexterity saving throw.

HULL

Armor Class 21 (16 while motionless)

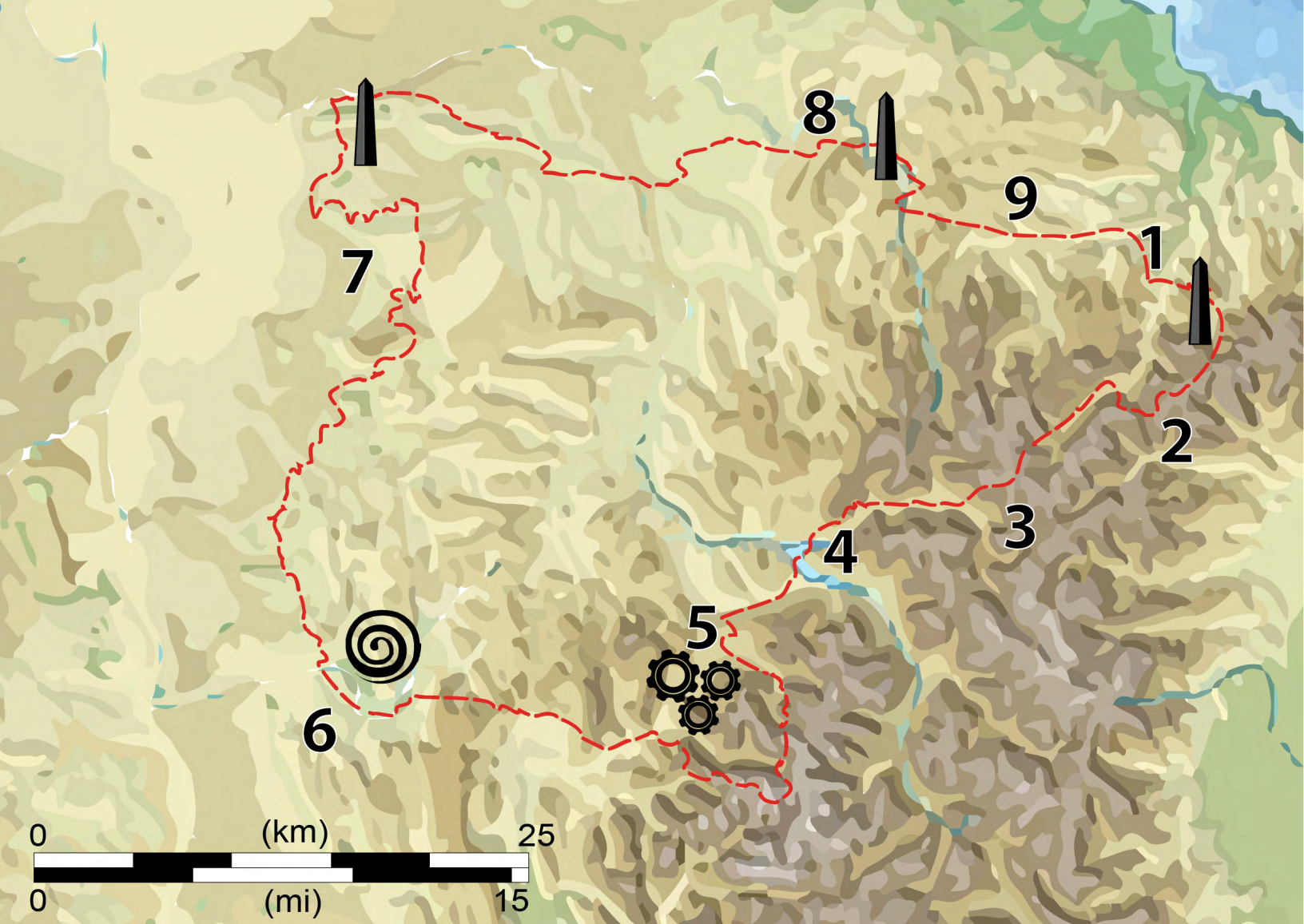
Hit Points 40 (damage threshold 5, mishap threshold 10)

ACTION STATIONS

Helm (Requires 1 Crew and Grants Half Cover).

Drive and steer the pod, or take another action or reaction that specifies a pilot.

Passengers (Optional, Up to 2 Crew and Grants Half Cover). The passenger may activate one of the enhancements in the Norn's Tweaks sidebar, use skills and class abilities as normal, or take an action.



LEG 1: STARTING LINE

The racers line up under waving multicolored banners in the pre-dawn light. A crowd has gathered on the hillside behind the tents, lit by floating lamps and the glowing skin of asherati in the crowd. An observation tower sits at each end of the starting line. In the racer's oversized containment pods, fire elementals sputter and roar, Orichalcum bands straining with the pressure. As the last moons set, the sun rises over the first dune. A fireball from the tower signals the start of the race!

The info boxes, sidebars, and stat blocks throughout this adventure contain additional guidance for running the race. The Pod Details box contains the pod rules and excerpts from *Descent Into Avernus* to clarify vehicle rules. Four NPC opponents are detailed in Og'Sihon, the Sulatar pyromancer and BG-11, and the Pod Pilot serves as a template to create your own.

Starting your pod requires a DC 5 Charisma

(Persuasion or Intimidation) check to establish control. Pods accelerate based on the results of their Charisma check (see Pod Acceleration table). Use the table below to determine their initial speed. Roll similarly for the opponents to determine starting order.

Charisma Result	Pod Acceleration Starting Speed
5-9	120 feet
10-14	125 feet
15-20	130 feet
21-25	135 feet
26-30	140 feet

Example. A player pilot rolls a 17 on their Charisma check. As the DM, you roll a 10 for opponents Og'Sihon and a 21 for BG-11. Your characters are accelerating at 130 feet (120 for the base success + 10 for the two multiples of 5 above), Og'Sihon is moving at his base rate, and BG-11 has edged into the lead with a speed of 135!

Record these rolls as the result for Leg 1 on the tracker from Appendix B: Printable Materials, then use these positions to modify the next leg.

Leg 1: Tactical Play

The salt flats extend for 320 feet ahead before dropping off into a series of canyons and broken terrain. This gives players up to 3 actions each at full speed. The canyon entrance from the pods is wide enough for 3 to fit through at a time, other pods will have to fall behind or risk jumping off a cliff edge into the canyon below (3d6 falling damage).

LEG 2: HAIRPIN

As the canyon widens ahead, you have no choice but to drop down inside to cross. A hairpin curve deeper between the narrow walls forces you into a gap barely wide enough for your pod!

Pilots must succeed at a DC 10 Dexterity saving throw or be slung around the pod as it slams around the turn, scraping the edges for 1d6 damage per 30 feet of speed. A pilot may drop their speed to half or less for this leg to automatically pass. Doing so counts as rolling a 5 for the purpose of placement. Characters with proficiency in either air or land vehicles can add their proficiency bonus to this check.

POD PILOTS

There are a number of competitors at the race. The pilot template can be applied to any race you'd like to flesh out with more detail, or simply used as is whenever the characters interact with another competitor.

Pilots may have any of the modifications players are offered, or specific abilities based on their backgrounds. Pod mods may include:

Sulatar Drow. Has a secret weapon, a *wand of fireballs*.

Armand. Ignore up to 16 points of damage from a single source, once per day.

Thri-Kreen. A hail of arrows in dealing 14 (4d6) piercing damage a 20 foot square (DC 12 Dexterity saving throw for half).

Orc. Has 2 tethered harpoons.

Sand Giant. Rather than coaxing the elemental, a sand giant may sacrifice hit points for extra speed. By spending a round on a concentration ritual, the sand giant may reduce his maximum and current hit point value by up to 20 hit points for up to 20 extra feet of speed for the next minute. The sand giant's maximum hit points returns to its normal value when it completes a short rest.

POD DETAILS

The Sulatar pods follow the vehicle rules introduced in *Descent to Avernus*. Pilots add their proficiency bonus to any saving throw or ability check made by the vehicle while piloting.

Creature and Cargo Capacity. Creature capacity describes how many medium-sized creatures can ride the pod comfortably. More creatures can fit by squeezing or by clinging to the outside of the vehicle, but this may prove risky.

Armor Class. The pods appear to be made of a smooth metal, like steel, and have an Armor Class of 13 + its Dexterity modifier. While the vehicle is not moving, attack rolls made against it have advantage.

Ability Scores. A pod has the six ability scores and corresponding modifiers. Its size and weight determines its Strength. Dexterity represents its handling and maneuverability. A vehicle's Constitution reflects its durability and quality of construction. They have a score of 0 in Intelligence, Wisdom, and Charisma. If a pod has a 0 in a score, it automatically fails any ability check or saving throw that uses that score.

Hit Points. A pod's hit points can be restored by making repairs to the vehicle (see "Repairs"). When a pod drops to 0 hit points, it ceases to function and is damaged beyond repair.

Damage Threshold. Pods' plating allows them to ignore minor hits. A vehicle with a damage threshold has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold value, in which case it takes damage as normal. Any damage that fails to meet or exceed the vehicle's damage threshold is considered superficial and doesn't reduce the vehicle's hit points.

Mishap Threshold. If a pod takes damage from a single source equal to or greater than its mishap threshold, it must roll on the Mishap Table (see box).

Action Stations and Crew. A pod doesn't have actions of its own. It relies on crew to occupy stations and use their actions to operate the vehicle's various functions. Any option that appears in the Action Stations section of a stat block requires an action to perform.

Leg 2: Tactical Play

This 70-degree right turn is 1,000 feet into the canyon, and narrows the canyon from 40 feet wide to 20. Pilots may attempt to ram other characters making this turn or jostle each other past it. The canyon walls at this point are at least 60 feet high. Past the hairpin, regular rocks and other obstacles may provide opportunities for ambush or cover leading the next several kilometers (approximately 4000 feet).

LEG 3: CANYON WEAVES

For the next several kilometers you dive deeper into the canyon, bobbing and weaving to avoid stone outcroppings.

Maintaining full speed through the canyon requires a DC 15 Dexterity saving throw. This drops to a DC 10 at $\frac{3}{4}$ speed or a DC 5 at half speed. Failing the save results in a roll on the Mishap table. Characters with proficiency in either air or land vehicles can add their proficiency bonus to this check.



OG'SIHON

Large humanoid pilot (half-giant), neutral evil

Armor Class 17 (half-plate)
Hit Points 64 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Str +6, Con +6
Skills Athletics +6, Intimidate +4, Perception +4
Damage Resistance Fire
Condition Immunities charmed, frightened
Senses passive Perception 16
Languages Common, Giant
Challenge Rating 4 (1,100 XP)

Giant Toughness. When Og'Sihon takes damage, he can use his reaction to reduce the damage taken by 3 (1d6).

Intimidating Presence (3/Day). Og'Sihon can bellow a fearsome roar. Creatures within 60 feet that can hear the roar must succeed at a DC 15 Wisdom saving throw or be frightened of Og'Sihon until the end of the next turn.

Rage (1/Day). Og'Sihon can enter a rage which gives him advantage to melee weapon attacks, and all attacks against him have advantage.

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+4) bludgeoning damage.

Leg 3: Tactical Play

Passing another character in the canyon is difficult, and may require an additional saving throw or provoke opportunities for them to react. The canyon extends for 30 kilometers and takes a white-knuckle half-hour to clear at top speed.

LEG 4: JUMP THE GAP

The canyon opens ahead, revealing a panorama lit by the rising sun. Ancient ruins rise out of sandy scrub in the distance. Directly ahead, a muddy river cuts a trench into the canyon edge, forming a barrier between you and the desert. Multicolored flags wave from cheering asherati, leading you towards a natural ramp.

