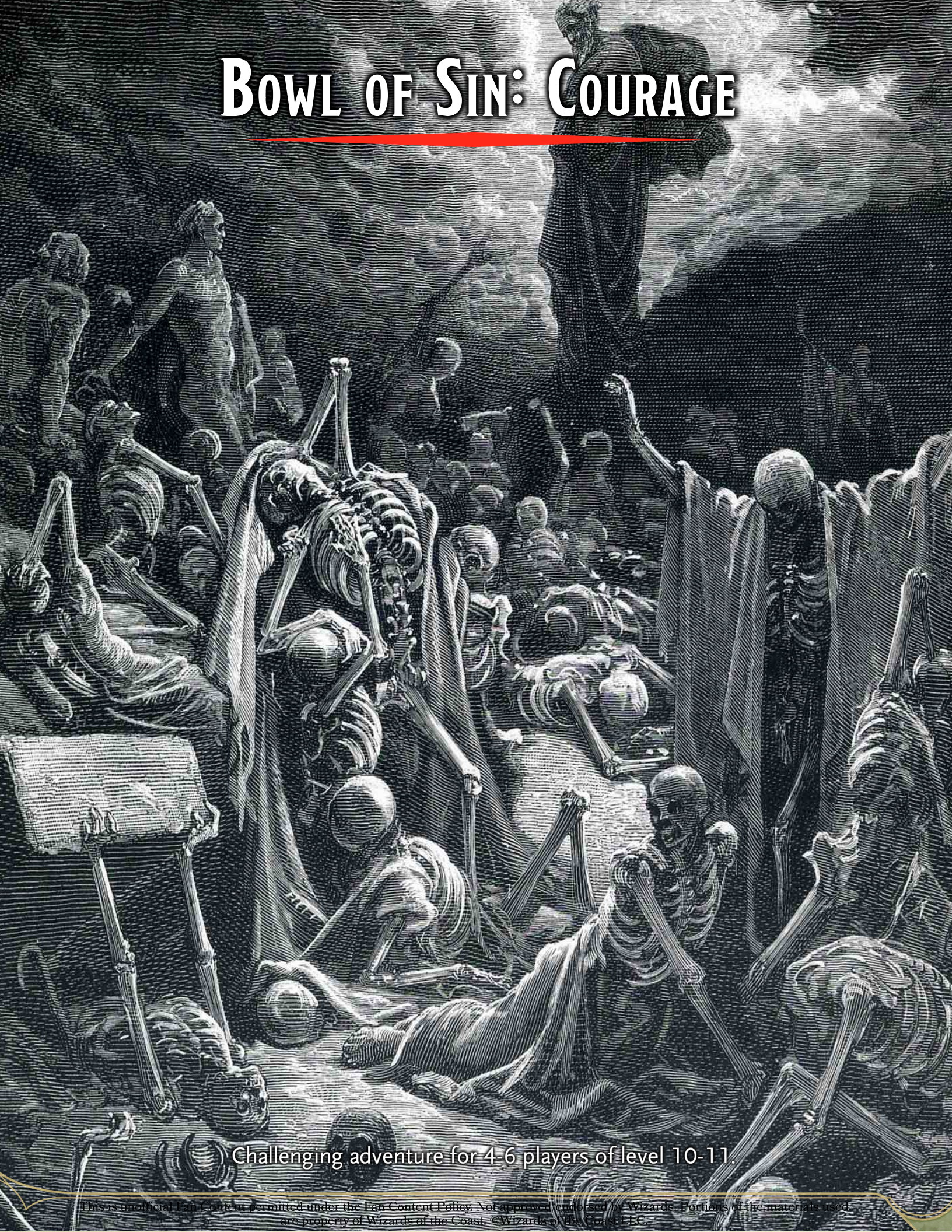


# BOWL OF SIN: COURAGE

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



## 1. OVERVIEW

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

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

## WHY WOULD ANYONE GO HERE?

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

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

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





## 2. MOUTH OF SIN

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

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

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

You spot a break in the jagged and impassable peaks - a mountain pass sloping downwards into the bowl of sin. The sun is unable to penetrate the thick mantles of cloud that cover the land before you. It becomes as twilight past this point.

