

BLEEDING GATE: LINEAGE

PART 3 OF A DUNGEONS AND DRAGONS ADVENTURE BY
MA'AT CROOK

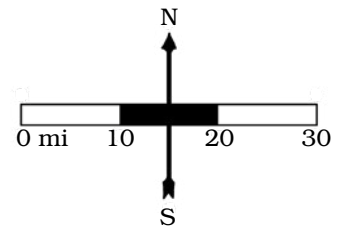
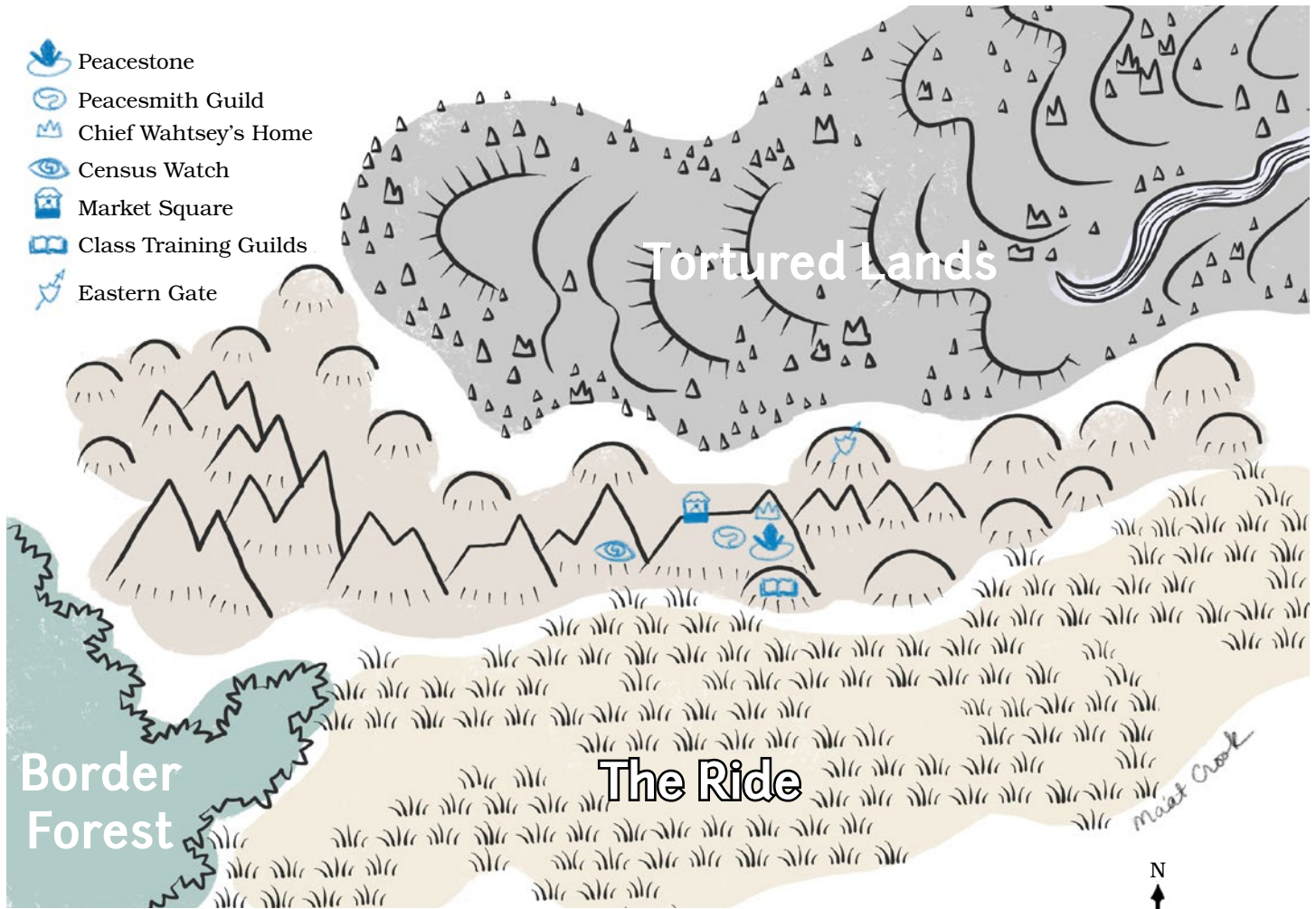
Ma'at Crook

D&D
ADVENTURERS
LEAGUE
TIER 2



Emudomier

-  Peacestone
-  Peacesmith Guild
-  Chief Wahntsey's Home
-  Census Watch
-  Market Square
-  Class Training Guilds
-  Eastern Gate





ADVENTURERS LEAGUE

LINEAGE

A BLEEDING GATE ADVENTURE

PART 3 OF 3

Module Introduction: A towering aberration threatens Emudomier. The mastermind behind its creation and the Peacesmith killings remain unknown. Can the adventurers end the chaos or will Emudomier, the Moonsea, and all of Toril be overwhelmed?

4-hour adventure for 5th-10th level characters

BY MA'AT CROOK

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BLEEDING GATE

PAGE 1

Introduction

Welcome to *Bleeding Gate*, an official D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

Bleeding Gate: Lineage is the final session of a three part adventure. The first two parts, *Bleeding Gate: Pandemonium* and *Bleeding Gate: Amalgamation*, are for tier one characters and take about one to two hours each. *Bleeding Gate: Lineage* is designed for and limited to three to seven 5th to 10th level characters and has been optimized for five 7th level characters. It takes three to four hours to run. The sessions are documented in sequential order and can be run consecutively, taking five to nine hours, best started with level four characters.

Bleeding Gate is set in the Moonsea area, within the town of Emudomier, hidden within a mountain range between the Ride and Tortured Lands.

The D&D Adventurers League

The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. It uses the fifth edition Dungeons & Dragons rules, and is set in the Forgotten Realms®. Players can create characters using the *D&D Basic Rules* or the *Player's Handbook*, or use a pregenerated character, and participate in any adventure allowed as part of the D&D Adventurers League.

D&D Adventurers League play is broken into storyline seasons, each with their own specific rules. For more information visit www.dndadventurersleague.org.

How to Use This Guide

These guidelines have been approved for D&D Adventurers League play, for this adventure and is divided into four sections:

- The **Introduction** is what you're reading now, giving information for preparing to play.
- **Adventure and Faction Hooks** give a starting point for the story, a recap of *Bleeding Gate: Pandemonium* and *Amalgamation*, and history information.
- The **Campaign Session** section lays out a series of events and interactions.
- The **DM's Appendix** gives you access to monster and NPC stat blocks, maps, and handouts.

Preparing the Adventure

As a Dungeon Master you can do the following to prepare before the day of the adventure.

- Have your DCI number handy.
- Have a copy of the current *D&D Basic Rules* or your *Player's Handbook*, and *Dungeon Master's Guide*.
- Read through the adventure, taking notes,

copying handouts, and gathering resources you'll need like miniatures and maps.

- If you know the players beforehand, you can tailor this adventure to increase fun and save time.

Before Playing

Check that each player's character sheet is in order, with ability scores using the standard array or point buy system. Ask the players to provide you with:

- Character name and level
- Character race and class
- Passive Perception (Wisdom)
- Armor Class
- Anything notable (such as backgrounds, traits, flaws, etc.)

Ensure each player has a completed and accurate Adventures League log-sheet(s) for their character with the following information.

- Adventure name
- Session number
- Date
- DM name and DCI number.
- Starting values for experience
- Starting value for gold
- Starting amount of downtime
- Starting renown
- Number of permanent magic items currently held validated by certificates or DM signatures

Adventures League log-sheets can be obtained online.

Adjusting the Adventure

Make adjustments for party size, level, and experience by removing or adding creatures. You can also assist the party by using NPCs to help them in combat. To figure out if adjustments are needed...

- Total the levels of all player's characters
- Divide the above total by the number of characters
- Round up for a fraction of .5 or larger; round down for a fraction smaller than .5

This will calculate the average party level (APL). Use the APL number and the following table to figure out the party's strength.

Party Strength

Party Size	APL Comparison	Party Strength
3-4	< 7 APL	Very weak
3-4	= 7 APL	Weak
3-4	> 7 APL	Average, no adjustment
5	< 7 APL	Weak
5	= 7 APL	Average, no adjustment
5	> 7 APL	Strong
6-7	< 7 APL	Average, no adjustment
6-7	= 7 APL	Strong
6-7	> 7 APL	Very strong

Running the Adventure

As the Dungeon Master your role is to guide the story, bring the text to life, and ensure the players have fun. So keep the following in mind:

- This guide is a suggestion and doesn't need to be followed word for word.
- When time is limited be brief, direct, on time, and willing to take shortcuts. Keep the game moving.
- If players get needlessly sidetracked, looking for deception, hidden plots, and nonexistent side quests, you can assure them your word is honest.
- If time is not an issue, allow PCs to interact with NPCs and follow any lead they wish. Creativity can lead down unexpected paths.
- Make adjustments and give hints if players are frustrated. Add variety, take suggestions, and engage everyone equally if players are bored.
- The dialogue boxes offer suggestions. Be as creative, detailed, or brief as needed. Dialogue can be sparsed out so it's not said all at once.
- Give hints and clear direction; it allows players to make informed choices about how to proceed with puzzles, combat, and interactions without second guessing or feeling lost.

Downtime and Lifestyle

At the beginning or end of each play session, players must declare if they are spending downtime days. Reference the *Player's Handbook* page 187 and the *D&D Adventures League Player's Guide* for information on downtime activities and how to log it.

Spell-casting Services

Any town or larger community can provide some spell-casting services, unless the adventure or season's storyline says otherwise. Other spell-casting services may be specific to an adventure. Normally characters need to be in the settlement to obtain services and normally are limited to no more than three spells a day. However, in this adventure one of the NPCs offers her spellcasting services. **Theema Aga'Rith** can cast three spells per long rest from the Spell-casting Services table listed below, in addition to the spells in her appropriate stat blocks.

Spell-casting Services

Spell Name	Cost
Cure Wounds (1st level spell slot)	10 gp
Identify	20 gp
Lesser Restoration	40 gp
Prayer of Healing (2nd level spell slot)	40 gp
Remove Curse	90 gp
Speak with Dead	90 gp
Divination	210 gp
Raise Dead	1250 gp

Character Disease, Death, and Recovery

A character who ends a session affected by poison, disease, death, or similar affect will start the next session with the same affect. Unless the adventure or season's storyline says otherwise, players may use downtime days to temporarily cancel out disadvantages caused by the effect or recover from one effect that prevents a character from gaining hit points. Reference the *D&D Basic Rules* or the *Player's Handbook* for more information on recuperating.

Acolyte Background

An Acolyte background allows the character, once per day, to request spell-casting services (in the above table) from a temple dedicated to their deity. If they pay anything, it's usually no more than the cost of material components.

Death

Unless the adventure or current season's storyline states otherwise the death of a character can be resolved in several ways.

- Another character can use a **Raise Dead** or **Revivify** spell.
- The party can use the dead character's or their own funds to pay an NPC 1,250 gp for **Raise Dead**.
- **Create a new character** at 1st level, with none of the deceased character's items, rewards, or experience. At that level the new character will not be able to complete *Bleeding Gate: Lineage* until they reach level 5-10.

Adventure and Faction Hooks

This is the conclusion of a three part adventure. New players may jump into this module without playing part 1 or 2. For any players new to the *Bleeding Gate* adventure, begin the game with the **New Player Hook** on page 5.

Recap

Four NPCs in particular feature heavily as the cause or relating to the conflict that has run throughout all three adventures. Their names are in bold below, followed by the page where their sidebar boxes can be found, listing important information for DMs.