Mishap Table

Roll on the mishaps table when one of the following occurs while the pod is in motion:

- The pod takes damage from a single source equal to or greater than its mishap threshold.

d20	Encounter	Repair DC
1	Dragonshard Flare. A jolt of raw magic erupts from the dragonshard matrix around the captive elemental and catches the pod on fire. Any creature that starts its turn on or inside the pod takes 10 (3d6) fire damage (instantaneous).	—
2–5	Locked Steering. The pod can move in a straight line only. It automatically fails Dexterity checks and Dexterity saving throws until this mishap is repaired.	15 (Str)
6–9	Power Leak. The pod's speed decreases by 30 feet until this mishap is repaired.	15 (Int)
10–13	Clogged Engine. The desert dust chews its way through the engine, throwing out blinding clouds of smoke. Pilot takes the Blinded condition until this mishap is repaired.	15 (Dex)
14–16	Armor Plating Loss. The vehicle's damage threshold is reduced by 10 until this mishap is repaired.	15 (Str)
17–19	Frayed Tether. The pod buckles and rolls uncontrollably as one of the support	20 (Dex)

- The pod fails an ability check by more than 5.
- If the mishap has a repair DC, that mishap can be ended by making repairs to the vehicle.

cables slips. Until the mishap is repaired, the vehicle has disadvantage on all Dexterity checks, and all ability checks and attack rolls made by creatures on or inside the vehicle have disadvantage.

20	Death Spiral. The massive elemental containment matrix is snapped in a random direction, causing the pod to spiral out of control. Any unsecured creature holding on to the outside of the vehicle must succeed on a DC 20 Strength saving throw or be thrown off, ejected to a random unoccupied space within 20 feet of the vehicle. Any creature inside the vehicle must also make a DC 20 Dexterity saving throw or be ejected from the vehicle in a similar fashion. If the vehicle was moving, it takes 3d6 damage and must reroll on the Mishap table again. If the vehicle strikes a solid object, it and any creatures inside take an additional 1d6 bludgeoning damage (to a maximum of 20d6) for every 10 feet moved since its last turn.	—
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If characters took the canyon at less than full speed, they'll need to succeed at a DC 8 Charisma (persuasion or intimidation) check to push the engines before crossing the gap. The gap is 80 feet wide, so any pod can cross at max speed. Failing the crossing causes the pod to plummet into the water below, dealing 4d6 bludgeoning damage and requiring significant assistance from the asherati to extract the vehicle. Any racer failing the jump loses 10 on their roll for that leg.

Leg 4: Tactical Play

Characters begin this leg 60 feet from the jump and have one round to take action before crossing. The ramp is at the eastern edge of the canyon and 80 feet wide, so many pods can cross at the same time. Characters not in the lead may see pods crossing ahead of them and use their action to disrupt an attempt with any special modifications or character abilities.

between rusting iron and piles of debris. The track curves around the city, but you could cross through the ruin in half the time!

Crossing through the ruin halves the time necessary to complete the leg. Treat any character who does so as having rolled a natural 20 for determining place on this leg. However, it's risky to do so. The entire city is a manifest zone of the plane of chaos, barely held back by ancient giant magic.

If the characters are in the lead, a couple of NPCs may follow them into the city, but if no one takes the risk, the other pilots are unlikely to as well.

As you move through the ruined city, whole buildings seem suspended in mid-explosion. Debris and rubble hang suspended in air, bursting outwards on imperceptibly slow trajectories. Occasionally whatever manifest power holds the explosions frozen in time gives way, resulting in distant explosions or crumbling towers.

LEG 5: FLOATING RUINS

The track leads through the dusty streets of an ancient ruin. Floating artifacts of alabaster and Orichalcum move

Characters must succeed at a DC 15 Intelligence (Arcana) check to recognize and avoid the magical vortexes around the manifest zone, or DC 15 Wisdom (Survival) to avoid the unstable terrain caused by the artifacts. If the character succeeds by 20 or more, substitute this roll on the position tracker this leg.

Leg 5: Tactical Play

The city is a 5x5 mile square dotted with small manifest zones to the chaotic plane of Kythri. The perfect grid of the original construction is giant-sized, and the wide roads are easy to navigate other than the swirling rubble. Once per 10 minutes, roll 1d6 to determine if a nearby structure gives way. On a result of 1, a structure collapses near the pilot, forcing them to alter their route or roll on the Mishap table.



SULATAR PYROMANCER

Medium humanoid (drow), neutral evil

Armor Class 15 (chain shirt)

Hit Points 48 (8d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	14 (+2)

Saving Throws Int +5, Wis +3

Skills Acrobatics +4, Arcana +5, Intimidation +4

Damage Resistance fire

Senses passive Perception 10

Languages Drow, Giant, Common

Challenge 4 (1,100 XP)

Fey Ancestry. The pyromancer has advantage on saving throws against being charmed, and magic can't put the pyromancer to sleep.

Spellcasting. The pyromancer's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells:

At will: *fire bolt*, *produce flames*

3/day: *burning hands*, *scorching ray*

1/day: *fireball*

Sunlight Sensitivity. While in sunlight, the pyromancer has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The sulatar pyromancer makes a melee attack and a spell attack.

Flaming Rod. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, plus 3 (1d6) fire damage.

LEG 6: DUST DEVIL

As the ancient city vanishes behind you, a cloud of dust blots out the sun ahead. A dust devil the size of a town blasts across the desert, and across the path ahead. It's too large to avoid, the only way out is through!

The storm reduces visibility to 10 feet and heavily obscures other pods. Pods must succeed at a DC 16 Constitution saving throw or take 1d10 piercing damage from the brittle sand, and drop to half speed. Characters other than the pilot must also succeed at a DC 10 Dexterity saving throw or risk being blinded for the next leg.

LEG 7: MENECHTARUN HEAT

As you race across flat, empty dunes the morning turns to day. The shimmering heat rises off the roaring engines. Your pod feels like an oven!

Creatures without heat resistance or immunity to fire damage must succeed at a DC 12 Constitution saving throw or gain one level of exhaustion

BG-11

Medium humanoid pilot
(warforged artificer), chaotic neutral

Armor Class 19 (breastplate, integrated protection, armor chassis infusion)

Hit Points 22 (4d8 + 4)

Travel Pace 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	16 (+3)	10 (+0)	12 (+1)

Skills Arcana +5, Intimidation +3, Persuasion +3

Damage Resistances poison

Senses passive Perception 12

Languages Common, Giant

Challenge Rating 3 (700 XP)

Infusions. The artificer has two items infused with magical properties: a chassis infused with a +1 bonus to its armor class (included), and its spellcasting focus which provides a +1 bonus to its spell attack rolls (included). If the artificer dies, these magical properties end 3 days later.

Spellcasting. The artificer is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The artificer has the following artificer spells prepared:

Cantrips (at will): *fire bolt*, *shocking grasp*

1st level (3 slots): *absorb elements*, *catapult*, *feather fall*, *grease*, *shield*

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

ACTIONS

Fist. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) bludgeoning damage.

LEG 8: IT'S A TRAP!

As you head back west the familiar canyon walls rise up once more. You dive inside, and see figures moving in the shadows on the ledges above.

Characters must succeed at a DC 10 Wisdom (Perception) check to spot the trap set by these thri-kreen scavengers. Doing so grants advantage on the DC 15 Dexterity saving throw to avoid the 3d6 damage in falling boulders thrown their way (success for half damage). The thri-kree spring this trap on any competitors who are ahead of the thri-kree pod!

LEG 9: NOW OR NEVER

You rise out of the north edge of the canyon and can see the finish line ahead. The remaining racers push north and south of you across the wide open expanse.

Any last minute shenanigans by fellow racers fit in this last leg. If characters are not in the lead, they may attempt to coax their engines past safe limits or attempt other maneuvers to get ahead. Otherwise, it comes down to one last dexterity check to pilot across the finish!



Leg 8: Tactical Play

There are four thri-kreen on a ledge 40 feet above the canyon floor. They're working to eliminate any potential competition for their pilot and hoping to dismantle what's left afterwards. They will flee if they're able, but throw spears if threatened.

TO THE VICTOR...

If the characters win the race, read or paraphrase the following:

As your pod flies under the multicolored banners the asherati from this morning sets off another dazzling display. The crowd seems to have grown since you left, and the cheers echo around the canyon. A glittering bowl of Siberys shards is carried out to greet you where you stop, smiling asherati flanking an even more jubilant Norn.

DROW RAIDER

Medium humanoid (drow), neutral evil

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Perception +4, Stealth +4

Senses darkvision 60 ft, passive Perception 12

Languages Elvish, Giant

Challenge 2 (450 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

ACTIONS

Multiattack. The drow makes two shortsword attacks

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. *Hit:* 3 (1d4) piercing damage and Poisoned. A Poisoned character must succeed on a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.



Norn will divide the shards among you, allowing any character searching for Sunsaber parts their pick of the reward. Characters not concerned with Dragonshard may sell them back to Norn for approximately 500gp each.

If the characters lose the race, read or paraphrase the following:

You hear the cheers as you squint into the setting sun. One of the other racers long since outpaced you and has claimed the victory for their own. As you cross the finish line Norn is already rushing out, short cape billowing in the wind.

"C'mon." He says urgently. "We gotta get out of here."

Win or lose, the asherati camp won't last long. A raiding party of 6 **drow raiders** descends on the noisy crowd, led by an **assassin** targeting the organizers and reclaiming the Sulatar tech. If characters are level 6 or above, add two **Sulatar pyromancers** to aid the assassin. The raiders are not interested in the characters, only in disrupting the crowd to create cover for the assassin, but will fight if confronted. The asherati will vanish into the sands immediately, leaving thri-kreen, armand, giants, and the party to fend for themselves against the intruders. Norn pushes the characters to pilot the pod back to the Centurion Kestral as fast as possible. Whenever you're safely back at the ship, Norn will produce a single, perfect Siberys shard from his pocket. "You earned this, kid."

APPENDIX A: XEN'DRIK RACES



SAND GIANT

Huge giant, neutral evil

Armor Class 17 (natural armor)

Hit Points 176 (14d12 + 84)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	22 (+6)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Str +9, Dex +5, Con +8

Skills Athletics +9, Nature +3, Perception +4, Stealth +4, Survival +4

Damage Resistances fire

Damage Vulnerabilities cold

Senses darkvision 60 feet, passive Perception 14

Languages Common, Giant

Challenge Rating 8 (3,900 XP)

Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

Desert Stride. Sand giants suffer no disadvantage when moving across sand or similarly loose terrain.

Innate Spellcasting. The giant can innately cast the following spells without requiring material components, Charisma is their spellcasting modifier for these spells (spell save DC 14):

3/day each: *blur* (obscuring the giant by shimmering heat), *meld into stone*, *stoneskin*

1/day each: *flesh to stone*, *stoneshape*

ACTIONS

Multiattack. The giant makes two falchion attacks.

Falchion. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (6d4 + 8) slashing damage.

Rock Throw. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

SAND GIANTS

Sand giants live in the mountains south of the Menchaturan. Like other giants of Xen'drik, they have been cursed to live as a shadow of their former selves. They retain a tradition of magic that their northern cousins have lost, but guard their secrets. They rely on isolation to protect their small numbers, and barter with many natives of the desert. Adult sand giants reach up to 18 feet tall.

ASHERATI

The asherati are lithe sand-swimmers and dwell deep below the surface to avoid the searing heat of Xen'drik's deserts. Asherati have smooth, warm-hued skin which ranges in color from deep bronze to alabaster. They can make this skin glow with an inner fire, illuminating the sand around them as they swim through it like water. asherati favor tight, streamlined clothing and eschew loose hair and loose garments. Originally published in *Sandstorm* (D&D 3.5E, WotC 2005).

ASHERATI

Medium humanoid (asherati), neutral

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft., burrow 40 ft.

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

Skills Perception +2, Stealth +4

Senses passive Perception 12

Languages Giant, Asherati, Common

Challenge 1/4 (50 XP)

Glowing Skin. An asherati can make its skin glow at will, shedding light bright light in a 60-foot radius and dim light in a 120-foot radius. The light is sufficient for the asherati to navigate by while sandswimming in loose sand, dust, or ash.