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

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

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

### THE HERMIT

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

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

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

**Hut's origin.** Another hermit possessed the hut before the current occupant. The hut was empty when the current hermit managed to crawl out. In truth, the hut has passed hands, been destroyed and rebuilt several times.

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





### 3. TRIAL ROAD

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

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

**Sound.** Distant thunder strikes, occasional earth rumbling.

**Smell.** Brimstone, cold sweat, chalky

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

**Weather.** Occasional freezing rainfall. Mist on still days. Blowing gravel that stings the eyes on windy days.

Read the following:

Darkness envelops you descend into the bowl. Soon the mountains on either side fade into twilight, and all you can see is the ring of light you've created in these nightlands.

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

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





## JOURNEY IN THE BOWL

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

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

### DC Result

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

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

20 Arrive at desired location in 10 days.

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

### DC Result

1-14 Don't spot danger.

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

20 Spot danger up ahead, can choose to circumvent.

**One forager:** Can find supplies while traveling.

### DC Results

1-14 Find nothing.

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

20 Find enough for +Wis people for the journey.

Foraged rations are: scattered supplies amongst a ruined campsite, a dead flock of birds, emaciated game limping in the darkness or rotten smelling fruit that grows off thorny bushes.

## JOURNEY ENCOUNTERS

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

### 1. ANGELS IN THE OUTFIELD

Read the following:

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

A DC15 Intelligence (Investigation) yields the narrative behind the battlefield: a force of a dozen mounted humans did battle with one or more giant-sized winged humanoids. Casting *Speak with Dead* gives nothing - the human remains have had their souls taken.

### 2. MIRROR DARKLY

Four adventurers, lost and starving.

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

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

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

The party consists of Celi and Deli the half-elf **archer** siblings, the human **gladiator** Pontius, and their halfling **enchanter** Zimer. They want: food and water, then to leave the bowl and have no desire to venture deeper. In their possession is a map to Hope's Fall. It is hopelessly incorrect.

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

### TACTICS

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

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

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

### 3. TECTONIC ACTION

Read the following:

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

**Skill Challenge.** Players must pass a DC15 skill check to overcome each danger. Spells can grant advantage or a free success (DM determines). Appropriately sacrificing gear grants advantage. The players get advantage on the first check if their lookout succeeded, and disadvantage if they failed.

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



## 4. DUST BOWL

Read the following:

Over an hour period you notice the wind speed picking up. More and more dust and gravel is being picked up, stinging your lungs and slapping against exposed skin. A duststorm is coming.

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

### Roll Time to Razorstorm

25 20 minutes

20 5 minutes

15 2 minutes

1-14 Number of rounds equal to roll

Read the following:

The wind is howling, so strong you have to lean low and heavily against it to avoid being blown away. The nightlands around you are filled with loose dirt, reducing visibility down to 30ft. The loose gravel is picked up and flung at you like your being pelted by an angry mob, stinging any exposed flesh, irritating your eyes and filling your lungs with dust. Traveling any further while this storm is raging will be slow, dangerous business.

**During the razorstorm.** Winds reach 60 mph and visibility is reduced to 30ft. Gases immediately disperse and unprotected flames are extinguished. The storm will last 2d6 days.

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

- If a creature fails the Constitution check it suffers 1d10 slashing damage, mostly to its respiratory system and lungs, and if it fails on a roll of 1 then it also acquires one level of exhaustion and must make another DC 15 saving throw to avoid contracting a random disease.
- If the creature fails its Dexterity check then it is blinded until such time as this condition is reversed by appropriate magic (e.g., Lesser Restoration) or it subjected to three successful daily DC 15 Wisdom (Medicine) checks. If three of these daily checks are successful the creature will have its sight restored and if three fail before this happens then it will remain blinded until this condition can be reversed magically.

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

**Hunkering Down.** Finding a suitable shelter, perhaps in a shallow cave or amongst some standing stones requires a DC20 Wisdom (Survival) check. Failure yields an hour of fruitless searching and another round of saves. Creating a shelter magically is the easiest option.