In *Bleeding Gate: Pandemonium* the party escorted children and a pregnant tiefling, named **Theema Aga'Rith** (pg 6) to the town of Emudomier (eMoo-duh-meer). On the journey the tiefling was attacked by creatures sent to intimidate her into returning to her ex, **Tomakas** (pg 11). Once safely in Emudomier

they met the Paragon, leader of master negotiators called Peacesmith. That evening the party found missing Peacesmith within the Tortured Lands; they had been attacked and turned to zombies by someone appearing to be the Paragon, praising “**Lord Saultrophine** (pg 12), Master of Chaos!”

In *Bleeding Gate: Amalgamation* the Paragon’s husband, Ersu, told the party of mysterious Peacesmith disappearances. They tracked down the culprit. Arnfred, the Paragon’s twin; he’d killed Peacesmith, raised them as zombies, and created aberrations, including a colossal gibbering moulder. He was commanded by Saultrophine to disrupt order, and to find and open a “gate” to free him from imprisonment. Saultrophine’s identity remains unknown but Theema Aga’Rith has heard the name. She helped raise a child with that name, missing since childhood, son of Tomakas and her best friend, **Eka** (pg 10). Theema Aga’Rith and the party were warned that, the so-far unseen, Eka “is angry.” Tremors began and continue to shake Emudomier.

Adventure Background

The party may have questioned Theema Aga’Rith about Tomakas, learning that she left him because of his growing aggression toward mortals. However, unknown to his consorts, Theema Aga’Rith and Eka, Tomakas has tired of being a servant, angel of chaos, charged by the gods to keep chaotic energies in balance; he should be a god. He resents being forced to protect weak mortals from chaos, mortals should worship him. He’s spent millennia planning and manipulating, waiting for the day he can overwhelm this plane with chaotic energies, dreaming of the gods’ pleas for his help, and making mortals bow to his rule.

Millennia ago, lifetimes before the town of Emudomier was founded, the gods closed a rift between planes; chaos from the Far Realm was pouring undaunted into the Material Plane, creating an imbalance. Tomakas manipulated his own son, Saultrophine, into hiding within the Far Realm before its closure, to lay the groundwork for their(his) rule and directed him to work toward reopening the gate. Tomakas is attempting to intimidate Theema Aga’Rith into returning to him; he needs her ability to open portals. He wishes to use his second consort, Eka, and her ability to turn chaotic energy into useful magic. He, directing Saultrophine, has been behind the deaths, undead, aberrations, and rising chaos within Emudomier. Perhaps he has hopes of manipulating the party too, to reach his goal of ruling all, becoming god of chaos.

Adventure Overview

By the time the adventurers begin several tendays have passed since *Bleeding Gate: Amalgamation*. Arnfred Miruforge may have been stopped (by death or capture in *Bleeding Gate: Amalgamation*) but his colossal gibbering moulder, a fusion of forest creatures, continues to tower over the area, endlessly gibbering, “Lord Saultrophine, Master of Chaos.” In

addition, ground tremors are more frequent. The adventurers, in conjunction with the Peacesmith and mercenaries, have worked round the clock shifts (each PC paid 100g), tirelessly whittling away at the colossus’ mass, shrinking it in size, as it languidly moves east. This morning the party wakes in their quarters. Chief Wahtsey delivers a request, asking the party to report to the Peacesmith Guild.

The following section provides the DM with an overview of how this adventure is most likely to play out.

Part 1: The Sun Rises

The Paragon has visions casting doubt that Saultrophine is the mastermind behind the recent chaos and he sees the destruction of the Peacesmith’s sacred object, the Peacestone. He asks the party to protect it, keep it whole. Ersu brings good news; it appears today will be the day the gibbering moulder can finally be defeated. Depending on who the party chooses to help first, they may fight the gibbering moulder or explore the area around the Peacestone. While they work, several earthquakes shake the ground beneath them, caving in Peacestone cavern.

Part 2: The Owl

Eka, the cause of the quakes, arrives. She believes her best friend, Theema Aga’Rith, is intentionally preventing her from returning home on another plane. She sends elementals to attack. The party can fight or persuade Eka. Tomakas arrives as a swarm of snakes, telling the party how to help Theema Aga’Rith unblock her powers. She opens a gate to the Far Realm; she can feel Saultrophine on the other side of the portal. Eka asks the party for their help saving her son. In the cave-in the Peacestone was shattered, chaos is pouring in and until the Peacestone is mended the portal can not close, chaos could overwhelm this realm.

Part 3: Filled with Dread

Once Saultrophine is out of the threshold of the portal and the gate is closed, Tomakas arrives in his full celestial form. He is powerful and the party may choose to fight him but their chances of survival are better if they make a deal with him in exchange for their lives.

Zhentarim or Lords’ Alliance Faction Hook

A powerful queen was spotted heading to Emudomier. The faction member(s) of this party are assigned to serve as representative(s), delivering a message to the queen. Best estimates say she will arrive in Emudomier sometime this morning by pegasus and wyvern drawn chariot. Read or give the players a copy of the following:

“To the glorious Queen Eka, Lifter of Curses and Shaper of Chaotic Energies,

It is our understanding you have been trapped on this plane ever since the mysterious closure of many planar gates. We too have been plagued by this problem and our highest ranking spellcasters have been working to find a solution. They report being very close to returning you home.

In the meantime, with your experience in chaotic energy, we request your assistance in Emudomier. Our trade-partners report great discord caused by chaotic energy emanating from within Peacestone Cavern. They do not know if this is a natural occurrence or caused by someone called ‘Saultrophine.’

We are in great need of your expertise and we are your capable servants. May we form this partnership?”

Manic Mantic Hook

Player’s Handout page 25.

Pick a player character, preferably one who didn’t receive a faction or new player hook. This character is having a terrible, disjointed, non-linear dream; the imagery and words from the dream are listed in the box below. To save time give them a copy of the box or read one randomly chosen dream description along with reading **number 10**. When the player character wakes they find a scrap of paper; their own hand had scribbled drawings in their sleep. Read, give a copy, or paraphrase the dream images:

1. The sun repeatedly rises and sets at an unnatural pace. Birds fly upside-down.
2. You stand before a wall of flesh, silently shouting at you from the mouths of beasts, before it flies apart, destroyed.
3. A close up of a golden eye, begging, “Mother, Father, Auntie, save me.”
4. An owl lights atop the Peacestone; she lovingly cradles a child, “My sweet Saultrophine.”
5. In desperation a voice pleads, “Free me from this kingdom.” And gleefully adds, “I reign supreme! To rule is my birthright, his expectation.”
6. Snow falls, burning your skin.
7. A close-up view of a hawk’s wing, dotted with a thousand eyes, fills your vision. The air whistles, speaking, “The mother must save her child.”
8. A large figure rises near the Peacestone. You willingly bend at the knee; you bow your head. Your heart swells with despair and hope.
9. The Peacestone shatters.
10. A storm funnel forms over the wooden cap next to the shattered Peacestone; it blows the Peacestone shards away. This fills you with dread.

New Player Hook

The new player character can decide how they accepted employment to join the ranks of Peacesmith and mercenaries, bringing down the colossal gibbering moulder that looms over the land near

Emudomier. Perhaps Chief Wahtsey sought them out for a specific skill or reputation. Maybe the new player themselves approached Chief Wahtsey, offering their services. The new player has been given quarters at Chief Wahtsey’s residence for the night and have been updated on recent events (see the [Recap](#) on page 3). They’ve been asked to report to the Peacesmith Guild in the morning.

History

The following history information does not need to be revealed immediately but can be learned from speaking with NPCs in Emudomier throughout this adventure. Paraphrase:

Emudomier

- Emudomier (eMoo-duh-meer) is located in the Moonsea area, within the mountain range lying between the Ride and Tortured Lands. The town has been hidden for centuries underground.
- The town was founded by an isolated community of Mountain Dwarves, hiding from the violence of their past. However recently they came out of their isolation and now welcome people of all races, ethnicities, religions, classes, and backgrounds.
- People in Emudomier are treated kindly. Enslaving, taking advantage of, manipulating, forcing, tricking, creating dependency, threatening, or coercing someone into doing anything are behaviors that are never ignored or minimized. The people who treat someone this way will face consequences on a family, friend, community, and, in some cases, legal level.
- Arnfred Miruforge, the Paragon’s twin brother, was responsible for Peacesmith abductions, killings, and raising them as undead in the name of “Lord Saultrophine, Master of Chaos,” in an effort to weaken their peaceful hold over the area. He was seeking the gate and gatekeeper to free Saultrophine from another plane. Arnfred was stopped recently by adventurers but the identity of Saultrophine is not yet known.

Peacesmith

- Emudomier’s champions and master negotiators are called Peacesmith. Their formation began with the discovery of a large quartz crystal they call the Peacestone.
- The Peacestone is carved with symbols from several ancient languages translating to “spread peace like a light in darkness.” The crystal also has a collection of words scattered along its surface, “honesty,” “respect,” “negotiation,” “kindness,” and a word that translates to “taking only what is given willingly and enthusiastically, with full understanding.”
- The Peacestone glows if the person touching it has extraordinary potential to broaden peace. If

chosen, they may accept the calling of Peacesmith and the benefits that come with that training.

- After the events of *Bleeding Gate: Amalgamation*, it is hoped with the defeat of Arnfred Miruforge that the Peacesmith disappearances and killings have been stopped.

Touching the Peacestone

If the party find themselves in Peacestone Cavern, before the unbroken and flawless Peacestone, any party member may touch it to see if they can activate the crystal. The following are two suggested options.

1. **Quick Method:** Roll a d4 for each player wishing to touch the Peacestone; on a 2 or 4 their touch makes the Peacestone glow.
2. **Long Method:** Print, cut, and fold the paper **fortune teller** on page 24. A different color is on each flap, representing the eight colors on the Peacestone. The player selects one color, you spell out that color as you puppet the fortune teller open horizontally and vertically. When you come to the last letter they select another color inside the open fortune teller, you spell the color, and stop when you reach the last letter. They select one last color from the inside of the fortune teller; you open that flap. They may see a picture of a glowing Peacestone or they will see a blank space under the flap, denoting no glow.

Ersu Heidagurne,
Assistant to and husband
of the Paragon

The Paragon,
The oldest Peacesmith



Roleplaying The Paragon (pronoun "he")

Voice: He is personable, quick to laugh, and passionate. His speaking voice is breathy and focused, never yelling.

The Paragon is a dark-brown skinned mountain dwarf. He has spent his entire, extensive life studying and contemplating compassion, negotiation, honesty, respect, kindness, and consent.

Roleplaying Ersu Heidagurne (Ersoo Hide-a-gern) (pronoun "he")

Voice: Naturally whispery with a spark of caution before speaking.

Peacesmith Ersu's green hue, pointed ears, and short nose are common characteristics for githzerai. Along with his freckles and stripes, his skin is tattooed. He is proud of his husband; his love shines through every word when he speaks about him. Ersu is a Harper, and a member of the covert organization, the Census Watch.



Theema Aga'Rith,
Queen, The Gatekeeper
and healer

Roleplaying Theema Aga'Rith (Th-ee-ma Ah-ga Rith) (pronoun "she")

Voice: She is strong and confident, with serious moments that can quickly erupt with energy and joy.