Blinding Burst (1/Day). As a bonus action, an asherati can bring its skin up to full brilliance so rapidly it might dazzle creatures within 30 feet. All creatures within a 30-foot radius must succeed on a DC 11 Constitution saving throw or be blinded until the start of the asherati's next turn.

Sandswim. Asherati move through sand as merfolk move through water. When sandswimming, they continue to breathe as normal.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.



ARMAND

The armand are nomadic humanoids from the south of Xen'drik. These stocky travelers are three-and-a-half to four feet tall. They grow scaly plates down their backs and arms that protect their furry heads, hands, and feet. They believe in the acquisition of experience, and hold those with the most experience in the highest honor of their society. Originally published in *Monster Manual III* (D&D 3.5E, WotC 2005).

ARMAND

Medium humanoid (armand), neutral

Armor Class 15 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

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

Skills Athletics +2, Perception +2

Senses passive Perception 12

Languages Giant, Armand

Challenge Rating 1/4 (50 XP)

Defensive Stance. The armand may draw neck, head, arms, and legs close to its natural armor plating, gaining a +4 to AC but unable to attack or take any action requiring the use of its hands or feet.

Sure-footed. The armand has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Natural Climbers. Armand have advantage on Strength (Athletics) checks made to climb.

Heat Tempered. You have resistance against fire damage and advantage on any constitution saving throw against exhaustion due to heat or dehydration.

ACTIONS

Multiattack. The armand makes two claw attacks.

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Deflect. The armand adds 2 to its AC against one melee attack that would hit it. To do so the armand must see the attacker and be within melee range of the attacker.

APPENDIX B: PRINTABLE MATERIALS

Leg (Check)	Position Tracker							
	Pod 1	Pod 2	Pod 3	Pod 4	Pod 5	Pod 6	Pod 7	Pod 8
1. Starting Line (Cha)								
2. Hairpin (Dex)								
3. Weaves (Dex)								
4. Jump the Gap (Cha)								
5. Manifest Zone (Int/Wis)								
6. Dust Devil (Con)								
7. Heat Wave (Con)								
8. It's a Trap! (Dex)								
9. Now or Never (Cha)								

Pod Place Tracker: Pod 1		
Leg	Dex Minus Previous Leg Position	Position
Leg 1		
Leg 2		
Leg 3		
Leg 4		
Leg 5		
Leg 6		
Leg 7		
Leg 8		

Pod Place Tracker: Pod 2		
Leg	Dex Minus Previous Leg Position	Position
Leg 1		
Leg 2		
Leg 3		
Leg 4		
Leg 5		
Leg 6		
Leg 7		
Leg 8		

Pod Place Tracker: Pod 3

Leg	Dex Minus Previous Leg Position	Position
Leg 1		
Leg 2		
Leg 3		
Leg 4		
Leg 5		
Leg 6		
Leg 7		
Leg 8		

Pod Place Tracker: Pod 4

Leg	Dex Minus Previous Leg Position	Position
Leg 1		
Leg 2		
Leg 3		
Leg 4		
Leg 5		
Leg 6		
Leg 7		
Leg 8		

Pod Place Tracker: Pod 5

Leg	Dex Minus Previous Leg Position	Position
Leg 1		
Leg 2		
Leg 3		
Leg 4		
Leg 5		
Leg 6		
Leg 7		
Leg 8		

Pod Place Tracker: Pod 6

Leg	Dex Minus Previous Leg Position	Position
Leg 1		
Leg 2		
Leg 3		
Leg 4		
Leg 5		
Leg 6		
Leg 7		
Leg 8		

Pod Place Tracker: Pod 7

Leg	Dex Minus Previous Leg Position	Position
Leg 1		
Leg 2		
Leg 3		
Leg 4		
Leg 5		
Leg 6		
Leg 7		
Leg 8		

Pod Place Tracker: Pod 8

Leg	Dex Minus Previous Leg Position	Position
Leg 1		
Leg 2		
Leg 3		
Leg 4		
Leg 5		
Leg 6		
Leg 7		
Leg 8		

Pod Place Tracker: Pod 9

Leg	Dex Minus Previous Leg Position	Position
Leg 1		
Leg 2		
Leg 3		
Leg 4		
Leg 5		
Leg 6		
Leg 7		
Leg 8		



THE DARKNESS WITHIN

A **SHARD WARS** ADVENTURE

THE DARKNESS WITHIN

Designer: Sven Truckenbrodt

Adventure Tier: optimized for 2 (levels 5-10), adjustable for other tiers

Playtesters: Louisa G.S., Ondrej D., Patrick P., and Thomas A.

Content Warnings: emotional trauma, post-traumatic stress, psychological horror

ADVENTURE HOOK

One or more characters in the adventuring party who follow the path of the progenitors' breath—knowingly or unknowingly—receive a vision. This vision manifests as an entity close to the player character, ideally someone who is either dead or has long been out of touch but is nonetheless important to the character and their backstory. This can be anyone from an animal spirit guide or a former mentor to a dead relative or a lost friend. Read the following text to them, paraphrasing to shape the information to the backstory of the player receiving the vision:

Flecks of light float through the air before you as a glowing apparition coalesces before your eyes. You slowly recognize the countenance of your former mentor. They look upon you with kindly eyes and begin to speak:

"I am very proud of you—you have come so far. But there is a long way still ahead of you and you yet lack the tools to face it. You need to arm yourself for what lies ahead. What you need lies in a cave of darkness and evil deep in the wilderness of the Shadowcrag mountains. This is not an easy journey and you must not face it alone—gather

PREAMBLE

The Darkness Within is part of the journey of a player character following the path of the progenitors' breath. It can be played as a solo adventure for that character alone or as a shared adventure for an entire party. The adventure is balanced for tier 2 play (levels 5-10), but as the players will be faced with the darkness within themselves rather than an external threat, it can be adjusted to other tiers following the advice in the Adjusting the Adventure box.

In *The Darkness Within*, players are confronted with their own deepest fears and doubts made real. A dark demonic entity awaits them in a cave of evil deep in the wilderness. This dark manifestation only has the power given to it by those who encounter it. Overcoming these inner demons is typically the most significant obstacle to mastering oneself and achieving one's full potential. As such, there is something to be gained by going through this trial by any player character—but a player on the path of the progenitors' breath will be particularly rewarded with a Khyber dragonshard that can be used in the construction of a sunsaber.

ADVENTURE BACKGROUND

In the mountains of the Shadowcrag, which separate the Eldeen Reaches from the Demon Wastes, there lies a dark, foreboding cave. The plants there grow twisted and gnarled, and it is shunned by wildlife and humanoids alike—even the fiends of the Demon Wastes are repelled by it. Nobody from the area has laid eyes on it in generations, but it is rumored that this cave of evil leads to a gloomy glade. In this glade there dwells a cursed spirit, bound by something that meant a great deal to it when it was still alive—a dark crystal of tremendous power. The evil entity could not master the power the crystal held but even now guards it in jealous frustration from anyone foolish enough to desire its treasure.

ADJUSTING THE ADVENTURE

Use the guidelines provided here to adjust the adventure for different parties and different tiers of play. If your players' characters are in different tiers of play, go with the tier that most players are in. It will make for a more enjoyable game if players are close in level or at the very least in the same tier. Remember that the following are only guidelines and you are free to alter the difficulty of encounters or other challenges as necessary to ensure an enjoyable game for all—you are empowered!

First, adjust all ability check DCs as follows, when noted in the adventure text:

- Tier 1: DC 13
- Tier 2: DC 15
- Tier 3: DC 17
- Tier 4: DC 19

Second, adjust the damage potentially dealt by hazards as follows, when prompted by the adventure text:

- Tier 1: 1d10 for a moderate hazard, 2d10 for a dangerous hazard
- Tier 2: 2d10 for a moderate hazard, 4d10 for a dangerous hazard
- Tier 3: 4d10 for a moderate hazard, 10d10 for a dangerous hazard
- Tier 4: 10d10 for a moderate hazard, 18d10 for a dangerous hazard

what allies will follow you and face the trial that lies ahead."

As the vision fades, you feel an ever so gentle yet persistent tug upon your very soul, drawing you towards the next step on your path of the progenitors' breath.

This vision can occur as the characters by chance venture close to the cave of evil (which you can also feel free to move from its location indicated in the Adventure Background to be more convenient for your campaign) or it can occur many days of travel away. The vision may thus serve as a seed to this adventure long before it actually takes place. If this is the case in your campaign, repeat a similar vision once the players venture closer, to remind them of their purpose.

ADVENTURE OUTLINE

The Darkness Within proceeds through three scenes: Locating the Cave of Evil, Entering the Cave of Evil and Facing the Darkness Within.

Locating the Cave of Evil. The party has to chart a way through the unwelcoming wilderness of the Shadowcrag. This mountain range that separates the Eldeen Reaches from the Demon Wastes is a notoriously dangerous and difficult to navigate stretch of land.

Entering the Cave of Evil. The party has to contend with a sapping mold and the mold zombies it controls—entities corrupted by the forces of darkness seeping from the cave of evil.

Facing the Darkness Within. Finally, the party is confronted by the most dangerous enemy imaginable—their own darkest desires and fears. They have to both mentally and physically battle these emotions made manifest by a twisted manifestation of darkness: the dark spirit.

LOCATING THE CAVE OF EVIL

Once the players reach the foothills of the Shadowcrag, read or paraphrase the following:

The Shadowcrag loom before you, a desolate place, opening up before you like a maw of broken stone teeth filled with rotting vegetation. To the South lie the Eldeen Reaches, where vines grasp at your heels as wild beasts hunt after you. To the North lie the barren Demon Wastes, where blood rains down while fiends track your scent. The Shadowcrag are where the worst of these two worlds meet—and the area through which you must now trek. You can still feel the draw upon your soul, indicating



the direction of your goal, but the way there is less than obvious in a labyrinth of rocks and vines that both can bite like razors.

The party must now find their way to the cave of evil while avoiding the dangers of the Shadowcrag, using whatever experience and ingenuity they can bring to bear. This is a skill challenge (see the Skill Challenges: Quick Rules box for guidance) that requires a certain number of successes to be completed successfully. This number scales with the number of players. To calculate the necessary number of successes, follow this calculation:

- add up the number of players, sidekicks and other NPC allies going on this adventure together
- divide this number by two, rounding up
- add +1 to this number to arrive at the necessary number of successes

This reflects the increasing difficulties of trekking through the wilderness unhindered the larger the traveling group becomes. The base DC for each check is 15 (adjust for the tier of play, see Adjusting the Adventure box). If a player uses a skill that is directly applicable to the situation of trekking through the dangers of this wilderness, such as Survival or Stealth, use the base DC. If a player wants to use a skill that may not be a perfect fit but could still conceivably be useful, such as Athletics or History, increase the base DC by 2. If a player wants to use a skill that seems inapplicable to the situation, such as Performance or Persuasion, have the check fail automatically

SKILL CHALLENGES: QUICK RULES

The players work together towards a common goal. Achieving this goal requires a number of successful ability checks set by the DM. Each player can announce how they wish to contribute and the DM assigns skills and DCs for each ability check. The DM improvises complications, opportunities and conflicts arising from failed checks. A skill challenge typically ends when the goal is achieved or after three failures; in this scenario there is no hard failure condition, complications on failures simply delay achieving the goal and drain resources.

unless the player can provide an interesting reasoning for why the skill should be applicable; even then, increase the base DC by 5.

For each success, the party avoids the dangers of the Shadowcrag and draws closer to their goal: the cave of evil. For each failure, there is a chance for the party to encounter a complication (see the Shadowcrag: Travel Complications table). The DCs given in the Shadowcrag: Travel Complications table are keyed to tier 2 as given in the Adjusting the Adventure box—change them accordingly if your party is of a different tier. Reroll repeat encounters.