With the right materials the players may be able to build a shelter, such a shack would require 3 successful checks to build and there are scant resources in the Trial Road to do so.

## 5. MONUMENT

Read the following:

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

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

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

Scattered around the base of the monument are offerings: 2d12 gold worth of coins, bone necklaces, bowls of food long turned to dust, withered and browned flowers. The inscription on the statue base is in an ancient language, but a DC15 Intelligence check reveals the following: "Mannion, angel of strength. Foremost of the trial builders. Only those of true heart and conviction should proceed past this point. All others, turn back."





## 6. MANNION'S BLACK FURY

The **solar** Mannion patrols the Trial Road from 500ft in the air, looking for light sources. He is regal and terrible to behold, his red skin flawless but his tunic dirt smeared, his wings black and tipped blood red. His equipment is rusted and dented.

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

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

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

Mannion will not use his legendary/paragon actions

### TACTICS

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

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

**Third Round.** If the heroes managed to placate Mannion with a DC20 Persuasion check, the solar will warn them that the trials are for the worthy, and the party is better of leaving his realm. He then will fly off. Otherwise he produces his rusted greatsword and wades into them, attacking whoever hit him last or has made him angry. If reduced to half hp, he will disengage and fly away, returning to his roost to recover.

## 4. TRIAL OF COURAGE

**Appearance.** The trial of courage

### APPROACHING THE RUINS

Read the following:

Thick choking clouds of black smoke swirl in the wind around you, hot and tasting sulfurous. As you crest the last hill you see a ruin. It appears to have once been a colossal tower, since collapsed. The ruins still remain hundreds of feet tall, disappearing into darkness overhead.

Here and there, jagged cyclopean stones jut from the rubble at haphazard angles, as though some mad titan had thrown spears of earth at the tower from on high. Amongst the rubble there appears to be openings where a creature could enter the ruins. The whole structure is surrounded by glowing hot magma that bubbles up from cracks in the ground, belching deadly smoke.

Crossing the magma field is doable. Rocky outcrops can be scaled and traversed using ropes, the players can find cooled floats of magma to cross, and flight makes matters much easier as long as they avoid the burning clouds of gas. Checks to cross this field are DC15.

### RUINS ENTRANCE

As you approach on the entrances to the ruin you see an engraving on the remains of wall:

*The Trial of Courage*

*Inside this tower you will face challenges that test your resolve. Resist the fear of death: only through facing doom with dignity will you find redemption.*

Read the following

As you enter the ruin you find that some rooms are intact, having survived the collapse, while othertimes you forced into a claustrophobic nightmare of crawling and squeezing through caverns of debris stacked just so to prevent collapse and provide a passage. Occasionally dust or debris shifts and rain bits of stone on you, giving a sickening moment when you fear the whole tower will finally finish collapsing and bury you forever in choking dust and tons of rock.

Give the players a moment to react to this situation before continuing on.

You find yourself at a crossroad of sorts in this rubble-maze. Three options lay ahead:

Below, there is a staircase that descends into darkness. A hot wind can be felt blowing up from this direction.

Forward, there is a warren of rubble-made paths too low to walk. You'd have to proceed by crouching or crawling.

Up, there is a broken staircase pierced with jagged stones. You can see razor-sharp rock is everywhere in that direction.

### ENCOUNTER 1: BELOW

Descending down into the basement, the characters find narrow corridors where they can only proceed single file dotted with 30x30 chambers filled with lava. Lairing here is a former aarocka adventurer (stats as **Enrinyes**). Her passive perception is 12, and once she detects the players she will engage. Her main tactics are flying through open rooms and running through the halls. She will remain at range, using her bow to poison as many as possible. She wails that she cannot find the exit, having gone mad long ago from fear. The magic of this place preserves her.



## ENCOUNTER 2: FORWARD

Forward the characters are forced to crawl through a warren of low tunnels. 2 **Lost** make this web of tunnels their home, former adventurer's mad with fear and mutated by the paragon of sin. The Lost are adapted for the ruin and move at their regular speed while prone, and do not suffer disadvantage while attacking (unlike prone adventurers). The lost will attempt to flank and grapple players before dragging them away to their lair to finish them. The tunnels are small enough that firing past an ally gives the enemy 3/4 cover.