Theema Aga'Rith is a title, meaning "Sovereign Gatekeeper and healer" in Celestial. Internally she is powerful at a level that seems to tower above her 5'4" form. She is an outsider (magically reading as celestial **and** fiend, but not undead) with blocked powers, making her equivalent to a tiefling. Theema Aga'Rith and her best friend, Eka, shared a relationship with Tomakas, father of Theema Aga'Rith's unborn child. When Tom and Eka became more aggressive toward mortals, she left. In return, Tom weakened her healing and portal powers until she "learns her lesson and returns home." Theema Aga'Rith is not "a gatekeeper," she is "The Gatekeeper." Without her full powers there are some gates that can not be opened by anyone; she is the conduit for those magicks.

In her time staying in Emudomier she has helped adventurers protect the townsfolk. She has fought side-by-side and done what she can to heal those who were injured.

Stats while her powers are blocked:

AC: **18**, HP: **189**, and **+5 to her saving throws.**

Stats after her powers are unblocked: Page 19

Campaign Session

Part 1: The Sun Rises

The message the party received this morning did not specify why they were called to the Peacesmith Guild but it's not an unusual request. The Paragon, leader of the Peacesmith, coordinates the round-the-clock attacks against the gibbering moulder.

Peacesmith Guild

Read or paraphrase:

Like you, Theema Aga'Rith, the pregnant tiefling was called to the Peacesmith Guild; she walks with you down the magic-lit tunnels. As you enter the guild, the large cavern echoes with activity. Peacesmith trainees practice on the central training floor. Intermittent snores surge from the dark barracks. The smell of fruit and bread wafts out of the kitchen. In the library Ersu has an animated discussion with a bedraggled Peacesmith. The Paragon opens his bedroom door, groggy and blinking, his face wet with tears.

The party can speak with the Paragon ([The Paragon's Dream](#)) and/or Ersu ([Ersu's Request](#)), each of whom have a special request that allows the players to decide where they will start their adventure.

The Paragon's Dream

If the party chooses to speak with the Paragon read or paraphrase:

The Paragon's eyes are bloodshot; he clutches a crumpled paper.

"I shut my eyes and am plagued with the same images--you picking up pieces of shattered Peacestone! There's more to these troubling visions. We've been told Saultrophine is behind the recent disorder and violence but part of my vision gives a sense that he may be more victim than mastermind. I'm not sure what to make of these images! The one clear message shows the Peacestone is in great danger; all life is threatened. Please, go to Peacestone Cavern; the Peacestone must be protected, we must keep it whole."

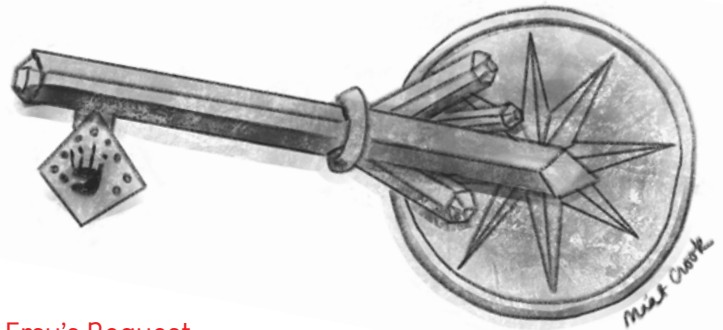
The crumpled paper in the Paragon's hand is similar to the papers gathered from Peacesmith Toothpick's body in *Bleeding Gate: Pandemonium* and the paper found in the sewer in *Bleeding Gate: Amalgamation*. It is exactly identical to the paper received from the [Manic Mantic Hook](#) in this module. If the party does not have these papers, Theema Aga'Rith can produce them from her satchel. If the Paragon or the players mention dream description number 4 ("*An owl lights atop the Peacestone; she lovingly cradles a child, 'My sweet Saultrophine'.*") Theema Aga'Rith knows who it is referring to. Read or paraphrase:

Hearing this, Theema Aga'Rith lifts her head; each snake atop her scalp looks curiously in your direction,

"Saultrophine, my sweet boy. His mother, Eka, was my closest & longest friend. She often wears dresses of owl feathers; that must be her! I wish Tom hadn't blocked my powers, I could open a gate straight to her. When he last spoke of her; he said she's on this plane, angry. Was any of that confirmed by your dream?"

Lastly, the Paragon pulls a necklace from under his cyclas, holding an **ornate key**. He's never used the key himself and something about discussing it makes him uncomfortable. He simply tells the party that if they have use for it, they will know what it goes to.

If the party chooses to go to Peacestone Cavern before or instead of fighting the moulder, continue to the [Peacestone Cavern](#) section on page 8 (skip [The Peak](#)).



Ersu's Request

If the party chooses to speak with Ersu read or paraphrase the following box.

Ersu looks to you, grateful for your arrival.

"Amongst the anguish we've experienced, the latest being our lack of insight into the threat this 'Lord Saultrophine' poses, we may have some good news. It seems we've eroded the aberration to a size we can finish this very day. The latest report has them at the peak of this mountain. Do you feel refreshed enough to take this morning's shift?"

If the party agrees to Ersu's request each player character will be given **one weapon**, of their choice, found on page 149 of the *Player's Handbook*, at no cost to the player. If the party chooses to fight the moulder instead of or before going to Peacestone Cavern continue to [The Peak](#) section below.

The Peak

Map on page 23.

After agreeing to Ersu's request to fight the moulder, the party and Theema Aga'Rith exit a tunnel to the mountain's peak. Read or paraphrase the following:

A squad surrounds and attacks the moulder; after days of attacks the moulder has shrunk from colossal heights to a 25 foot tall and wide mound of writhing flesh,

fur, claws, horns, carapaces, and snapping teeth. The individual animals making up the moulder hiss as the Peacesmith attacks land painfully. The sounds of “Lord Saulthropine, Master of Chaos” seem high pitched and desperate as the aberration fights back.

Round 1

The Peak Encounter: Huge Gibbering Moulder

Combat for this adventure will have a chain of milestones, as the party meets specific rounds, other encounters and events will be triggered. To help keep track of rounds you can use the DM Combat Tracker on page 16, in the [DM Appendix](#).

Encounter Adjustments

Suggested encounter adjustments are not cumulative. If short on time, run this combat at a lower APL.

Party Strength Suggested Monsters (on page 17)

Very Weak	1 Huge Gibbering Moulder only attacking PCs within 5ft. The Peacesmith squad helps the party.
Weak	1 Huge Gibbering Moulder only attacking PCs within 5ft. The Peacesmith squad is incapacitated.
Strong	1 Huge Gibbering Moulder with 670hp (11,250xp). The Peacesmith squad is incapacitated.
Very Strong	1 Huge Gibbering Moulder with 1005hp (20,250xp). The Peacesmith squad is incapacitated.

Round 2

The Peak Encounter: Eka's Earthquake

On the second round an **earthquake** tremors; the ground at the top of the peak becomes difficult terrain and any creatures on the ground must succeed a **DC 19 Dexterity saving throw** or be **knocked prone**. Anyone who has cast a concentration spell must succeed on a **DC 19 Constitution saving throw** or loose concentration. A **DC 20 Wisdom (Perception) check** will spot an object in the sky, flying toward Emudomier. If a PC points it out to the party, Theema Aga'Rith will know it is Eka.

Round 5

The Peak Encounter: Eka's 2nd Earthquake

On the fifth round, a **DC 15 Wisdom (Perception) check** or **passive Perception** will easily allow player characters to spot the object in the sky, about 200 feet away, flying toward Emudomier. It is clearly a chariot being pulled by a pegasus and wyvern. If anyone points it out, Theema Aga'Rith will know the chariot is being driven by Eka.

An **earthquake** tremors; the peak becomes difficult terrain and any creatures on the ground must succeed a **DC 19 Dexterity saving throw** or be **knocked prone** and, if they are within 10 feet of

the Huge Gibbering Moulder, they will **fall down the hole (suffering 3d6 bludgeoning damage)** created when the ground beneath the moulder collapses into Peacestone Cavern. Anyone who has cast a concentration spell must succeed on a **DC 19 Constitution saving throw** or loose concentration.

Continue encounter at the [Round 6, Encounter: Eka](#) section, under [Part 2: The Owl](#) (skip the section below, entitled [Peacestone Cavern](#)).

Peacestone Cavern

Map on page 23.

If the players choose to go to Peacestone Cavern before or instead of fighting the moulder, any party member **NOT of chaotic alignment** will feel a strong sense of unease, turmoil, and repulsion coming from Peacestone Cavern. Have the party roll initiative when they arrive in Peacestone Cavern. This “encounter” will have a chain of milestones, as the party meets specific rounds other events and encounters will be triggered. To help keep track of rounds you can use the DM Combat Tracker on page 16, in the [DM Appendix](#).

Round 1

Peacestone Cavern Encounter: Chaotic Mosaic

The party can choose to investigate or interact with anything in Peacestone Cavern. Read or paraphrase:

The Peacestone stands whole and alone. You and the lifeless, stone-carved figures on the cavern walls serve as the only witnesses to the Peacestone's elegance. A wooden cap lying near the Peacestone mosaic almost has the appearance of a gigantic wine barrel lid. Large wooden beams, measuring 6 by 6 inches thick and up to 35 feet long, are bound together by iron straps and bolts. Five bulky, high-end locks thread through five bolts, pinned deep into the cavern floor.

The Source of Unease, Turmoil, and Repulsion

Under the wooden cap is a mosaic, beneath an unseen fissure bleeding chaos. Non-chaotic PCs feel increasing chaos the closer they approach it. While they are **on top** of the wooden cap or mosaic itself they will make skill **checks and saving throws at disadvantage**.

Touching the Peacestone

If any party members have already touched the Peacestone, any further touches will yield the same result. For any party members who are touching the Peacestone for the first time, Peacestone interaction instructions begin on page 6, under the [Touching the Peacestone](#) section.

There are several possible ways to remove the wooden cap. For example...

- The locks can be **unlocked with the Paragon's key** or be lock-picked with a **DC 20 Dexterity check**. Once unlocked every player character is

needed to lift the cap. One by one, on their turn each player must succeed on a **DC 18 Strength (Athletics) check**. On the next round, those who succeed on their checks can do a Help action to assist those who previously failed their checks.

- The spell **Shatter** can successfully destroy the wooden cap without destroying the mosaic beneath.
- At the DMs discretion reward creative thinking.
- If they are not able to remove the wooden cap before **Round 5**, Eka's Second Earthquake will break the wooden cap, exposing the Chaotic Mosaic.

After the wooden cap is removed by any of the above means, read or paraphrase:

For centuries the wooden cap covered a mosaic, similar to the one at the foundation of the Peacestone. However rather than portraying images of cooperation and joy, these tiles show chaotically scribbled symbols, like those seen on the papers drawn in people's dream states. Each tile in this mosaic shimmers, giving the false impression that the symbols are rotating.

The Papers with Chaotic Scribblings

The markings on the chaotic mosaic are like those found on the paper the Paragon gave the party today. This is a

good moment for the party to pull out the three papers, one acquired from the Paragon this morning, one from *Bleeding Gate: Pandemonium*, and one found from the sewer in *Bleeding Gate: Amalgamation*. These three papers are a puzzle that, when pieced together, merge and form into a *Scroll of Comprehend Languages*. With this spell they will be able to read the ancient writing on the chaotic mosaic. If the players are all new, Theema Aga'Rith can provide them with the papers from the previous modules.

If the symbols are translated, read or paraphrase:

"This marks a rupture, a gate that can never be fully closed, forever leaking the chaos of another realm.

The crystal counteracts the chaos, keeping the natural balance. It is the lock that keeps the gate from opening wide. Without it the gate, if opened, can not be closed.

Protect the crystal; keep it whole."