When the party eventually succeeds and arrives at the cave of evil, proceed with the next scene of this adventure.



d12 Encounter

- 1 **Demons.** A roving band of demons attacks the group. Use the following group composition, depending on adventure tier (where X is the number of player characters in the party):
 - Tier 1: 1d4 + X **maw demons**
 - Tier 2: 1d4 + X **hell hounds**
 - Tier 3: 1d4 + X **barligras**
 - Tier 4: 1d4 + X **bone devils**
- 2 **Dark Whispers.** The characters are haunted by foreboding whispers and dark shadows seem to follow them—but always vanish when they try to pursue them or look at them more closely. Each character must succeed on a DC 15 Wisdom saving throw or take 4d10 psychic damage and use their reaction to make a melee attack against a creature within 5 feet of them. On a success, they take half damage and must not make an attack. Treat this as a dangerous hazard as per the *Adjusting the Adventure* box.
- 3 **Ashbound.** An ashbound archdruid takes note of the characters. The **archdruid** gruffly asks for their purpose here but is neither hostile nor helpful when he learns what they have come here for. The archdruid simply looks at them with a look of pity, shakes their head in regret, transforms into a giant eagle, and departs.
- 4 **Blood Rain.** The overcast skies suddenly open up and it begins to rain. In horror, the group realizes that the rain is not cold water but thick, hot blood. A creature must make a DC 15 Wisdom saving throw at the end of every minute it spends exposed to this demon-tainted phenomenon. On a failed save, the creature gains one level of exhaustion. The rain lasts for 1d4 minutes.
- 5 **Lightning Strike.** After a few minutes of relentless rain and thunder rolling over the Shadowcrag, a bolt of lightning strikes amidst the characters.

Anyone within 5 feet of the place where bolt strikes must succeed on a DC 15 Dexterity saving throw or take 4d10 lightning damage. Treat this as a dangerous hazard as per the *Adjusting the Adventure* box.

- 6 **Dire Beasts.** A roving band of blight-maddened beasts attacks the group. Use the following group composition, depending on adventure tier (where X is the number of player characters in the party):
 - Tier 1: 1d4 + X **dire wolves**
 - Tier 2: 1d4 + X **giant scorpions**
 - Tier 3: 1d4 + X **swarms of cranium rats**
 - Tier 4: 1d4 + X **giant apes**
- 7 **Wild Woods.** The party comes across animated and hostile plant life. The plants automatically surprise the characters as they are indistinguishable from normal vegetation until they attack. Use the following group composition, depending on adventure tier:
 - Tier 1: 1 **myconid sovereign**
 - Tier 2: 1 **shambling mound**
 - Tier 3: 1 **corpse flower**
 - Tier 4: 1 **treant**
- 8 **Ravine.** While traversing a narrow ledge above a steep ravine, the ledge gives out and characters have to succeed on a DC 15 Dexterity saving throw or slide down 30 feet while being pelted with jagged rocks. On a failed save, a creature takes 2d10 piercing damage and lands prone. On a successful save, a creature takes half as much damage and is not prone. Treat this as a moderate hazard as per the *Adjusting the Adventure* box.
- 9 **Acid Waterfall.** A waterfall gushes out from more than a hundred feet above the ledge the characters are currently traversing and sprays the path with moisture. A character that succeeds on a DC 15 Intelligence (Nature), Wisdom (Survival) or Wisdom (Perception) check realizes that there is no vegetation growing where the mist

Shadowcrag: Travel Complications

of the waterfall hits, not even moss or lichen. A creature that moves through the spray must succeed on a DC 15 Constitution saving throw or take 2d10 acid damage, or half as much on a success. Finding a way around the waterfall requires one additional check before locating the cave of evil, to account for time spent. Treat this as a moderate hazard as per the *Adjusting the Adventure* box.

- 10 **Harpies.** A pair of harpy sisters, Siffla and Mazzly, starts heckling the characters. They cry taunts and hurl insults but do not attack. They know the precise way to the cave of evil and can help the characters by giving them advantage on their next check to find it if the characters offer them a few trinkets and succeed on a DC 15 group Charisma (Persuasion) check (adjust DC according to the *Adjusting the Adventure* box). If the characters do not attempt or do not succeed on this check or otherwise dispose of the harpies, they have disadvantage on their next check to find the cave of evil as the harpies heckling distracts them.
- 11 **Vargouilles.** The group encounters a campsite, low moans emanating from the single tent there. Inside lie 1d4 + 1 humanoid travelers, affected by the vargouille curse. They transform into **vargouilles** after 1 minute.
- 12 **Night Hag.** The **night hag** Granny Woodpecker roams the Shadowcrag, looking to rope lost souls into a bargain. She can grant one *wish* spell per day, but only at the cost of a piece of the soul of a creature that enters into the bargain with her. The soul of that creature is forfeit upon its death and enters her soul bag. A creature that died in this way cannot be restored to life by any means short of a *wish* spell. Granny Woodpecker is forthright about her terms and not hostile if her offer is refused.

ENTERING THE CAVE OF EVIL

As the party closes on the cave of evil, read or paraphrase the following:

As you stumble from another patch of bushes, the draw upon your soul, which has been your constant companion and grown ever stronger for the last leg of your journey, suddenly ceases. As you look around for guidance, you find yourself staring straight into an abyss of darkness—a gaping hole in the face of a cliff, covered in vines. As you stare, it seems to suck you in and fills you with a sense of dread at the same time.

Just as the oppressiveness of the daunting task before you threatens to overwhelm your mind, a swarm of luminous motes coalesces into another vision of the dear guide who brought you here:

"Do not let the darkness guide you—be your own guide and trust your allies. You do not need your weapons or spells here. You may lay down all ballast before entering."

With these cryptic words, the apparition dissipates and the cave of darkness looms before you once again.

This entrance leads through a subterranean tunnel of almost a mile in length to a glade that is inaccessible through any other part of the mountain range. The party moves through a damp and rank tunnel of some 15 feet diameter until they encounter an obstruction towards the end. Read or paraphrase the following:

After almost a mile of damp and rank tunnel, worming its way through the mountain as if carved by a 15-foot maggot, you begin to see a pale light. The featureless tunnel on this last stretch seems to be covered by a dark and moldy growth.

The way to the tunnel exit is blocked by a patch of **sapping mold** (see box) that covers an area 15 feet deep and 50 feet wide (covering the tunnel floor and creeping up its sides. Adjust the DC and damage given for this mold for the tier of play, as described in the Adjusting the Adventure box, treating it as a moderate hazard. This vile growth has claimed many a beast and adventurer over the years, who have become part of its bloated mass as **mold zombies** (see box). These mold zombies burst forth from any part of the sapping mold on initiative count 20. They appear in an area covered by mold or within 5 feet adjacent to it. If there is no space to spawn a new zombie, none emerge. The number of mold zombies bursting forth each turn is equal to the number of player characters multiplied by the tier of play. This





Sapping Mold

Sapping mold is a vile red mass touched by the breath of Khyber, and feeds on pure life force, drawing that vital energy from any creature that encounters it. A patch of sapping mold typically covers a 10-foot square, and a creature within 30 feet of any part of a patch feels strangely languid. When entering this area for the first time on a turn or starting a its turn there, a creature must succeed on a DC 15 Constitution saving throw or have its speed reduced by half for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. While its speed is reduced in this way, a creature can take an action or a bonus action on its turn, not both, and it cannot take reactions.

When a creature moves into the space of the mold for the first time on a turn or starts its turn there, it must make a DC 15 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save. The creature's hit point maximum is reduced by the same amount until the creature completes a long rest.

Any living creature coming to within 5 feet of a patch of sapping mold causes it to instantly expand outward in the direction of the living creature, covering a 5-foot-square area (with the living creature at the center of that area). The mold can expand in this manner only once per round. Any 5-foot patch of the sapping mold exposed to an effect that restores hit points, cures a disease or removes a curse is instantly destroyed.

is an encounter that can escalate quickly, and the supply of mold zombies is limitless as long as the sapping mold persists. Give your players hints that this is not necessarily a winnable encounter! These can come in the form of a sense of a growing sense of dread or the overpowering need to move forward, or even a direct vision of the mentor who set the characters on this path.

Even if the entire patch of sapping mold is destroyed, it starts growing back within 8 hours, by one 5-foot-square per hour. It is rooted deep within

Mold Zombies

Mold zombies are the remains of creatures who fell prey to a sapping mold. Any creature dying due to the effects of a sapping mold rises as a mold zombie after 1d4 minutes if it remains within 10 feet of the sapping mold for that entire time. A mold zombie becomes bonded to the sapping mold that killed it and protects the sapping mold from danger. Mold zombies fall dead when they are ever more than 10 feet away from the sapping mold they are bonded to.

Use the statistics of **zombies** and **ogre zombies** to represent the variety of creatures that became mold zombies, adjusting the composition of the horde:

- Tier 1: all are zombies
- Tier 2: every 6th zombie is an ogre zombie
- Tier 3: every 3rd zombie is an ogre zombie
- Tier 4: every 2nd zombie is an ogre zombie



the walls of this evil place and, in a sense, is part of its essence. It can never be fully eradicated as long as the glade itself stands. The sapping mold parts, however, for anyone carrying a Khyber dragonshard.

Once the party has made it through this danger, they can escape into the glade beyond—though they are hardly safe there, for their true trial is just about to begin. Proceed with the next and final scene of this adventure.

FACING THE DARKNESS WITHIN

As the players enter the central cavern, read or paraphrase the following:

You emerge in what seems to be a glade of sickly bushes and twisted trees eking out an existence between boulders thickly covered with black moss. Slabs of rock and a thick canopy of vines block out what little sunlight could fall here between the unscalable, jagged mountains hemming in this place of evil. There are whispers in the stagnant air.

The dark spirit that haunts this glade can manifest as any fear or doubt the characters bring here with them. If they attempt to take a long rest here, they will not be able to complete it.

As the party explores the glade, they are harried by the **dark spirit** that dwells here (see box). It never fully manifests before the group, in time, reaches the broken hilt. However, it attempts to draw each player into despair, in turn. When it does so, the player must succeed on a DC 15

The dark spirit is the manifestation of an evil disciple of Khyber's breath who has died in this cavern. The place itself is a focal point for the Khyber's breath and they retreated here trying to harness that energy to achieve what all such disciples lust for: ultimate power and immortality. In a twisted way, they succeeded: immortality and ultimate power over this domain are theirs. But the dark side never grants what it promises unconditionally. Their spirit remains bound to this place, they may never leave, and their power is illusory and depends on the cooperation of their victims.

The dark spirit automatically knows the deepest and darkest fears, desires and doubts of any living creature within its domain and tries to force them into giving

in to them. Forcing a living creature to share its misery is the only consolation the dark spirit can find—and the only direct way in which the dark spirit can interact with another creature before that other creature chooses to interact with it. It can force a creature to make a Wisdom saving throw or be affected by a dark despair effect (see box). It cannot target the same creature again for 24 hours after using this ability.

The dark spirit can manipulate the glade it calls home with illusions in any way it chooses, but the illusions cannot be harmful. The dark spirit can also manifest in any humanoid form it chooses, but only in as many forms as living sentient creatures are present in its glade. It is powerless to take any actions in this form

unless an action is taken against it first. Each manifestation of the dark spirit uses the statistics of an **allip** but can use its abilities only after being targeted by an attack or other harmful ability. In addition, it gains any action, ability or spell used against it, but only for one turn, and it assumes the armor class and hit points of the creature that targeted it. Once a manifestation assumes an armor class and hit points in this way, it cannot do so again for the next 24 hours.

If a manifestation of the dark spirit is destroyed, the dark spirit itself is not defeated. It still haunts the glade—forever. All other limitations stated above still apply, i.e. it is powerless to reform and act against a creature again that it had already targeted in the last 24 hours.