## ENCOUNTER 3: UP

The broken jagged staircase leads upwards into the ruin. Players carefully pick amongst the stones to avoid cutting themselves. They eventually enter a intact T intersection. Ghostly wailing and wind can be heard, and the angelic statues can be seen in alcoves along these hallways, probably dozens total. If they proceed, the spirit of a adventurer that killed themselves (stats as *Eidolon*) possesses a statue and emerges from rubble. Passive perception 14 required to not be surprised. After the battle the players may find the dessicated corpse of the adventurer, their own dagger sticking out of their throat.

## PARAGON OF FEAR

Read the following:

You enter a large, mostly uncollapsed chamber. The long square hall is dotted with stone columns that support the remains of the ceiling. Flayed skin, feathered wings, rusted greatswords and tattered armors hang from the walls and ceiling. A hulking humanoid figure shifts, crouched in the darkness. Eight yellow eyes leer at you from a horrific grinning face. The body stands and you see it has the shape of a knight except that chitinous plates cover it from head to toe, more like a spider. Glowing yellow runes cover the bracers of its gauntlets and torso and shriveled, dead wings adorn its back.

### PARAGON OF FEAR

**History.** When the night fell on the caldera, Hiranta the Brave called a conclave of angels at his tower. For weeks they debated how to proceed: should they leave the caldera and seek to return to Celestia? Should they continue to implement the trials? All the angels except Hiranta came to a decision: they should destroy themselves, and return their essence to the universe. Perhaps their next incarnations would not fail the goodly gods as they had.

Hiranta refused this course of action, and became more aggressive in his attempts to persuade his comrades to stay. Finally, terrified of being alone, he imprisoned what remained of his fellow angels. He began torturing his comrades to make them agree to live.

He tortured them for ages, flaying skin from bone, until none were left. Even after endless earthquakes shook his tower to nothing, he lurks in the lowest levels, driving any pilgrims that come to him mad with his fearful gaze. Those that are not killed are transformed into monsters, terrified of death.

**Appearance.** Hiranta appears as a gargantuan knight, covered in chitinous plates. His face is horrible to behold, a eight eye yellow spider-like visage with long, grinning teeth.

### APPROACHING THE PARAGON

**Paragon's Perception.** Paragon has a passive perception of 20 and supernaturally is aware of anyone its spiderweb - ahem - I mean its tower.

### FIRST STAGE TACTICS

The paragon gets two actions a round - one on its initiative roll and one on initiative count 10. It should be burning a reaction in between each of its turns - either a spell reflect or a shield. It will cast bones of the earth as an opener. If most creatures get pinned by bones, it will wade into combat. If several squishy characters escape, it will use its Surrender to Terror ability to incapacitate them. Otherwise it will use multiattack, or lightning bolt if it can get three people in a line.

### SECOND STAGE TACTICS

The paragon's armor is ruined enough that you can see shinning golden skin underneath. Spiders, insects and maggots spill out from the armor's interior as well, and the paragon's armored jaw hangs open, a long tongue lolling in its mouth. The paragon will simply attack now, and anytime someone is healed it energizes him.

When this second stage is defeated, the former angel falls onto his back, bleeding black blood from golden skin, and in its eight eyes will look on in terror. It begs not be killed pathetically but will attack again if mercy is shown.

### MANNION'S WITNESS

When the battle reaches the second stage, Mannion the solar will tear away rubble and exposed the chamber to the sky. He will roost from his opened vantage point to observe the battle (the rubble being removed is obvious, but it requires a passive perception of 20 to spot Mannion.) If he's attacked, he will flee. If Mannion witnesses the Paragon of Fear destroyed, he'll let loose a mournful horn blast before flying off.