Round 2

Peacestone Cavern Encounter: Eka's Earthquake

On the second round an **earthquake** tremors; the ground inside the cavern becomes difficult terrain and any creatures on the ground must succeed a **DC 19 Dexterity saving throw** or receive **1d8 damage**

cont. pg 10



Capped Mosaic

Near the Peacestone lies a mosaic so disturbing to the Emudomier founders, they chose to cover it with a wooden cap. In an effort to counteract the unease that has grown, generation after generation, citizens place their favorite flowers, candles, art, and food atop the cap.



Peacestone and its Mosaic

The Peacestone glows a pale blue if touched by someone with exceptional potential to spread peace.

Peacestone's Protection

While the Peacestone is **whole and unbroken**, the 5 foot area where it rests is naturally protected by an unknown force. Spells or other spell-like effects do not work on it, similar to an *antimagic* field. This protection is not in effect while the Peacestone is shattered.

from falling debris and be **knocked prone**. Anyone who has cast a concentration spell must succeed on a **DC 19 Constitution saving throw** or lose concentration.

Round 5

Peacestone Cavern Encounter: Eka's 2nd Earthquake

An **earthquake** tremors; the cavern floor becomes difficult terrain and any creatures on the ground must succeed a **DC 19 Dexterity saving throw** or **receive 1d8 damage** from falling debris and be **knocked prone**. Anyone on the Peacestone mosaic who fails their Dexterity saving throw suffers an **addition 2d8 damage** as the ceiling collapses, and the huge gibbering moulder falls through. Anyone who has cast a concentration spell must succeed on a **DC 19 Constitution saving throw** or lose concentration. Continue the encounter in the following **Part 2: The Owl**.



Eka,
Queen, Lifter of Curses and
Shaper of Chaotic Energies

Roleplaying Queen Eka (pronoun “she”) Stats on pg 17
Voice: Modulated and pleasant when calm; quick to anger when witnessing maltreatment or facing humans.

By all appearances Eka is a 5' 2" human with dark-brown skin. Her role as queen has been to turn chaotic energy useful, lift curses, and care for those no one else cares about. Eka has always been unwilling to follow others' rules of behaviors “benefiting one group of people while sacrificing another.” In Eka's early, human life she was abused. She believes, without Theema Aga'Rith's help she would have died at the hands of her oppressors.

Creature Type

Player characters can try to sense her creature type but the information they receive shows she is fiend **and** celestial; it is unknown if either is accurate. It is only known that she isn't undead.

Why Eka is on this Plane

Eka was working on this plane when Theema Aga'Rith left home and Tom blocked her powers. Eka has not been able to return home in the Upper planes and believes Theema Aga'Rith is intentionally keeping portals closed, trapping her here out of revenge for their recent disagreements (Tomakas manipulated her to believe this).

Part 2: The Owl Collapsed Peacestone Cavern

Round 6

Encounter: The Shattered Peacestone

Collapsed Cavern Map on page 23.

The huge gibbering moulder suffers **5d6 falling damage**, from falling to the cavern floor.

The Peacestone is shattered into numerous shards by the fallen debris and moulder. Any character taking a moment to inspect the crystal can see the 6 large shards are resonating with energy. **DC 15 Intelligence (Investigation) check** will tell the player characters the shards are attempting to merge together. Any player character(s) with this knowledge can attempt the following.

The Peacestone's Mending

On your turn, you can use an **action** to pick up two Peacestone shards and attempt to fuse them together. Doing so requires **two free hands and concentration**.

At the beginning of your next turn, the two shards you are holding fuse together, leaving no trace of the former damage between them.

If you take damage while concentrating on the shards, you must make a **Constitution saving throw** versus a **DC 10** or **half the amount of damage** you just took, whichever is higher. On a failure, you drop the shards and they do not fuse together.

Track Shards Mended



Round 7

Encounter: Eka

Eka lands her chariot on the mountain peak, at the edge of the hole. The chariot is pulled by a pegasus and wyvern. She is the queen the **Zhentarim or Lords' Alliance faction** members were told to meet. Read or paraphrase:

Eka stands tall, despite being little more than five feet, in a dress made of white owl feathers and bones. Something about her gives the impression she is more powerful and ancient than is possible for a human. She scans past you, tears in her eyes, settling on Theema Aga'Rith.

“You're torturing me. Why do I hear my son's name? My poor, lost Saultrophine! <gritting her teeth> Tom said you were here, keeping gates closed, trapping me here! How dare you treat me this way when I love you so much?! I just want to go home. I don't want to hurt anymore, missing my ‘Tophi,’ hearing his name. Help me!”

Believing Theema Aga'Rith is intentionally hurting

her, Eka summons **2 earth elementals** to attack.

Encounter Adjustments

Suggested encounter adjustments are not cumulative. If still alive, the Huge Gibbering Moulder will attack.

Party Size	Suggested Monsters (on page 17-8)
Very Weak	1 Earth Elemental, 1 Huge Gibbering Moulder only attacking PCs within 5ft.
Weak	1 Earth Elemental.
Strong	2 Earth Elementals and Wyvern.
Very Strong	2 Earth Elementals, Wyvern, & Pegasus.

Eka is not an evil character; she doesn't know she's being manipulated by Tomakas and has a quick temper when she thinks she is being mistreated. Some of the ways the party can stop Eka, may include...

- Fighting Eka (CR 12). Theema Aga'Rith will warn the party she's powerful and admits she loves her.
- Making an offer to satisfy her need to go home, to find Saultrophine, or to stop the moulder (if still alive) from saying Saultrophine's name. One player must succeed on a **DC 20 Charisma (Persuasion) check** to convince her. Theema Aga'Rith can give the player Help to give them advantage on the roll.
- The party could call for Tomakas, demanding or asking for him to unblock Theema Aga'Rith's powers therefore proving she is not "torturing" Eka. He will come to their calls, at **Round 10**, in the form of a swarm of snakes.
- Or some other creative means at the DM's discretion.

Roleplaying Tomakas (Tom-a-kus) (pronoun "he")
Voice: Shriill, like air forced through a narrow pipe.

Tomakas, a solar celestial, is not on this plane but has the ability to speak through the body of snakes existing on any plane. He uses this ability to speak with his consorts, Theema Aga'Rith and Eka, manipulating them. He is Death, Anger, Wrath, Destruction, Poison, and the Venom of the gods. He is Chaos. And while chaos does exist on this plane, Tomakas has played the long game to see that the balance is eventually tilted more heavily toward chaos. He tires of being a servant to the gods, tasked with managing chaos; he should **be** a god. He is using his family to get what he wants.

- He's manipulating Theema Aga'Rith to open the lost Gate of the Far Realm, to bleed chaos into this plane.
- He'll use Eka's ability to change chaotic energy into useful energy, to gain more power **he** can use to rule Toril and all the planes.
- Unknown to all, he sent his son, Saultrophine, into the Far Realm as an agent and puppet, working to open the gate from the other side. He loves Saultrophine but if his son dies in this task, it is worth the loss. If his son fails, his anger will be icy.

Round 10

Encounter: Tomakas' Snakes

1 swarm of snakes slithers toward Theema Aga'Rith.

Tomakas speaks through them. If the players attack the swarm, he will continue to speak through the snakes' living or dead bodies. Read or paraphrase:

Each snake turns an iridescent head toward each of you, Theema Aga'Rith, and Eka.

"As a result of my selfishness, loved-ones quarrel, our unborn child could have been injured, and another love has been left far from home. Eka, Darling, it was not her doing that trapped you here; I was wrong to block her powers. I promise, Theema Aga'Rith, my Apricot, those around you have the ability to help you access your powers. A practiced wave of the hand and touch on your brow could remove the curse I had placed there. There will be NO gates that will refuse your command. See for yourself; check to prove I'm telling the truth.

A runic symbol glows on Theema Aga'Rith's forehead. A **DC 18 Intelligence (Arcana) check** will tell the player characters that Theema Aga'Rith's curse can be removed in one of the following ways, depending on the make up of the party.

- If the party has spellcasters with **Remove Curse** or **Dispel Magic**, all of them touching the symbol while each casts the spells will shatter the rune.
- If no one in the party has **Remove Curse** or **Dispel Magic**, each party member can place their hands on her forehead, each making a **DC 18 Intelligence Saving Throw**, with advantage for spellcasters. If the majority succeed then the rune shatters. Those that fail receive **1d6 psychic damage**.
- If the players can not or do not unblock Theema Aga'Rith's powers, Eka will ask the spellcaster player characters to help her remove Theema Aga'Rith's curse. She will collect chaotic energy from the area of the chaotic mosaic (see her stat block on page 17), replenish each helper's lowest spent spell slot, and ask for them to expend a level 3 spell slot as she casts **Remove Curse**.
- The curse can be removed in other creative ways at the DMs discretion. Whatever means the party uses to remove Theema Aga'Rith's curse shouldn't be too easy. Reward creative thinking and sacrifice.

Eka, seeing the party help her loved-one, will now trust the party. Read or paraphrase:

Theema Aga'Rith closes her eyes, her terra cotta-colored fur glows like fire, her posture lightens, as her full powers return. She mouths, "Saultrophine?" Suddenly, ten feet above the uneasy mosaic is a portal, a five foot gash hovering, vertically, in the nothingness. Theema Aga'Rith hugs Eka while she shouts,

"He's alive! I feel he's there! We can save him and close the gate before too much chaotic energy leaks in!"

Out of the portal chaos bleeds, a Far Realm creature's tentacled eye reaches, trying vainly to find purchase so they can pull themselves into this plane.

After Theema Aga'Rith's Powers are Unblocked Encounter: Saultrophine and the Far Realm

Until Theema Aga'Rith and Eka see the entire body of the tentacled creature or hear him speak, they won't know it's Saultrophine. Last they saw him he was a child (young Beholder); they don't know what he looks like after millennia. It is a fair assumption that this could be one of the Far Realm's native creatures.

Encounter Adjustments

Suggested encounter adjustments are not cumulative

Party Size	Suggested Monsters (on page 18-21)
Very Weak	Saultrophine, Swarm of Snakes will not attack
Weak	Saultrophine, Swarm of Snakes will not attack
Strong	Saultrophine, 2 Swarm of Snakes, trying to stop the gate from closing
Very Strong	Saultrophine, 3 Swarm of Snakes, trying to stop the gate from closing

At first the gate is only opened 5 feet (see the diagram below). For **every round, the portal widens 5 feet on its right and left** (first 1 square, then widening to a row of 3 squares). Chaos bleeds out of the portal opening, affecting an area that **grows by 5 squares on all sides** (first 1 square, then spreading to a cube of nine squares).

Refer to the table on page 20 and roll for the effects leaking out of the **Far Realm** from the portal. Even if it doesn't affect the party yet, they should still be able to see some weirdness starting to bleed into this realm, affecting Saultrophine and any characters as long as they stay in the area of effect. On the **second round after the portal is opened**, the gate will be opened enough for Saultrophine to fit through (more than 10 feet), showing his full form. Read or paraphrase all at once or over time in small sections:

The tentacled creature that had blocked the portal now hovers, steadfast in the threshold. Their scaled spherical body almost fills the space, from below the creature's body, ten eyes dart and stare at each of you.

"<In a lisping child's voice> Father tells me to infiltrate the Far Realm. 'Hurry. Don't let your Auntie see you.' I did what you said father, I conquer the Far Realm! <In a toothy, adult voice> Arnfred will free me. Auntie! You freed me! Father and I rule Toril together! I hear the gods beg. The mortals bow. Lord Saultrophine, Lord Tomakas, Masters of Chaos! Gods of all!"

Eka stares with hope and longing, saying,

"Tophi? Saultrophine? Son, is that you?"

All ten eyes immediately stop, not on Eka but on you,

"I will know you. You hurt me! Or did I hurt you? I have eaten your corpse. It will be delicious."