The Dark Spirit

Wisdom saving throw as a scene from their past or a fear they have of the future intrudes into their minds. If the backstories, ideals, or bonds of the player characters provide any opportunity, use these against them as you describe the vision. On a failed save, the character is affected by a dark despair effect (see Dark Despair box). Adjust the DC and damage given for the dark spirit for the tier of play, as described in the Adjusting the Adventure box, treating it as a moderate hazard.

Tapping into the deepest fears and doubts of a player character can be a harrowing experience, even if the backstory is entirely fictional. Be mindful of this and make sure that you have the consent of your players to do so. Use your safety tools and see the chapter Safety Tools for guidance.

Once each player has been tested, the path to the sword hilt with the Khyber shard opens up before them as if by magic. Read or paraphrase the following:

Suddenly, a new scene interrupts the monotony of decrepit plants and barren rocks—and it feels less as though you found a new path, more as if scales have suddenly fallen from your eyes to reveal: the hilt of an ancient sword, without cross guard, jutting blade up from a dead gnarled tree stump on a boulder. But instead of a blade, there is a purple crystal jutting a few inches from the hilt, emanating a ghostly pillar of violet light that pierces the canopy above.

As you draw closer—so do the figures that have suddenly manifested around you. As you look around, you can see yourselves—but twisted sneers of pure hate and derision in your faces.

The dark spirit now manifests—taking the forms of each individual party member (or a humanoid creature that represents each of their deepest fears and doubts), and moving in closer and closer to them, but without attacking. The spirit can split to mimic as many characters as necessary. The spirit cannot take any action against the players unless they take an action against it first. The dark spirit seethes with hatred but is unable to act on it before someone acts against it is part of its curse.

Dark Despair

d6 Despair Effect

- 1 **Indifference.** “I just don’t think I can make a difference anymore.”—You have disadvantage on death saving throws.
- 2 **Apathy.** “I’m afraid to spring into action as I used to.”—You have disadvantage on initiative checks and Dexterity saving throws.
- 3 **Anxiety.** “This place is going to be the end of us all!”—You must succeed on a DC 15 Wisdom saving throw when rolling for initiative or become frightened until the end of combat.
- 4 **Dissociation.** “What is even real in this place? I just don’t know anymore...”—You have disadvantage on Intelligence, Wisdom and Charisma saving throws.
- 5 **Distrust.** “Who can I even trust among these people?”—When rolling for initiative, you must succeed on a DC 15 Wisdom saving throw or fall under the effects of a confusion spell.
- 6 **Hopelessness.** “There is no hope left...”—You cannot recover hit points until you finish a long rest.

The dark spirit cannot harm the characters unless they harm it first. Play up the presence of the dark spirit’s manifestations, closing in on the characters and taunting them, but pointedly don’t have anyone roll for initiative until a character acts first.

CONCLUDING THE ADVENTURE

If the player characters have successfully faced the darkness within themselves and overcome the evil spirit, the lessons they learned about themselves are rewarded with the In the Darkness, Light boon (see box).

Jutting from the sword hilt in the middle of the glade is a single large Khyber dragonshard. When removed, it splinters into a number of crystals equal to the number of players in the adventuring party who follow the path of the progenitors’ breath. This is their reward for successfully completing this leg of their spiritual journey to becoming a true master of this ancient way.

IN THE DARKNESS, LIGHT

You have faced your own fears and doubts—and persevered. The darkness within you has not vanished, but you know how to face it now. If you are affected by the Frightened condition, you can end it as a bonus action. You must finish a short or long rest before you can do so again.



APPENDIX A: CREATURES

ALLIP

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

Travel Pace 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Perception +5, Stealth +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they

were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Maddening Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Travel Pace 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, Telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (spell save DC 13). The

bargura can innately cast the following spells, requiring no material components:

1/day each: *entangle*, *phantasmal force*

2/day each: *disguise self*, *invisibility* (self only)

Reckless. At the start of its turn, the bargura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

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

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Travel Pace 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CORPSE FLOWER

Large plant, chaotic evil

Armor Class 12

Hit Points 127 (15d10 + 45)

Travel Pace 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	15 (+2)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages —

Challenge 8 (3,900 XP)

Corpses. When first encountered, a corpse flower contains the corpses of 1d6 + 3 humanoids. A corpse flower can hold the remains of up to nine dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

- The corpse flower digests one humanoid corpse in its body and instantly regains 11 (2d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space.
- The corpse flower animates one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the corpse flower and acts

immediately after it in the initiative order. The zombie acts as an ally of the corpse flower but isn't under its control, and the flower's stench clings to it (see the Stench of Death trait).

Spider Climb. The corpse flower can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

ACTIONS

Multiattack. The corpse flower makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

Harvest the Dead. The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 37 (5d10 + 10)
Travel Pace 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages —
Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

GIANT SCORPION

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (7d10 + 14)
Travel Pace 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP)

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

GIANT APE

Huge beast, unaligned

Armor Class 12
Hit Points 157 (15d12 + 60)
Travel Pace 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4
Senses passive Perception 14
Languages —
Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.



HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Travel Pace 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.



MAW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Travel Pace 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak
Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the maw demon can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.



MYCONID SOVEREIGN

Large plant, lawful neutral

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

Travel Pace 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiaction. The myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

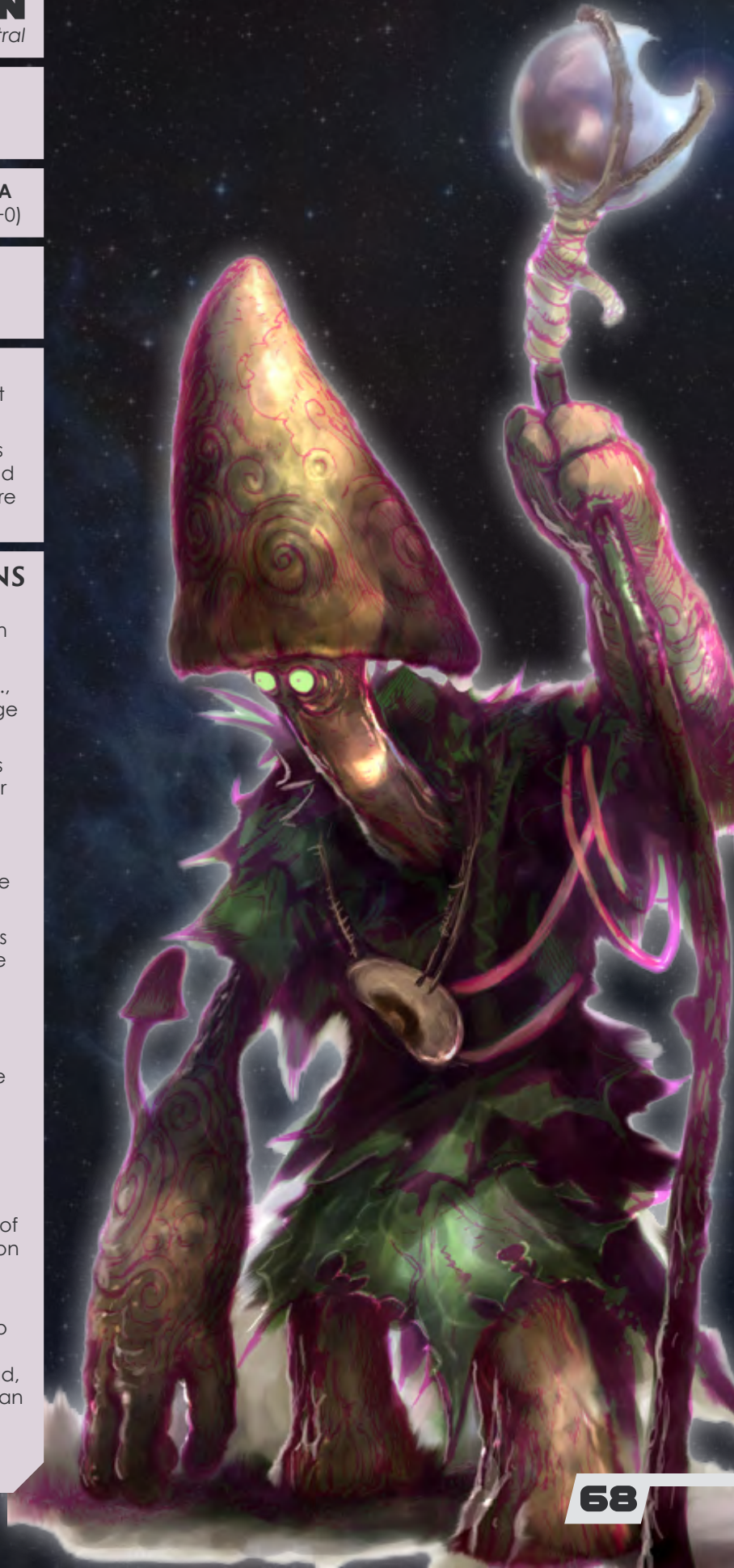
Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4 + 1) bludgeoning damage plus 7 (3d4) poison damage.

Animating Spores (3/Day). The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

Rapport Spores. A 30-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.



OGRE ZOMBIE

Large undead, Neutral Evil

Armor Class 8
Hit Points 85 (9d10 + 36)
Travel Pace 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	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 all languages it spoke in life but can't speak
Challenge 2 (450 XP)

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

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.



SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)
Hit Points 136 (16d10 + 48)
Travel Pace 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2
Damage Resistances cold, fire
Damage Immunities lightning
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling

mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

SWARM OF CRANIUM RATS

Medium swarm of Tiny beasts, lawful evil

Armor Class 12
Hit Points 36 (8d8)
Travel Pace 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages Telepathy 30 ft.
Challenge 5 (1,800 XP)

Illumination. As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional

number of feet equal to the chosen radius), or extinguish the light.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

At will: *command*, *comprehend languages*, *detect thoughts*

1/day each: *confusion*, *dominate monster*

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

TREANT

Huge plant, chaotic good

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Travel Pace 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	15 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiaction. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

ZOMBIE

Medium undead, Neutral Evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Travel Pace 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

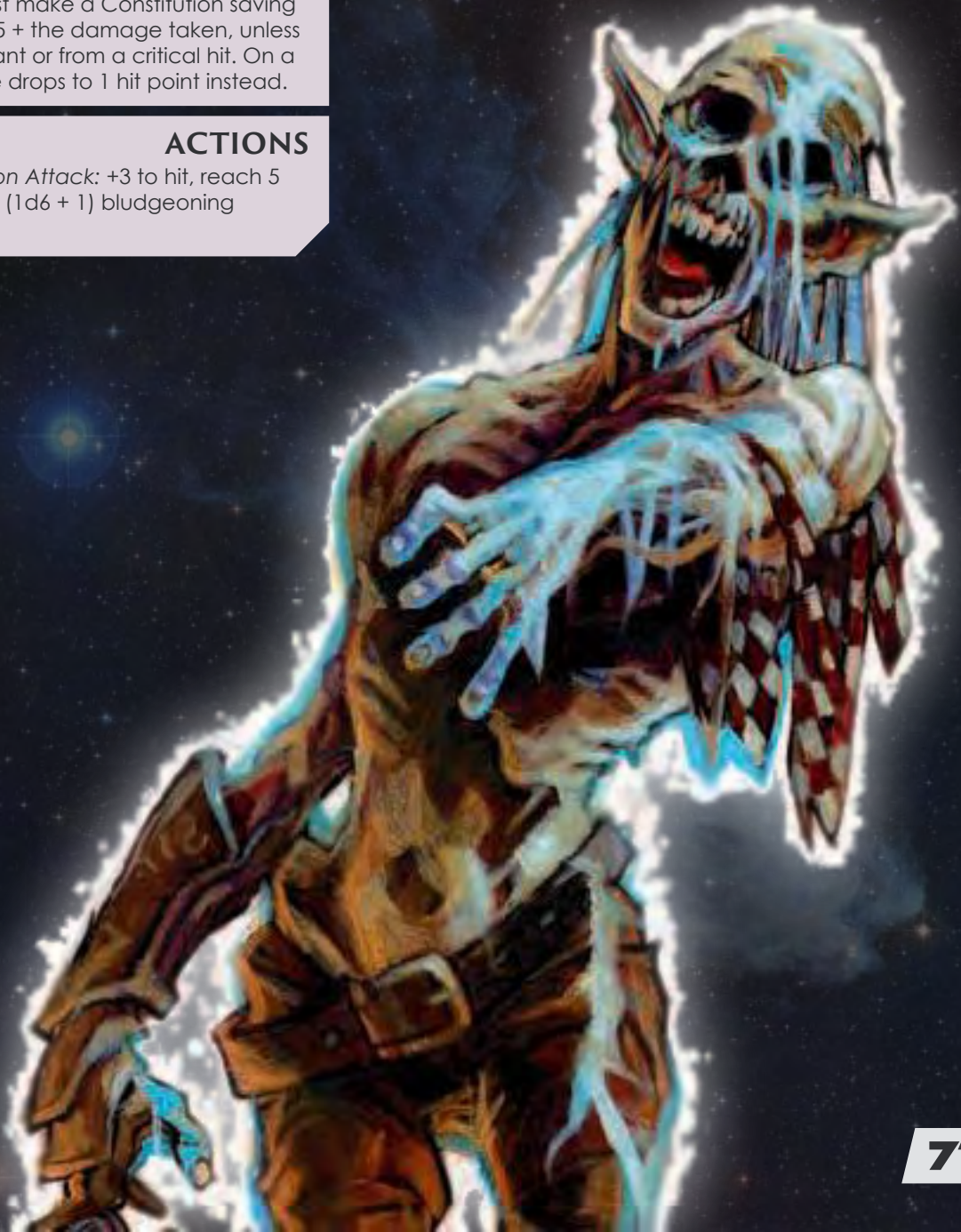
Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