## PARAGON OF FEAR: TERROR/DOOM

*huge aberration, chaotic evil*

**Armor Class** 17  
**Hit Points** 130/225 (arm 112)  
**Speed** 50ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	15 (+2)	13 (+1)

**Saving Throws** Dex +6, Int +9, Wis +6  
**Skills** Arcana +9, Perception +10, Stealth +6  
**Damage Resistances** bludgeoning, piercing, slashing from nonmagical  
**Senses** blindsight 30ft, darkvision 120ft, passive perception 20  
**Languages** telepathy 120ft  
**Challenge** 11

**Spellcasting. [Terror]** The Paragon of Fear is an 11th level spellcaster. Its spellcasting ability is intelligence (save DC17, +9). The Paragon has the following spells prepared:

4th level (3 slots): *dimension door*  
5th level (3 slots): *lightning bolt* (8d6)  
6th level (1 slot): *Bones of the Earth* (6d6)

**The Brink [Doom]** If a creature the paragon can see regains hit points, the paragon gains two benefits until the end of its next turn: it has advantage on attack rolls, and its bite deals an extra 22 (4d10) necrotic damage on a hit.

### Actions

**Multiattack.** The paragon makes three attacks: two with its bite and one with its claw or three with its bite.

**Bite.** *Melee weapon attack:* +6 to hit, Reach 5ft, one target. *Hit:* 9 (2d6+2) slashing damage.

**Claw.** *Melee weapon attack:* +6 to hit, Reach 15ft, one target. *Hit:* 15 (3d8+2) slashing damage and the target is grappled (escape DC14). Until this grapple ends, the target is restrained and takes 15 (3d8+2) bludgeoning damage at the start of each of the paragon's turns. The paragon has two hands and can't use an occupied hand to attack.

**Surrender to Terror. [Terror]** The paragon projects a 30ft cone of magical energy. Each creature that can see the Paragon must make a DC17 wisdom saving throw. On a failed save, the creature is charmed for 1 minute and tries to get as close as possible to the paragon, using its action to dash until its within 5ft. The charmed creature can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on a success. If a creature successfully resists this effect, it has advantage on future saving throws for 24 hours.

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

### Reactions

**Spell Reflection. [Terror]** If the paragon saves against a spell or the spell misses, the paragon can choose another creature it can see within 120ft. The spell targets that creature instead of the paragon. That creature must make their own save, or the spell attack is re-rolled against that creature.

**Shield. [Terror]** The paragon can choose to cast *shield* as a reaction, increasing its AC by 5 until its next turn.

### Paragon Traits

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

**Paragon Exhaustion.** The paragon rolls initiative with advantage. The paragon starts with 1 paragon action. Paragon actions allow the creature to take another turn on initiative count 10 including an action, bonus action, movement and a reaction. If a hit point pool is depleted, the paragon loses a paragon action.

**Multipart Monstrosity.** The paragon has 2 arms, each of which has its own pool of hit points, as shown in the hit points entry above. When a creature makes a melee or ranged attack against the paragon that creature may choose to target a specific body part by suffering disadvantage on the attack roll. When a body part suffers damage, paragon suffers the same amount of damage. Conditions and effects inflicted on the body part apply to the whole creature unless the body part is immune to such conditions. When a body part is reduced to 0 hit points, that body part is destroyed.



## AFTER THE BATTLE

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After the battle is complete, players can search through the rubble of this room to find:

- A small ornate lockbox (50gp) containing 100pp
- A mithril chain sack (100gp) containing 2000gp.
- 3 wooden offering chests containing 1500sp each.
- 3 barrels of fine wine (150gp)
- 500cp scattered loose on the floor.
- Javelin of Lightning (shaft covered in carvings of cherubs amongst clouds),
- Winged Boots (naked man in sprinting position stitched into both)
- +1 handaxe (handle made of stone)

## OTHER STUFF

### LEGAL:

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

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**Trial Road Art** *A Celestial Light* by Gustave Dore

**Mounement Art** *Gates of Paradise* by Gustave Dore **Paraon art** provided by DM's Guild.

### THE BRIMMING BOWL

This adventure will only present one destination in the Bowl, Courage's Rise, but nearly all of plato's virtues are accounted for in the bowl. We only have two left. See you next time! Taylor