Roleplaying Saultrophine (Sol-troe-feen) (pronoun "he") pictured on page 14

Voice: Toothy. Time does not move linearly within the Far Realm so his speech has mixed tenses and is sometimes childlike.

Saultrophine is the Beholder son of Eka and Tomakas. Tomakas manipulated him into sneaking into the Far Realm without the knowledge of his mother or aunt, Theema Aga'Rith. Being trapped for several millennia in the Far Realm has affected Saultrophine's mind and body, knocking his equilibrium off balance and affecting how he processes experiences. Since the moment he entered the Far Realm as a relatively young child, his desire to please his father has only increased. He will do as his father wishes, create an imbalance of chaos so they may rule all.

Chaos will continue to spread, affecting a larger and larger area until it engulfs the entire plane or until the gate is closed. The gate **can not be closed** until the Peacestone is repaired.

NPC and antagonist motivations can include...

cont. pg 13

Mapping Out the Portal Opening and Far Realm Affected Area



1. Theema Aga'Rith urges the party to hurry mending the Peacestone so she can **close the portal**. The longer the gate is open, the more chaos will bleed into this realm. She doesn't want that. But she also doesn't want to hurt or kill this child she loves. If the gate is closed while Saultrophine is in the threshold, those parts of him in this realm will remain here and those parts in the Far Realm will remain where they are. Refer to Theema Aga'Rith's stat block on page 19 for her unblocked abilities.
2. As long as Eka is alive and the party isn't actively attacking her or killing her son (non-lethal damage is acceptable), she will work to **convert the chaotic energy** rushing out of the gate into usable magic. See her stat block on page 17.
3. Tomakas (the swarm of snakes) does not want the gate to close and **will attack** anyone trying to close it. He **encourages his son** to "Stay within the portal, keep it open, spread chaos!"
4. Saultrophine wants to please his father. Because of this, negotiations with Saultrophine, to stop leaking chaos into this plane, likely will fail as long as he thinks his father loves him and intends to share the reign. He **will stay in the threshold** of the portal even after the gate is opened more than ten feet wide, enough for him to slip through. He will keep Theema Aga'Rith from closing it as long as he can. From this vantage point **he will fight the party** if they threaten his chances of bleeding chaos into this realm.

The party may try to kill, negotiate, pull, incapacitate, or any creative means to get Saultrophine past the threshold, so Theema Aga'Rith will close the gate. As soon as the **Peacestone is mended** (page 10) **and Saultrophine is past the threshold** on one side of the portal or the other, Theema Aga'Rith will **close the gate**.



Tomakas in his true form

Part 3: Filled with Dread Collapsed Peacestone Cavern

When Far Realm Gate is Closed

Encounter: Tomakas

At the closing of the gate **Tomakas**, in his full form arrives. While Tomakas does feel some type of love for Saultrophine, he also didn't hesitate to put his life in danger and use him as a puppet. Since Saultrophine failed him, Tomakas will be icy toward him, not even acknowledging his presence, alive or dead. Read or paraphrase:

In a swirl, the portal closes with a booming shock wave. In the sky above, a winged creature descends toward you. No eyes are set into this large creature's face but thousands of golden eyes cover his wings and salt-white skin. His goat-like skeletal snout and four, outspread arms present both welcome and threat.

"I see you're angry with me and my so-far **failed** plan to become god of Chaos. Perhaps you mortals think you can kill me. Perhaps. But not likely. I **am** the very venom that flows through your veins, I am your drive for destruction and chaos. Honestly you have no hope...unless we make a fair trade for your lives.

Will you spread word of my power, recruiting worshipers to serve me when I **do** become a god?

If you do not agree to that, is it imaginable that my Apricot grant me passage, in perpetuity, through any portal I wish?--with the exception of this one, I'm sure. Will any of you bar me from that?

If so, would you allow just one of my many children to become a Peacesmith, maybe this child-to-be?

What will you offer in exchange for your lives?"

Tomakas is a powerful enemy, even for strong tier 2 players. He **will only attack the party if they attack first**. If the party attacks, Theema Aga'Rith and Eka may assist them in the following ways.

- Theema Aga'Rith will provide assistance by **healing** characters. To protect this plane and her friends she is willing to attack, help negotiations, or incapacitate Tomakas even if it means opening a portal to the party's suggested location, to trap him there.
- Eka will turn **chaotic energy into useful magic** for player characters within 10 feet of her, as listed on her stat block. In retaliation for Tomakas' betrayal, she will help the party attack him, help negotiations, or incapacitate him.

Negotiating with Chaos

Tomakas is immortal and doesn't mind playing the long game, he is willing to plot, plan, wait for his next opportunity, and collect advantages to further his goal of overwhelming this world with chaos.

- If the party agrees to one of Tomakas' offers, he will automatically accept.
- If the party attempts to make a different and reasonable deal, one character player rolls for a **DC 20 Charisma (Persuasion) check**. On a success Tomakas will accept their offer. On a fail they can try something else.

If an agreement is made Tomakas will try to shake each person's hand. Whether they accept his handshake or not, read or paraphrase:

Tomakas turns, asking Theema Aga'Rith,
 "So, my Apricot, could I trouble you to open a gateway home?"

Theema Aga'Rith is irritated but eager to send him on his way. Avoiding the area where the Far Realm Gate once hovered, Theema Aga'Rith opens a portal for Tomakas' home. She adds,
 "Don't contact me again, Tom. I'll speak with you when I'm ready, not before. And, Tom, don't call me Apricot anymore."

Tomakas flies through the portal and Theema Aga'Rith breathes audibly, seeing him go. At the last moments of the portal's closure, one of Tomakas' arms becomes visible, quickly waving goodbye before disappearing through the gate just before it shuts.

Ending the Session

After Tomakas dies or leaves, the party will be thanked by the following NPCs.

The Paragon and Ersu will thank the party for freeing the forest animals, repairing the Peacestone, solving the mysteries of the Peacesmith disappearances, and for closing the gate to the Far Realm. Ersu gives each player character **100 gold**.

Anyone who touched the Peacestone receives the **Story Awards** listed on page 15.

Theema Aga'Rith will choose to **stay in Emudomier**, guarding the gate and serving as a healer to the community. She wants to raise her child with people who support her and act in caring ways. While she loves Tom, she can see he has no interest in abandoning his pursuit of power. The harm he has done and wants to do is unforgettable and unforgivable.

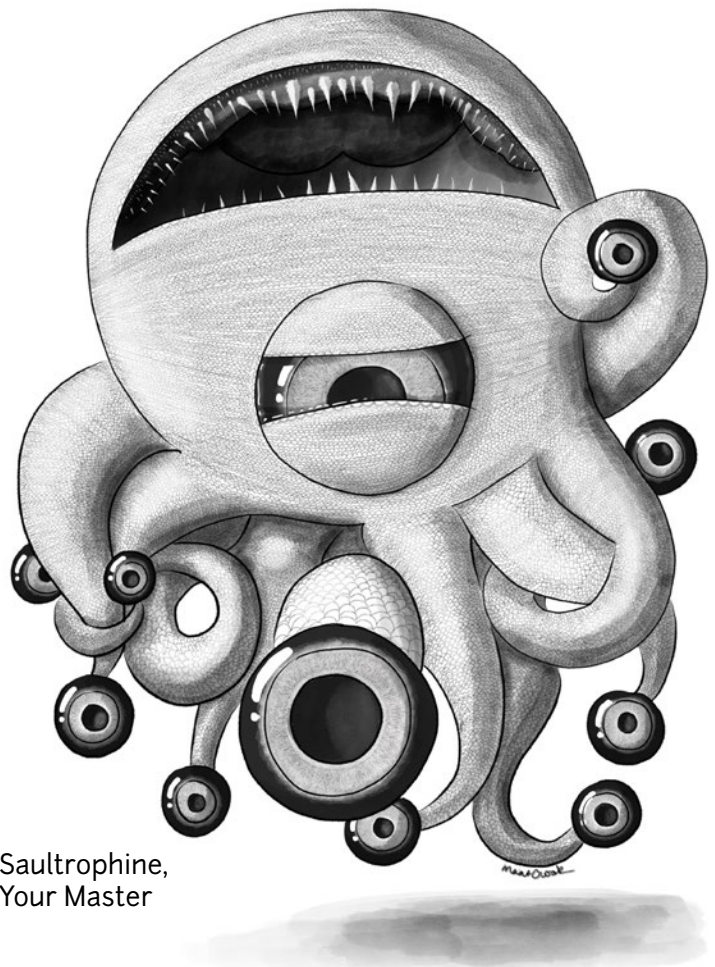
Eka gives a *Stone of Controlling Earth Elementals* (Details on page 15 and page 205 of the *Dungeon Master's Guide*). If Saultrophine is still alive, Eka will keep him with her, he needs help recovering from the affects of the Far Realm and his father's control. If Tomakas is still alive, she might make either of the following choices with their relationship.

1. She might **choose to return** to Tomakas. Even though she is angry and doesn't want to see the world overcome by chaos, she and Tomakas have been together for millennia, she still loves him. And maybe she can keep an eye on him, in case

he doesn't change. She knows other people might not agree but this is her choice; she knows what's best for her right now.

2. Or she might **choose to leave** him. She remains angry at his manipulation. She chooses to spend some time with Theema Aga'Rith for now, and is considering traveling where there are fewer humans; she is still affected by her past trauma.

Treasure. Besides receiving the *Stone of Controlling Earth Elemental*, the party may have found some treasure while chaos bled through the Far Realm gate.



Saultrophine,
Your Master

Experience and Rewards

If this is played as an Adventurers League game, encourage players to note their experience, rewards, and any notes on their adventure log sheets, giving your name and DCI number.

Experience

Encounter XP

Minimum total XP per character	2000
Maximum total XP per character	20000

# of Creatures Defeated	Creature Name	XP per Creature	Total Party XP
	Earth Elemental	1800	
	Eka	8400	
	Huge Gibbering Mouther	2700	
	Peacesmith Zombie (Far Realm Effect #17)	50	
	Pegasus	450	
	Saultrophine	10000	
	Swarm of Poisonous Snakes	450	
	Tomakas	33000	
	Wyvern	2300	

Accomplishment XP

Didn't attack Eka	100 per player	
Attempted negotiations with Saultrophine and Tomakas	200	
Closed the gate to the Far Realm	100	
Grand Total		

Divide the Grand Total by the number of players, following the minimum and maximum instructions above.

Treasure

# of Items	Item Name	Description Location	Value
	Various items and coinage from the Far Realm effects		
	Payment from Wahrtsey and Ersu		100gp each

From Eka for helping her son

1	<i>Stone of Controlling Earth Elementals</i>	DMG, pg 205	
Grand Total			

Divide the Grand Total by the number of players, distributing the amounts evenly. If players choose to keep an item they pay the amount of its value. If

more than one player wishes to keep an item, they can roll to see who wins the item.

Treasure

Stone of Controlling Earth Elementals

wondrous item, rare

Presented by Eka.

If the stone is touching the ground, you can use an action to speak its command word and summon an earth elemental, as if you had cast the *conjure elemental spell*. The stone can't be used this way again until the next dawn. The stone weighs 5 pounds and is in the shape of a round mother goddess.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

Renown

All faction members earn **two renown point** for participating in this adventure.

Bonus Renown

Zhentarim or Lords' Alliance faction members earn **one bonus renown point** for giving Eka the message.

Story Awards

Siblings in Peace

At this player character's touch the Peacestone did not glow. Any future attempts to touch the Peacestone yield the same results. The Peacestone's behavior is mysterious, but does not prevent a person from broadening peace regardless of its illumination.