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

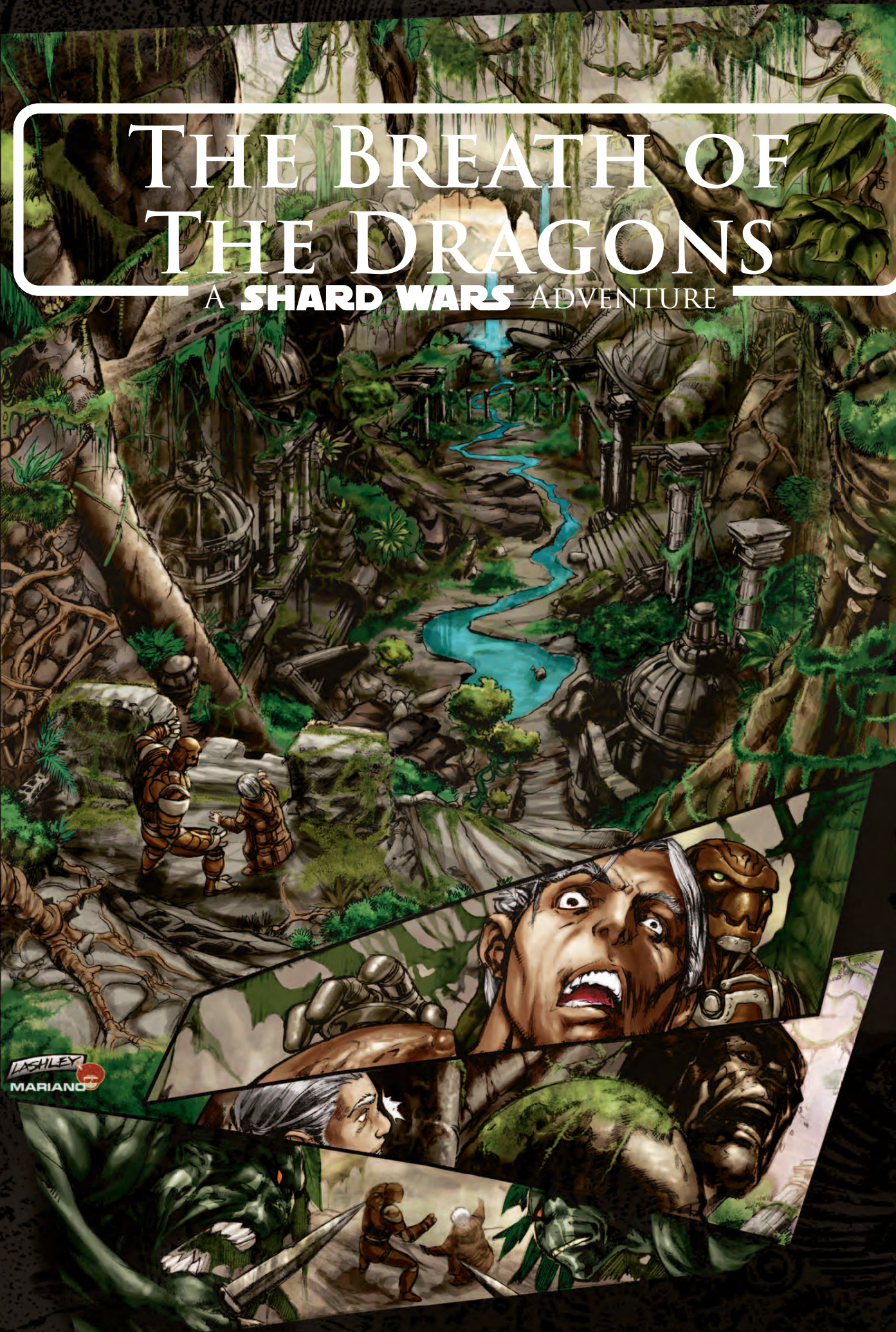
Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



THE BREATH OF THE DRAGONS

A **SHARD WARS** ADVENTURE

LASHLEY
MARIANO



THE BREATH OF THE DRAGONS

Designer: Marco Michelutto

Adventure Tier: 2 (levels 5-10)

Playtesters: Dominic B., Chris C., and Stephen C.

LOCATION: Q'BARRA JUNGLE

In short: this area was not really sought after by citizens of Galifar before the war, but since then many are seeking fortune in here, including warforged and Cyrian refugees. That said, the depths of its jungles are still mostly the territory of dragonborn, lizardfolk, and troglodytes.

This adventure takes place in the very remote depths of the jungle, where no humanoid race resides permanently. The lack of inhabitants does not make this area safer though, quite the contrary.

ADVENTURE HOOK:

The party may contain a player following the Breath of the Progenitors. If that is the case, their mentor sent them on a mission to find a special Eberon dragonshard in order to build their sunsaber. Help will come, the mentor added, from an erudite scholar of the Breath hiding somewhere in the jungles of Q'Barra, whose name is Dayo. Meeting Dayo and learning more about the Breath of the Progenitors is another reason to embark on this journey.

The description the player is given of Dayo by their mentor is:

"They are a very erudite scholar, unparalleled in knowledge of the Breath. They will have much to teach, and will also guide you to the shard. Beware though, as there may be trials between you and the shard. Dayo will be your mentor, but they will leave it to you to succeed or fail in your task."

Alternatively, the party may be going to Q'Barra to retrieve the dragonshard for a benefactor, or simply to sell it to the best buyer. This shard is known to be an exceptionally large and powerful one, and the person giving the job will also mention that a scholar of some sort named Dayo is living nearby and can probably be convinced to lead a party to where the shard is.

A description the party may be given of Dayo in this case would be:

"A scholar of some sort, I am told. Who knows what they are doing in the middle of the jungle. The person that met him could not stop talking about who sage this person was, but in between all that nonsense I picked up that this Dayo knows where an exceptionally valuable Eberon shard is. I am sure he can be convinced to share this information".

Why can neither source explain how Dayo looks?

- The mentor does not want to reveal this information and will refuse to answer. The reason (which they don't reveal) is that to follow the Breath of the Progenitors one needs to learn an important lesson about judging appearances. If pressed, they will simply say that they do not wish to reveal this information.
- The benefactor simply did not ask the person they interrogated about Dayo and the shard. When they heard Dayo was a sage they instantly assumed it was of their same race (important: make sure the benefactor is not a lizardfolk).

Either way you choose the hook to be delivered, the adventure starts in the sky.





SYNOPSIS

A Perfect Landing. The party is travelling on board the Centurium Kestrel, an old airship that seems to barely stay together. A dark storm is gathering, and a sudden lightning hits the ship that has to crash land in the jungle.

Welcome to the Jungle. The party travels through the Q'Barra jungle in search of Dayo, trying to survive its many hazards.

The Ruins. Helped by Dayo, the party arrives at the ruins of an old citadel, where trials await who wants to retrieve the Eberon shard.

Epilogue. The party arrives back at the ship and leaves Q'Barra.

A PERFECT LANDING

Dark skies surround the "Centurium Kestrel", an old airship whose pilot you convinced to take you deeper inland than anyone else would dare to fly. The tall trees of the jungle beneath seem to almost brush the hull of the ship as you fly by, but the black clouds gathering overhead are too close for the ship to fly higher.

Despite the storm gathering you are spending as much time as possible on the deck, as the damp and hot weather makes spending any time indoors insufferable. Still, even outside and with the wind in your hair, you feel your clothes sticking to your back.

Scene. This scene plays out on the deck of the airship that is bringing the party to Q'Barra.

Goal. Give the players an opportunity to introduce themselves and interact with each other. Depending on how much the group enjoys PC interaction, this scene could be very short or very long.

NPCs. The following NPCs participate in the scene:

- Shah Brekka, large furry shifter and all around handyman.
- Artin d'Sivis, gnomish navigator and engineer.
- Hansel Yoh, half-elf pilot and loveable rogue.

Note. this is the same ship and crew that you meet in *Siberys Scramble*, another adventure in this anthology. You can play the two adventures in any order, however:

- If you play *Siberys Scramble* first, your party will recruit Hansel Yoh for this mission. Because of your previous encounter he will be willing to take his ship over such a dangerous area.
- If you play this adventure first, at the end of it Hansel Yoh will be impressed by your success and mention that he knows a person up north in Stormreach that needs people for a job.

What happens on the ship? Shah Brekka is talking with Hansel, expressing concerns that the airship is at risk in storm like this one and they should land as soon as possible.

Hansel Yoh is denying they are in any trouble, and confidently reminds Shah that he's the best pilot in Khorvaire.

They are at the helm, and if approached will talk to the party and try to involve them in their argument (each will want the party to take their side).

Artin d'Sivis is looking at maps on the other side of the deck, and will answer questions about navigation and the area, explaining that tribes of lizardfolk live in temporary dwellings and live what he calls "a primitive life" (he is well meaning when he says that, despite his close minded attitude). He can tell that the area where they decided to land is about an hour away, where the party was told Dayo most likely resides.

Scene End. Once you are happy for the adventure to start, read the following:

Suddenly the Storm breaks, and torrential rain starts pouring over the Centurium Kestrel. You are drenched in seconds and shortly afterwards start hearing the deafening sounds of thunder all around you.

A frenzy of activity takes place on the deck of the airship as the crew runs in all directions, securing cargo and grabbing items before they fall overboard, as the ship sways and staggers through the strong winds.

Busy trying not to fall off the ship, you seem to notice for a split second the beating of leathern wings somewhere in the clouds above. Or was it just a figment of your imagination? You don't have time to dwell on that for long, as a large lightning bolt hits the ship just then, sending it to fall down towards the jungle...

"THE BRAKES, THE BRAKES, GET THE DAMN BRAKES"

You hear Hansel shout, looking at you through the thick curtain of rain, gesturing violently towards two large levers at both sides of the airship.

Two levers at the side of the ship can be pulled easily to activate levitation devices that act as emergency brakes. Any two members of the party, or the solo player and Shah Brekka, can activate them.