Chosen by the Peacestone

The Peacestone glowed, acknowledging this player character's exceptional potential to broaden peace. Those chosen have extraordinary long lifespans and are granted free lodging for life at Emudomier's Peacesmith Guild. They may reject or accept the calling to become a Peacesmith Negotiator (below).

Peacesmith Negotiator

Peacesmith training takes years, but after a few days study, meditation, and mentoring from the Paragon himself, you begin to understand the art of broadening peace. You may choose to spend 15 downtime days and make a donation of 50 gold to the Peacesmith Guild to gain a **+2 bonus to one Charisma (Persuasion) check** to attempt to persuade a creature to stop fighting, or to otherwise help cause a peaceful resolution in a conflict. This ability recharges after a long rest.

DM Rewards per Session

Experience Points	1125
Gold	500
Downtime Days	10

MONSTER/NPC

STATISTICS

Huge Gibbering Moulder

Huge aberration, neutral

Armor Class 9

Hit Points 402 (9d8 + 27) x 6

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages only says "Lord Saulthropine, Master of Chaos" in all languages

Challenge Rating the equivalent of 6 gibbering moulthers at CR 2 (2700xp)

Aberrant Ground. The ground in a 10 foot radius around the moulder is dough-like difficult terrain. Each creature starting their turn in that area must succeed on a **DC 10 Strength saving throw** or have their speed reduced to 0 until the start of their next turn.

Gibbering. The moulder babbles "Lord Saulthropine, Master of Chaos" while they can see a creature and isn't incapacitated. Each creature that starts their turn within 20 feet of the moulder and can hear the gibbering must succeed on a **DC 10 Wisdom saving throw**. On a failure the creature **can't take a reaction** until the start of their next turn and rolls **1d8** to determine what they do during their turn...

- 1 to 4: the creature does nothing.
- 5 or 6: they make no action or bonus action, and use all their movement to move in a random direction.
- 7 or 8: they make a melee attack against a randomly determined creature within their reach or they do nothing if they can't make such an attack.

Dying Stampede. When the moulder reaches 0 hit points, they will explode in a stampede of frightened forest animal, all trying to escape. All creatures within 10 feet of the moulder's last location must succeed on a **DC 10 Dexterity saving throw** or be **knocked prone**.

Actions

Multiattack The gibbering moulder makes one bite attack and, if they can, uses *Blinding Spittle*.

Bite or Claw. *Melee Weapon Attack:* +2 to hit, reach 5ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is medium or smaller, they must succeed on a **DC 10 Strength saving throw** or be **knocked prone**. If the target is killed by this damage, they are absorbed into the moulder.

Blinding Spittle (Recharge 5-6). The moulder spits a chemical glob at a point they can see within 15 feet of themself. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a **DC13 Dexterity saving throw** or be blinded until the end of the moulder's next turn.

Eka (base stat: Archmage)

queen, medium, celestial, chaotic neutral

pronoun "she"

Armor Class 15 (natural armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	15 (+2)	20 (+5)

Saving Throws Cha +9, Wis +6

Skills: Arcana +11, History +11

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing

Senses Truesight(120 ft, from *True Seeing**) Passive Perception 12

Languages: Common, Infernal, Celestial, Draconic

Challenge Rating 12 (8,400xp)

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

Spellcasting Eka's is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save **DC 17, +9 to hit** with spell attacks). She has the following sorcerer spells prepared.

Cantrips (at will): *Booming Blade, Control Flames, Gust, Mold Earth, Word of Radiance*

1st level (4 slots): *Absorb Elements, Detect Evil and Good, Earth Tremor*

2nd level (3 slots): *Detect Thoughts, Maximilian's Earthen Grasp, See Invisibility*

3rd level (3 slots): *Bestow Curse, Remove Curse, Meld into Stone*

4th level (3 slots): *Conjure Minor Elementals, Stone Shape*

5th level (3 slots): *Conjure Elemental, Dispel Evil and Good, Greater Restoration*

6th level (1 slot): *Move Earth*

7th level (1 slot): *True Seeing**

8th level (1 slot): *Earthquake*

9th level (1 slot): *Meteor Swarm*

* Eka cast this spell on herself just before combat.

Turning Chaotic Energy Useful Using an action, Eka can transform chaotic energy into useful magical energy, replenishing her lowest level spell slot that has been spent and, if she chooses, the lowest level spell slot spent of all player characters within 10 feet of her.

Actions

Longsword Attack *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. Hit 10 (1d8 +5) slashing damage

Pegasus

large celestial, chaotic good

pronoun "he"

Armor Class 12

Hit Points 59 (7d10 +21)

Speed 60ft, fly 90ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3

Skills Perception +6

Senses Passive Perception 16

Languages Celestial, Common, Elvish, and Sylvan but can't speak

Challenge Rating 2 (450xp)

Actions

Hooves *Melee Weapon Attack*: +6 to hit, reach 5ft, one target, 11 (2d6 +4) bludgeoning damage.

Wyvern

large dragon, unaligned

pronoun "she"

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20ft, fly 80ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses Darkvision 60ft, Passive Perception 14

Languages none

Challenge Rating 6 (2,300xp)

Actions

Multiattack. She makes two attacks: one with her bite and one with her stinger. While flying, she can use her claws in place of one other attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 10ft, one target, Hit: 11 (2d6 + 4) piercing damage.

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

Stinger. *Melee Weapon Attack*: +7 to hit, reach 10ft, one creature, Hit: 11 (2d6 + 4) piercing damage. The target must make a **DC 15 Constitution saving throw**, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Earth Elementals

large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft

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

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses Darkvision 60 ft., tremorsense 60 ft., Passive Perception 10

Languages Terran

Challenge Rating 5 (1,800xp)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material they move through.

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Swarm of Poisonous Snakes

Medium swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight, 10 ft., Passive Perception 10

Languages: none, unless Tomakas speaks through them
Challenge Rating 2 (450xp)

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

Actions

Bites. *Melee Weapon Attack*: +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit*: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half their hit points or fewer. The target must make a **DC 10 Constitution saving throw**, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Theema Aga'Rith with her powers

(base stat: Planetary)

queen, medium, celestial, chaotic neutral

pronoun "she"

Armor Class 19 (natural armor)

Hit Points 200 (16d10 +112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Con +12, Wis +11, Cha +12.

Skills Perception +11

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

Condition Immunities charmed, exhaustion, poisoned

Senses Truesight 120ft., Passive Perception 21

Languages: All, Telepathy 120ft.

Challenge Rating 16 (15,000xp)

Angelic Weapons. Theema Aga'Rith's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

Innate Spellcasting. Theema Aga'Rith spellcasting ability is Cha (spell save DC 20). She can innately cast the following spells, requiring no material components:

At will: *Cure Wounds*, *Misty Step*

3/day each: *Dimension Door*, *Far Step*, *Forbiddance*, *Teleportation Circle*

1/day each: *Aura of Life*, *Mass Cure Wounds*, *Plane Shift*

Magic Resistance. Theema Aga'Rith has advantage on saving throws against spells and other magical effects.

Actions

Multiattack Theema Aga'Rith makes two melee attacks, one with a talon and one with a snake.

Talon. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. Hit 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

Snakes. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) piercing damage. The target must succeed on a DC 20 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and they take 7 (2d6) poison damage at the start of each of their turns. The poisoned target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

Healing Touch. (4/Day). Theema Aga'Rith touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any disease, poison, blindness, or deafness.

Owlbear, Bleeding Gate Effect #10

large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	_____	_____	_____

Skills Perception +3.

Senses Darkvision 60ft, Passive Perception 13,

Challenge Rating 3 (700xp)

Keen Sight and Smell you have advantage on Wisdom (Perception) checks relying on sight or smell.

Multiattack you make two attacks: one with your beak and one with your claws.

Beak. *Melee Weapon Attack* +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Peacesmith Zombie, Bleeding Gate Effect #17

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws: Wis +0.

Damage Immunities: poison.

Condition Immunities: poisoned.

Senses: darkvision 60 ft., Passive Perception 8.

Languages: can't speak

Challenge Rating 1/4 (50xp)

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 5ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Bleeding Gate, Far Realm Effects

Chaos bleeds through the open gate taking up a 5 ft space. On each round the space enlarges to cover 5 more feet on all sides. Any creature within this area experiences 1 of the following effects. Add variety by **rerolling duplicates and alternating between positive and negative effects**. The Supplemental document contains tents to help track the effects and can be drawn at random instead of rolling dice.

1d20 Roll	Affect Duration	Description
1	one round of rain. Coins remain.	Coins from Heaven. Gold falls from the sky; roll a % die and 1d10 for the amount of gold. The coins hit all creatures within the area of effect for 1d6 damage .
2	one round	Sinking Sand. The environment becomes the texture of sand, sloping toward the ground below the portal which has become a sink hole. If a creature moves they must make a Dex (Acrobatic) DC 12 saving throw or fall prone and slide 10 ft toward the sink hole.
3	one round	Burning Snow. Snow falls from the sky. All hairless/helmet-less creatures touched by the burning snow receive 2d6 damage . Any character with hair or no head covering receives 1/2 damage , and lose any exposed hair, until it grows back naturally.
4	one round	Gravity Falls. Gravity is decreased, making creatures float uncontrollably, 10 feet above the ground. Flying creatures float uncontrollably. Just as in space, any force will send the acting creature in the opposite direction.
5	one round	All Exalt. Everything that is vocalized sounds like, "Lord Saaltrophine, Master of Chaos."
6	one round	Bounce Back. Any attacks made do no damage to the target but instead bounce back to heal the attacker for the same amount of hit points.
7	one round	Karma Fire. Each creature catches fire but they do not receive any damage from the flames. However their attacks are made at disadvantage . If they are hit by a melee attack they receive damage from that attack as normal however the attacker also receives an equal amount of fire damage .
8	one round	Wound Benefit. Any wounded characters are no longer in pain and instead feel better than they ever have. They gain advantage to attacks .
9	one round	Health Hurts. Any uninjured characters within the area of effect are in excruciating pain. They take 1d6 psychic damage and their attacks are at disadvantage .

1d20 Roll	Affect Duration	Description
10	ends when hit points reach 0	Druid Owlbear Party. All creatures make a DC 15 Con saving throw or become an owlbear. They have the max points of an owlbear but keep their Wis, Int, and Cha stats. They can not speak or cast spells, they attack as an owlbear. When their hit points reach 0, they return to their original form with the hit points they had before the transformation.
11	one round	Worlds Fall. An invulnerable bubble appears, for each character in the area. On a failed DC 13 Dex saving throw it absorbs a character who will only be aware of the inside(a warm lake, masquerade ball, etc). When the round ends the bubble pops & they take 1d6 falling damage .
12	ends after gate is closed	Wisdom. Gain advantage on Wisdom saving throws.
13	ends after gate is closed	Constitution. Gain advantage on Constitution saving throws.
14	ends after gate is closed	Dexterity. Gain advantage on Dexterity saving throws.
15	ends after successful saving throw	Zombie Sprouts. Zombie hands reach up from the ground. All creatures touching the ground must make a DC 15 Dex saving throw or be grappled.
16	one round	Fighting Words. All creatures get 1 bonus attack, just by speaking. Their voice sends sound-waves powerful enough to become a 1d8 ranged bludgeoning attack against the creature they speak to.
17	permanent	Zombloey. 1d8 zombies appear. Each corpse killed, pops in an explosion of confetti, leaving 1d20 gold & 1d4 healing potions .
18	one use	Tit for Tat. The last player character affected by an Eye Ray attack gains that ability for one use.
19	permanent	Seer. DM or a player character is gifted with insight into how(not when) a randomly picked creature will die. The DM can use the insight in future campaigns & the player may choose to allow it to affect their character long after this campaign.
20		Nothing happens.

Saultrophine (Beholder)

large aberration, chaotic evil

pronoun “he”

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR DEX CON INT WIS CHA
10 (+0) 14 (+2) 18 (+4) 17 (+3) 15 (+2) 17 (+3)

Saving Throws: Int +8, Wis +7, Cha +8.

Skills: Perception +12.

Condition Immunities: prone.

Senses: Darkvision 120ft, Passive Perception 22.

Languages: Undercommon, Deep Speech, Celestial.

Challenge Rating 13 (10,000xp)

Antimagic Cone Saultrophine’s central eye creates an area of *antimagic*, as in the antimagic field spell, in a 150-foot-cone. At the start of each of his turns, he decides which way the cone faces and whether the cone is active. The area works against his own eye rays.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Rays Saultrophine shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets he can see within 120 feet of himself:

1d10 roll	Saving Throw	Effect
1	DC 16 Wis	Charm Ray. On a failed saving throw the target creature will be charmed by Saultrophine for 1 hour, or until he harms the charmed creature.
2	DC 16 Con, end of ea turn	Paralyze Ray. On a fail the target creature is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.
3	DC 16 Wis, end of ea turn	Fear Ray. On a fail the target creature is frightened for 1 minute. The target can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.
4	DC 16 Dex, end of ea turn	Slow Ray. On a failed save, the target’s speed is halved for 1 minute. In addition, the creature can’t take reactions, and they can take either an action or a bonus action on their turn, not both. The creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.
5	DC 16 Con	Enervation Ray. Takes 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

1d10 roll	Saving Throw	Effect
6	DC 16 Str	Telekinetic Ray. On a fail Saultrophine moves them up to 30 feet in any direction. They are restrained by the ray’s telekinetic grip until the start of Saultrophine’s next turn or until Saultrophine is incapacitated. If the target is an object weighing 300 pounds or less that isn’t being worn or carried, it is moved up to 30 feet in any direction. Saultrophine can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7	DC 16 Wis	Sleep Ray. On a fail the target creature will fall asleep and remain unconscious for 1 minute. The target awakens if they take damage or another creature takes an action to wake them. This ray has no effect on constructs and undead.
8	DC 16 Dex	Petrification Ray. On a failed save, the creature begins to turn to stone and is restrained . They must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the <i>greater restoration</i> spell or other magic.
9	DC 16 Con	Disintegration Ray. On a fail the target creature takes 45 (10d8) force damage . If this damage reduces the creature to 0 hit points, their body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
10	DC 16 Dex	Death Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces them to 0 hit points.

Legendary Action

Saultrophine can take 3 legendary actions, using the Eye Ray option below. He can take only one legendary action at a time and only at the end of another creature’s turn. He regains spent legendary actions at the start of his turn.

Eye Ray. Saultrophine uses one random eye ray.

Tomakas (Solar)

large celestial, chaotic

pronoun "he"

Armor Class 21 (natural armor)

Hit Points 243 (18d10 + 144)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws: Int +14, Wis +14, Cha +17.

Skills: Perception +14.

Resistant radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses: truesight 120ft., Passive Perception 24

Languages: All, Telepathy (120ft).

Challenge Rating 21 (33,000xp)

Speak through Snakes Tomakas can speak through snakes on any plane of existence.

Angelic Weapons. Tomakas' weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 3d8 radiant damage and 3d8 psychic damage (both included in the attack).

Innate Spellcasting Tomakas' spellcasting ability is Charisma (spell save DC 25). He can innately cast the following spells, requiring no material components:
At will: *Detect Poison and Disease*, *Blindness/Deafness*
3/day each: *Mental Prison*, *Lesser Restoration*, *Resurrection*
1/day each: *Commune*, *Hypnotic Pattern*

Magic Resistance. He has advantage on saving throws against spells and other magic effects.

Actions

Multiattack. He makes two greatsword attacks.

Chaotic Greatsword Magical *Melee Weapon Attack* +15 to hit, 5ft reach, one target. Hit 22 (4d6 + 8) slashing damage + 13 (3d8) radiant damage + 13 (3d8) psychic damage.

Slaying Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+6) piercing damage plus 13 (3d8) radiant damage + 13 (3d8) psychic damage. If the target is a creature that has 100 hit points or fewer, they must succeed on a **DC 15 Constitution** saving throw or die.

Flying Sword Tomakas releases his greatsword to hover magically in an unoccupied space within 5 feet of it. If he can see the sword, Tomakas can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to Tomakas' hands. If the hovering sword is targeted by any effect, Tomakas is considered to be holding it. The hovering sword falls if Tomakas dies.

Healing Touch (4/Day). Tomakas touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Legendary Actions

Tomakas can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tomakas regains spent legendary actions at the start of his turn.

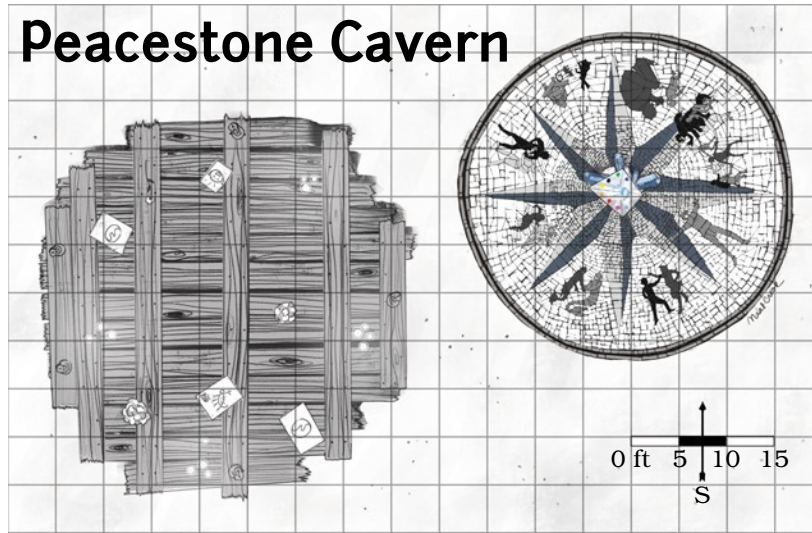
Mirror Image Three illusory duplicates of Tomakas appear in his space. Until the spell ends, the duplicates move with him and mimic his actions, shifting position so it's impossible to track which image is real. He can use his action to dismiss the illusory duplicates. Each time a creature targets Tomakas with an attack during the spell's duration, **roll a d20** to determine whether the attack instead targets one of Tomakas' duplicates. If Tomakas has **three duplicates, you must roll a 6 or higher** to change the attack's target to a duplicate. With **two duplicates, you must roll an 8 or higher**. With **one duplicate, you must roll an 11 or higher**. **A duplicate's AC is 16**. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if they can't see, if they rely on senses other than sight, such as blindsight, or if they can perceive illusions as false, as with truesight.

Poison Burst (Costs 2 Actions). A noxious poison gas pours from his maw. Each creature of his choice within a 10 ft radius must succeed on a **DC 23 Con saving throw**, taking 28 (8d6) poison damage on a failed save or half as much damage on a successful one.

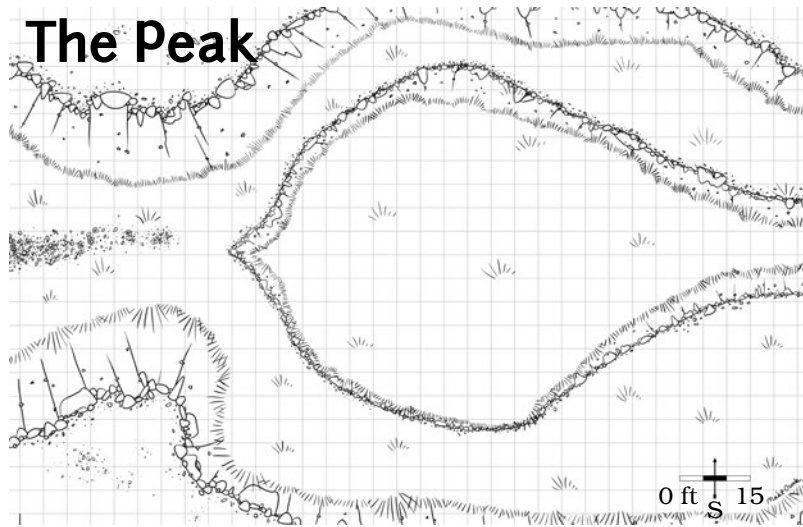
Chaotic Gaze (Costs 3 Actions). Tomakas targets one creature he can see within 30 ft of himself. If the target can see Tomakas they must succeed on a **DC 15 Wis saving throw** or become blinded by chaotic hallucinations until magic such as the lesser restoration spell removes the blindness.