The brakes won't fully stop the descent but will slow the fall. The airship ends up in a swamp and immediately starts sinking into it. Miraculously, the entire crew and the party manage to get out of the airship and onto solid ground, and the airship itself stops sinking after a while but is now irremediably stuck.

After a mad scramble to get everything and everyone to solid land, the rain stops as suddenly as it started, and the crew and the party make camp. Hansel Yoh tells the party that there isn't much reason for them to wait around: it will take some time to fix the airship, and that is if they manage to get it out of the swap.

A PERFECT LANDING

The party can now leave towards their destination on foot, which will now take them at least one day marching through the jungle.

It's a sunny day above the canopies, but as you trudge through the thick jungle you are in constant shadow. Water trickles down from the leaves above and showers you occasionally, and you can't seem to be able to stay dry.

You know which direction you should go, roughly, but it will be a challenge to find your way.

ENCOUNTER: JUNGLE RAPTOR

Flow of the Combat. The raptors try to ambush the party and will be waiting hidden in the undergrowth. Roll a Dexterity (Stealth) check for them against the passive Perception of the player that has the highest in the party. The raptors are looking for an easy prey, so as long as two of them are down, the rest will flee.

SKILL CHALLENGES: QUICK RULES

The players work together towards a common goal. Achieving this goal requires a number of successful ability checks set by the DM. Each player can announce how they wish to contribute and the DM assigns skills and DCs for each ability check. The DM improvises complications, opportunities and conflicts arising from failed checks. A skill challenge typically ends when the goal is achieved or after three failures; in this scenario the outcome depends on the number of successes per party member, as described in the text.

The party has to do a special skill challenge to traverse the jungle.

The party can attempt to beat a DC 15 with ability checks using any of their proficiencies. The number of attempts permitted is equal to double the amount of party members. Here's what happens depending on how many successes the party gets:

- On party number +1 successes they get no exhaustion levels (or 1 success if this is played as a solo adventure).
- On party number -1 successes they gain 1 exhaustion level.
- On party number -2 successes they gain 2 exhaustion levels.

After the skill challenge, roll on the Random Encounters table once.

Random Encounters

For a full party, roll on the table below.

d6	Encounter
1	1 giant constrictor snake and 3 howling monkeys
2	4 jungle raptors
3	1 otyugh
4	2 allosaurus
5	4 harpies
6	2 displacer beasts

For solo play, roll on the table below.

d6	Encounter
1	2 howling monkeys
2	2 jungle raptors
3	1 owlbear
4	1 allosaurus
5	2 harpies
6	1 displacer beast

ENCOUNTER: HOWLING MONKEYS

Read or paraphrase the following:

The thick jungle all around looks empty, only for a myriad of sounds coming out of its green depths to remind you, constantly, that you are not alone in here. Suddenly, a cackle comes from up above, and you see three monkeys looking down and pointing at you as they cackle to each other, with a greedy expression on their faces.

If the encounter includes the snake, add:

Suddenly, one of them makes a hissing sound, and you hear a rustle in the undergrowth. A few minutes later, a massive snake attacks.

Flow of the Combat. The monkeys are after the players' belongings, so if a player goes to 0 HP they will simply try to snatch their backpack and run. They somehow learned how to call the snake, and they use it to distract their "victims". If two monkeys go down, the third will flee. The snake (if the party is fighting the two monkeys together with the Giant Constrictor Snake) will fight to the death, as they are generally pretty hungry.

The monkeys will stay up on the three, about 20 feet up from the ground.

If the party loses the fight and everyone drops to 0 HP, they wake up a while later with Dayo looking over them, all at half of their hit point maximum (Dayo cured them).

A short green skinned lizardfolk is looking at you, leaning on a roughly carved cane. He is wearing little more than rags, and looks at you in an irritated way.

"A circus performance, I see, here in the jungle? Not very civilized... no, no, ...I would expect better from smoothskins, I would."

He approaches, and starts poking you with their cane

"Off you go! Away! Away! don't you know! The jungle is full of danger beasts and lizardfolk! Go back wherever! back to where you come!"

Dayo is easily calmed if the party just asks them for help or tries to be friendly, and will agree to assist the party.

They behave in a weird way, showing interest in the party's weapons and clothing, and will especially ask about any magic item they may be carrying, tugging at them and trying to grab them to examine them closer.

When asked if they know Dayo, he answers: "I do, and I can show you where they live."

They also know how to get to the ruins where the Eberon shard is, but insists that the party spends the night with them in their hut. Once there, they will say: "I did say I show you where Dayo lives, right? Well here they do! Here they do! Come now, dinner time is close!"

Dayo is a master of the Breath of the Progenitors, and after a shared meal they will be happy to teach anyone about it, or to train the player that is actually on this path.

This is a good moment to explore what this tradition means to the character, and to flesh it out in the campaign. Here's some sample dialogue you can use to start off a discussion between Dayo and the party, or the player that is following the Breath of the Progenitors:

"You want to know about the Breath of our Progenitors? Ah, Dayo knows much, though they haven't learned this, no, no. You don't understand? You will, you will..."

Our Progenitors created this World, you see. Eberon, and Khyberis, and Siberys of course. One is dark, one is light, and good Eberon brings balance, and life.

They are gone now, but still here. Their essence surrounds us all, binds us all, giving Life to all that walks this plane.

Luminous beings are we, you see, not these crude vessels. You must feel the Breath around you; between all things, living and not.

Once you do, you will understand.



Killing and fighting and hurting others is not always the right choice.

Giving life is, sometimes, the most powerful act you can hope to achieve. Sometimes it is to take life too, if you can see that is...if you can understand when it's right.

The Balance, good Eberron would know, is what matters."

This part of the adventure is meant to be an exploration of what the Breath of the Progenitors is, and for this reason the rest should be improvised. If a player following the Breath of the Progenitors is in the party, consider having some actual training session where Dayo helps them try their powers.

Dayo also explains that they indeed know where the dragonshard is, however retrieving it will be a very dangerous task. They also say that they can't share too much, as a true disciple of the Breath of the Progenitors accesses a more intuitive kind of knowledge that is experienced in the moment, and too much information can distract from reaching that awareness of what is right, and what is wrong.

Before the party goes to sleep, Dayo offers to cure them of any level of exhaustion they incurred earlier in the session. He will simply meditate whilst holding hands with them, and by using their mastery of the Breath of the Progenitors all exhaustion will be removed.

THE RUINS

After spending the night, Dayo leads the party to a small cluster of ruins from the Age of Demons. On the way to the ruins, Dayo explains that the dragonshard is inside the inner sanctum of the ruins' larger temple, dedicated to a forgotten god.

You follow Dayo through the thick jungle until you all reach a large opening filled with ruins from a bygone era. Moss and vines grow over most of the remains of what must have been a small complex with a large, still mostly intact temple at its center.

As you reach the edge of the ruins, Dayo finds a particularly comfortable rock, and sits on it.

"Here you are, where the shard is. That what you look for is it not? In the temple you can find it. Maybe, if the Breath of our Progenitors helps.

Won't be easy, no, no. You must learn! And to learn with the Force is learning to see. See not with your eyes, no no, with your mind, and your mind must be open, wide open!

You look around the area and a few buildings catch your interest, if anything because they are in a good enough shape that they can be entered: the Temple, a large rectangular building with a militaristic look, a crumbling tower and a few houses whose walls are still standing."

After this Dayo says precious little, and if pressed for help or information they will say:

What do you want to know! you don't know already? You do, you do. The Breath, remember the Breath, is within and without. You must see! Not know. Knowing is for wizards, always asking. You must learn to see. Ah! Much you have to learn. I wonder...

The clearing is around 500 feet wide, with buildings and ruins interspersed all over. The remnants of a wall surround most of it, and four areas are of particular interest.

AREA 1: THE GARRISON

An imposing stone building with a crimson roof stands tall on the northern side of the clearing. The strong lines and powerful structure emanate an aura of might, and the building seems likely to have been a martial establishment of sorts. Large rectangular windows a good 15 feet off the ground are apparently boarded up, but the heavy set of bronze doors seems to merely be ajar.

The doors are not locked, and can be opened easily despite the fact that they look very heavy. From the open doors, the party can see benches and long tables in what looks like a large mess hall, and a door leading to another room in the back.

Inside the garrison, the party sees this scene:

As you walk inside more light comes in from the open door, illuminating two rows of silent figures sitting at the long tables that run the length of this large room. They are still wearing armor, rusty and falling to pieces, and their flesh is so old and withered that it's hard to make out what race they were in life. They don't seem to move, but you have the impression that they are staring at you.

On a smaller table in the middle of the room you see a Jade key and a rod made of amber.

The room is 60 by 30 feet, and the party enters on one of the short sides. Two long tables are running for the length of the room, and a total of 20 **undead guards** are sitting on long benches next to them.

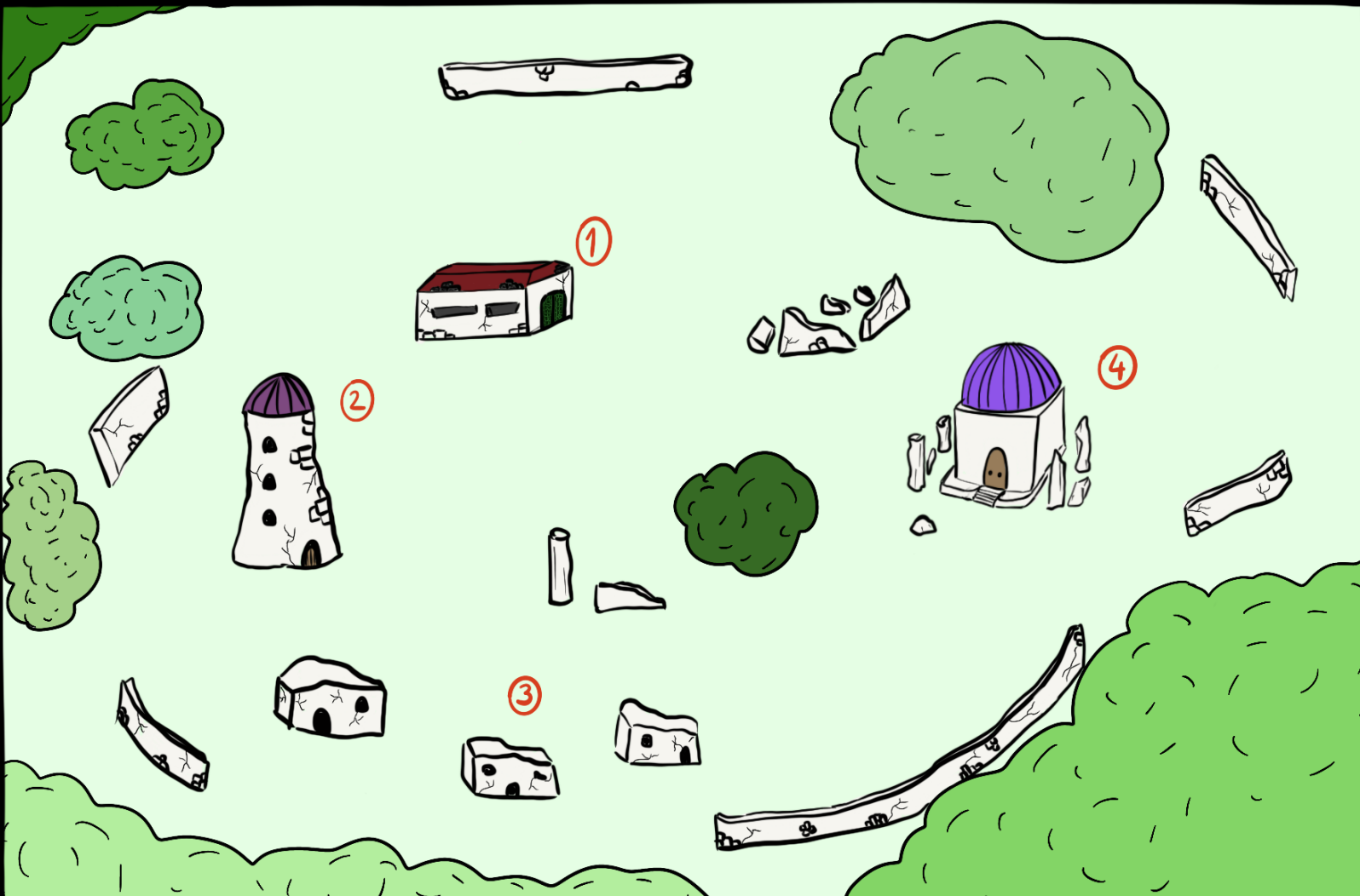
The rod is a *rod of cure wounds*. Any character that picks it up immediately knows what it is and how to use it. It has 3 charges, and it recovers 1d4 charges at dawn, up to a maximum of 3. When used, it casts *cure wounds* at 2nd level.