MAPS

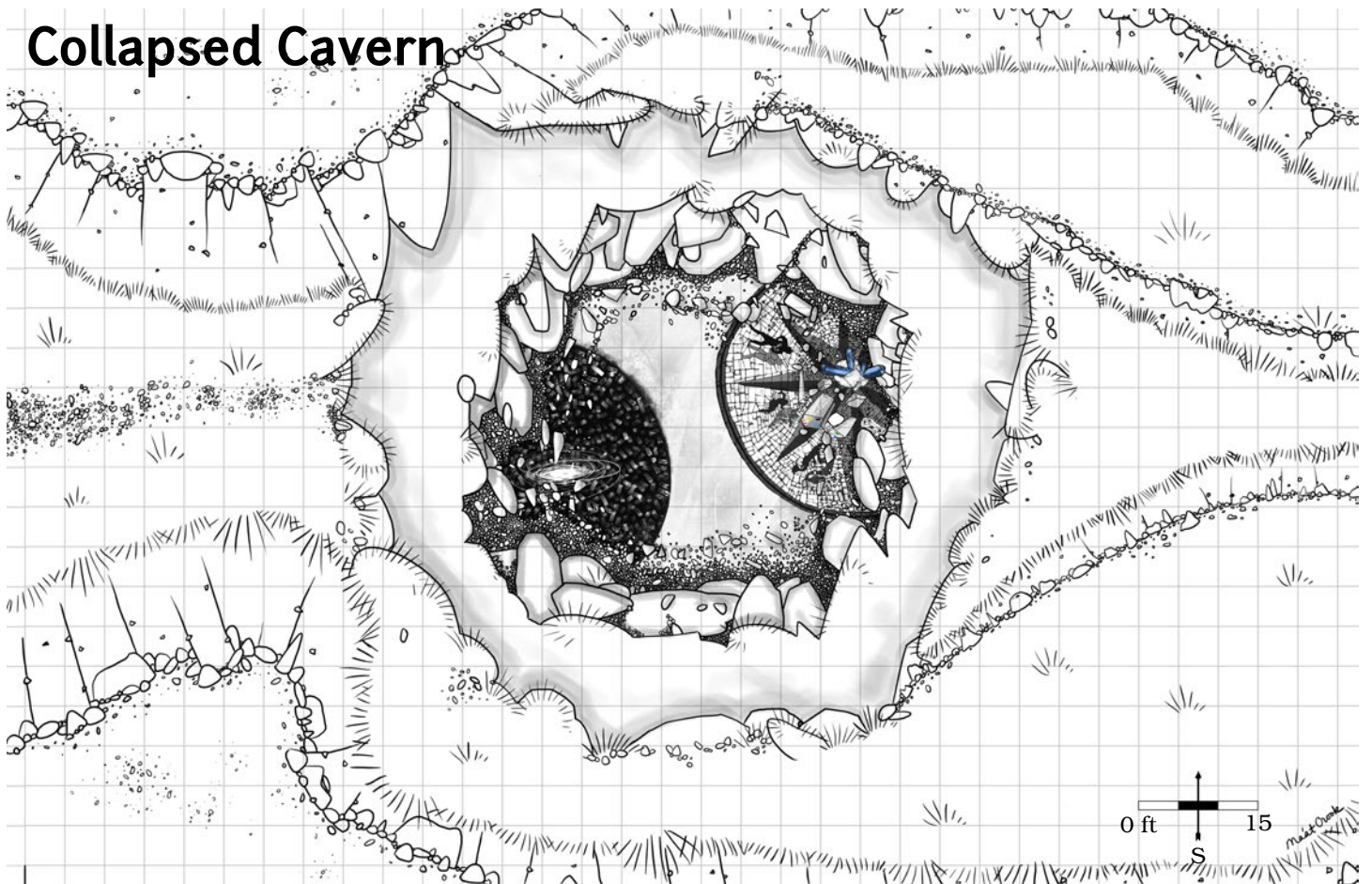
Peacestone Cavern

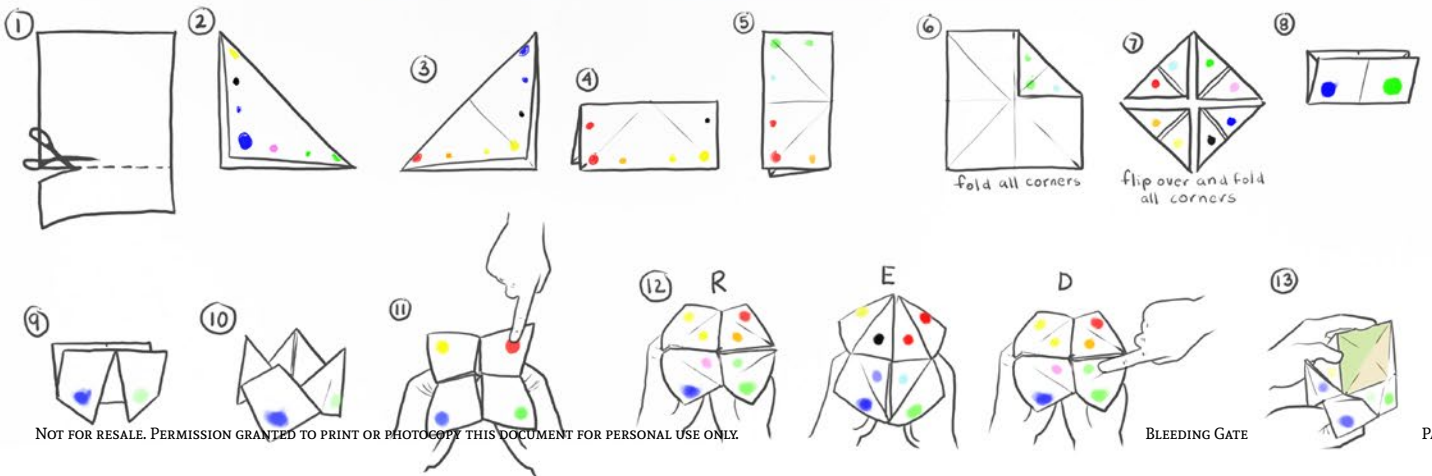
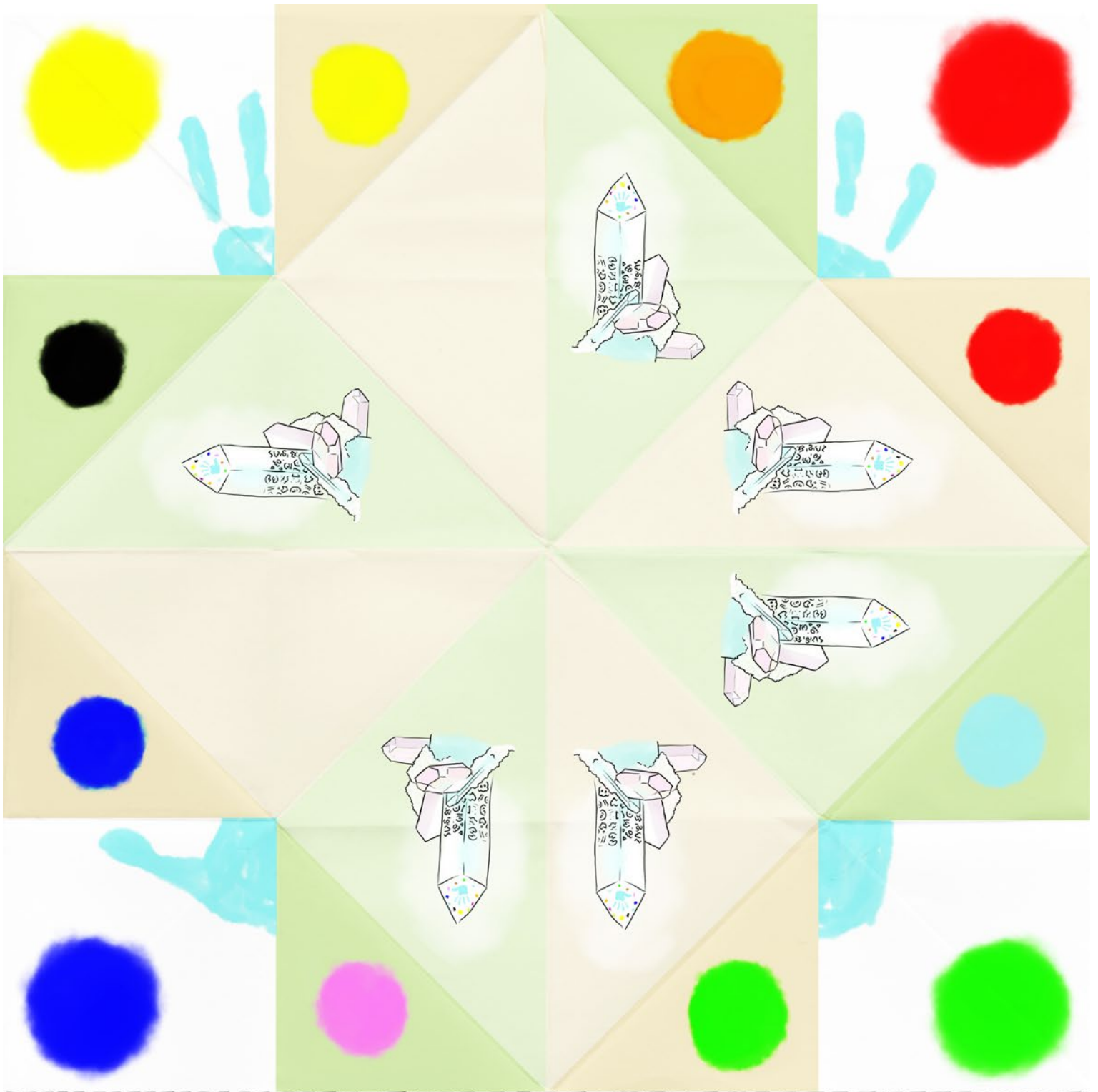


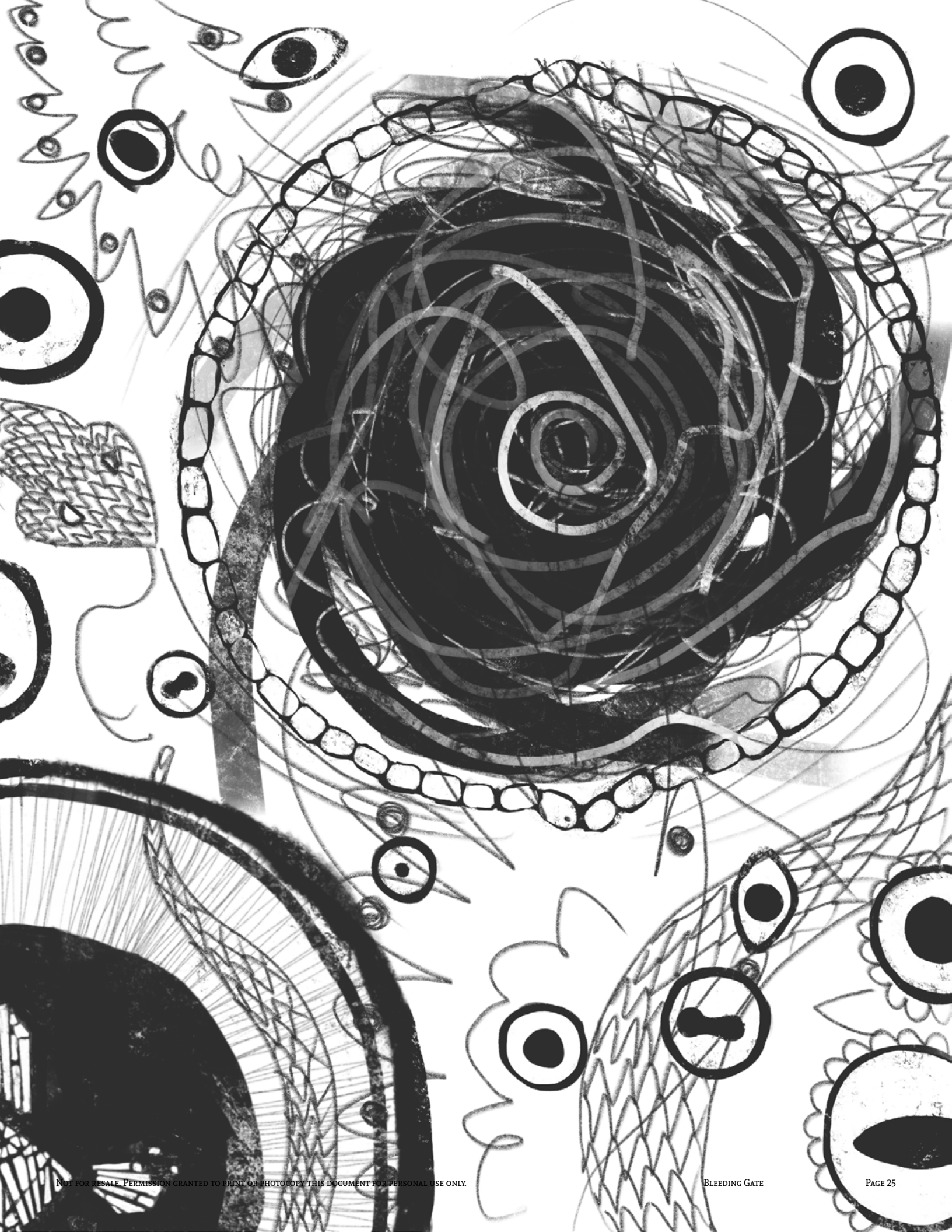
The Peak



Collapsed Cavern







BLEEDING GATE

A DUNGEONS AND DRAGON ADVENTURE FOR CHARACTERS OF LEVELS 5 - 10

FOR USE WITH THE FIFTH EDITION PLAYER'S HANDBOOK, MONSTER MANUAL,
VOLO'S GUIDE TO MONSTERS, AND DUNGEON MASTER'S GUIDE



In a world overwhelmed by violence Emudomier's people strove to live in isolation, practicing compassion and peace. When they break their solitude, in order to broaden peace, they become targets of an enemy bent on tipping the balance within Toril toward chaos. Can your party, a pregnant tiefling, and those who have accepted the calling of "Peacesmith" stop the chaos of the Far Realm from bleeding through and overtaking the Forgotten Realms?

Maia-Crook