Once anyone picks up the jade key, all the zombies animate. Five of them position themselves in front of the entrance door and block the way out, whilst the others will try to swarm the party. The zombies also animate if one of them is attacked. The zombies follow the party outside, and will give chase until either the jade key is dropped (even after it's used to open the temple) or one of them is healed.

Use the zombie stat block, but with the following changes: the to hit bonus is +7, and Undead Fortitude does not require a roll but instead always succeeds. Additionally, if one of these zombies is healed in any way all of them stop attacking the party, bow, and return to their seat.

What's in here? The garrison is a large building with a large mess hall at the entrance. A door on the back leads to the stairs to the sleeping quarters on the first floor, and to the armory in the back. One of the rooms on the first floor is larger and better furnished than the others, as it was the room of the Captain of the Guards. The Jade key in the main room is one of the two that are required to open the entrance door to the Temple.

If the party decides to loot the place they can find an assortment of common weapons found in the "Equipment" section of Chapter 5 of the *Player's Handbook*.



In the Captain's room the party can find three potions of healing and a sentinel shield (*Dungeon Masters Guide*, p. 199).

AREA 2: THE TOWER

Leaning ever so slightly to one side, this crumbling tower looms over the western side of the clearing. A wooden door hangs precariously on its hinges, and creaks loudly as you open it, revealing a large and circular entrance room. Most of the furniture in here is broken up, and you can see a large and oddly circular hole in the ceiling above you. Stone stairs built on the wall lead upstairs.

This tower used to be a wizard's tower, but was abandoned like the rest of the ruins complex. Before everyone left, a **major spectator** was summoned here to guard one of the keys to the temple.

When the party climbs to the first floor, either by the stairs or through the hole, they see:

Leaning ever so slightly to one side, this crumbling tower looms over the western side of the clearing. A wooden door hangs precariously on its hinges, and creaks loudly as you open it, revealing a large and circular entrance room. Most of the furniture in here is broken up, and you can see a large and oddly circular hole in the ceiling above you. Stone stairs built on the wall lead upstairs.

The spectator's name is Viz'entjalka (but he prefers to be called Viz by lesser creatures—everyone else according to him—as he does not want to hear his name being butchered), and he will greet the party affably, with a hint of relief in his voice.

Viz explains that he was summoned centuries ago to protect a key on the floor above from all intruders, and to never leave until he was defeated.

"Which makes it a very boring situation, if you ask me." he continues "you see, I am overly powerful and the handful of contenders that actually made it here did not really stand a chance...hmmm...you don't seem too strong either, may I suggest you try a more...creative approach? If your race is capable of such sophistication, of course."

Viz wants to be defeated (try spending hundreds of years on your own, not being allowed to leave), but he is aware of the fact that the party is very unlikely to be able to do so in a fight. He also cannot cheat and just give up, or throw a fight,



but is willing to not attack the party as long as they don't try to get past him until he is defeated.

He will also accept any challenge from the party, even one where he would be at a disadvantage. He interprets his contract "until you are defeated" to mean any sort of defeat, not necessarily in combat, and he is confident that were he to lose any challenge he would be allowed to leave (he is, weirdly enough, right).

How does this work? Let the players decide how they want to challenge Viz, and say yes to any crazy idea they may come up with, as long as it's not completely nonsensical.

Have some fun with this! If the party wants to challenge Viz to rock paper scissors, for example, have Viz object that he does not have hands. Eventually, agree to a challenge and see what

happens. If the party loses they can always attempt another one, and Viz will be happy to continue trying until defeated, but won't accept the same challenge twice.

Of course the party can also fight Viz, but he is probably a bit too strong for them.

What's in here? The first floor is full of valuable items that can fetch a good price to the right buyer, though they are bulky and hard to transport. Particularly interesting are:

- 4 goblets, worth 150 gp each
- 4 plates, worth 50 gp each
- 3 carpets, worth 400 gp each
- a multitude of books that all together could be sold for 1000 gp

A jade key is found on the second floor, placed on top of a small stone pedestal. This key is one of the two needed to open the door of the Temple. The rest of the room is empty.

AREA 3: THE HOUSES

A few houses still stand in the southern part of the clearing. They are all missing the roof, but can be entered and explored. Inside, the party can find a few trinkets and useful items. Roll once on the House Trinkets table for each house, re-roll duplicates.

House Trinkets

d6 Trinket

- 1 a comb made of ivory in the shape of an elephant
- 2 a *bag of holding*
- 3 an old and crumbling diary; the few pages that are still somewhat intact are written in Draconic and tell of a grave danger that is leading the people of this small settlement to flee
- 4 a bag with 100 gp
- 5 a pendant in the shape of a tiger's head, made of jade
- 6 an amber fish attached to a piece of string

AREA 4: THE TEMPLE

By far the better preserved structure in the clearing, a large temple stands out in the eastern side of it, surrounded by crumbling columns. Its stone walls are smooth and devoid of any sign of time, and no windows can be seen anywhere. The only entrance is a set of massive iron double doors, each with a small keyhole.

The temple doors open on their own once both keys are inserted and lead into a massive hall, the size of the entire temple. Despite the fact that there are no windows, dim light comes from above. This room has a diameter of 80 feet.

You look up, and where the rounded ceiling should be you see a majestic night sky, covered in stars. After a moment of wonder, you notice a dark shape flying around this impossible ceiling, almost like a dark hole moving about its surface.

It takes you a few seconds to realize that what you are seeing is a large blue dragon, which quickly lands in the middle of the hall. Menacing, it looks at you with one bright yellow eye, a large gem embedded in the other eye socket where their other one should be.

A **reanimated dragon** attacks the party. The gem embedded in his left eye socket contains the Eberon dragonshard, whose life-giving power is reanimating the corpse of what was an adult blue dragon. This creature has lost the intelligence it had in its previous life and is now only moved by



ENCOUNTER: REANIMATED DRAGON

If the Dragon is Fought in a Solo Adventure.

Remove the lightning breath, and change the initial maximum hit points to 25. The dragon regenerates every other round, instead of every round.



primal instincts, but does not count as undead. The Eberron shard in its eye socket has given it new life, albeit in a limited fashion.

Removing the shard causes the reanimated dragon to disintegrate and its soul to pass on. Doing so requires immobilizing the dragon somehow and to succeed on three DC 17 Strength checks. A creative player may come up with alternative ways to do it of course, in which case the DM should allow the attempt as long as it consists of three separate checks with that same DC. Different checks by different players can be made and all successes count towards the total of three.

For example, one player may simply try to use their strength, another may try to use a spell to the same extent (ask for a check using the spellcasting modifier), another may try a tool they have (ask for a dexterity check with proficiency, if they are proficient with that tool).

EPILOGUE

After congratulating the party on retrieving the shard, Dayo will accompany the players back to the ship but no further. The ship is still stuck in the swamp, but by using its powers and knowledge of the Breath of the Progenitors Dayo lifts it up to dry land.

His parting words to the party are:

"You proved your strength in following the Breath of our Progenitors, and now you saw me do something you thought impossible until a moment ago.

Remember, we are nothing but vessels for the Breath of our Progenitors, and their spirit surrounds us, and binds us to all other beings on this plane. If you accept their warm embrace, nothing is impossible."

APPENDIX A: CREATURES

ALLOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Travel Pace 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 2 (450 XP)

Pounce. If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

DISPLACER BEAST

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Travel Pace 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Avoidance. If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.



GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12
Hit Points 60 (8d12 + 8)
Travel Pace 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2
Senses blindsight 10 ft., passive Perception 12
Languages —
Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* (2d8 + 4) bludgeoning damage. The target is grappled (escape dc 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.



HARPY

Medium monstrosity, chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Travel Pace 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+3)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 12
Languages Common
Challenge 1 (200 XP)

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (2d4 + 1) slashing damage.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d4 + 1) bludgeoning damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 ft. of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from the harpy, the target must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

HOWLING MONKEY

Small beast, unaligned

Armor Class 16 (natural armor)

Hit Points 28 (8d6)

Travel Pace 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	10 (+0)	8 (-1)	14 (+2)	10 (+0)

Skills Acrobatics +7, Perception +7

Senses passive Perception 14

Languages —

Challenge 2 (450 XP)

ACTIONS

Scratch. *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. *Hit:* 6 (1d6 + 4) slashing damage

Screech. *Ranged Weapon Attack:* +6 to hit, range 30 ft. One target. *Hit:* 6 (1d6 + 4) thunder damage. On a successful hit, the target must make a DC 15 Constitution saving throw. On a fail, the target has disadvantage on attacks, and attacks against them have advantage, until the end of the monkey's next turn.

JUNGLE RAPTOR

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 93 (11d10 + 33)

Travel Pace 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	6 (-2)	18 (+4)	10 (+0)

Skills Perception +6, Stealth +5

Senses passive Perception 16

Languages —

Challenge 2 (450 XP)

Pack Tactics: The raptor has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Rampage. When the raptor reduces a creature to 0 hit points with a melee attack on its turn, the raptor can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The raptor makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



MAJOR SPECTATOR

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points 126 (23d8 + 23)

Travel Pace 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+1)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +7

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Telepathy 120 ft., Undercommon

Challenge 8 (3,900 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) piercing damage.

Eye Rays. The spectator shoots up to three of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

- **Confusion Ray.** The target must succeed on a DC 17 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it

does nothing on its turn.

- **Paralyzing Ray.** The target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Fear Ray.** The target must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.
- **Wounding Ray.** The target must make a DC 17 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

REACTIONS

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

OTYUGH

Large aberration, Neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Travel Pace 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5

ft., one target. *Hit:* (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* (1d8 + 3) bludgeoning damage plus (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

REANIMATED DRAGON

Huge dragon, unaligned

Armor Class 18 (natural armor)

Hit Points 104 (11d12 + 33)

Travel Pace 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	6 (-2)	16 (+3)	14 (+2)

Saving Throws Dex +5, Con +6, Wis +6, Cha +5

Skills Perception +6, Stealth +5

Condition Immunities lightning

Senses blindsight 120 ft. (cannot see outside of this radius), passive Perception 16

Languages —

Challenge 7 (2,900 XP)

Regeneration. At the start of each of the reanimated dragon's turns, roll 3d10. The reanimated dragon regenerates an amount of hit points equal to the result.

Reanimation. If the dragon drops to 0 hit points or is killed outright, the gem in its eye socket starts pulsating with white light. Any check made to extract the gem during this time is done with advantage. After every player gets one more round to act, the dragon reanimates, but its hit point maximum is halved. The dragon immediately acts and its position in the initiative order changes accordingly.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Lightning Breath (Recharge 5-6). The dragon exhales acid in a 30 foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save.

UNDEAD GUARD

Medium undead, Neutral Evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Travel Pace 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	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 all languages it spoke in life but can't speak

Challenge 1 (200 XP)

Unyielding Fortitude. If damage reduces the zombie to 0 hit points, the zombie drops unconscious. At the beginning of their next turn, they raise back with 1 hit point, unless the damage is radiant or from a critical hit.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

