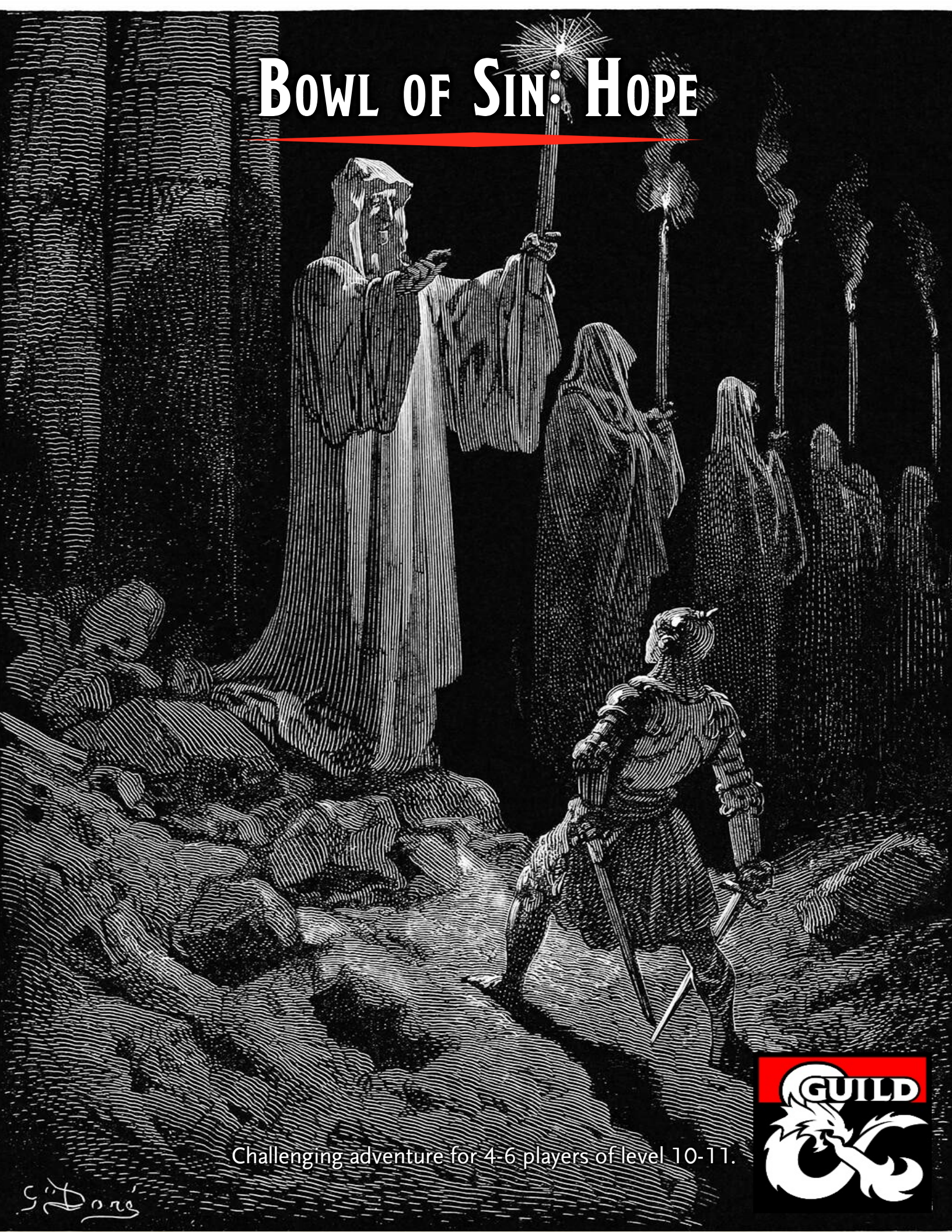


BOWL OF SIN: HOPE



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

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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
\columnbre*

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. 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 darkness, 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 and out of 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 next.

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

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** 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. He patrols the Trial Road from 500ft in the air, looking for light sources. If the heroes bear none, they can attempt to hide with a Dexterity (Stealth) check DC24.

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.

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 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 HOPE

Read the following:

You smell it first. An acidic stink, like methane and battery acid. The gravel gives way to thick, hot mud that occasionally bubbles, giving off bursts of gas. A low green mist lies over everything, irritating your skin and eyes with its acidity. You're forced to wade through the muck and brackish water, whose depth ranges from boot-deep all the way to your waist, depending on which path your guide takes you.

Here and there twisted, stunted trees rise out of the mud, some clinging to life and some dead and rotting. A standing stone covered in markings lies up ahead.

The standing stone is in an ancient language but can be deciphered with a DC15 Intelligence check:

Trial of Hope.

Prove that no matter the adversity, you will maintain faith that salvation lies at the end of this road. Prove that no matter the opposition, you will destroy those that seek to rob you of your hope.

The bog is covered with an acidic mist, twisted and stunted trees and thick-tar like muck. Anything organic in the bog is slowly corroded into nothing. When the players move on, read the following:

Out of the darkness you begin to see thick standing stones, clustered together. More emerge as you advance, some drunkenly leaning and others standing upright with creeping, thorny vines winding their height. They've become thick like trees in a forest, stretching off in every direction. It appears there are narrow paths and one could walk between the columns, if they wished to head deeper into the forest of standing stones.

As you behold this sight, you each begin to get a feeling. You get the sensation that something awaits you inside the forest of stone, something important and desirable.

The forest of stone columns is known as Hope's Fall. At its center the Paragon of Despair lairs, waiting for prey.

HOPE'S FALL DETAILS

Columns. 60ft tall and spaced apart to form a grid of 10ft hallways.

Mud. Moving for the mud is difficult terrain and costs 2 feet of speed for every 1 feet of movement.

Feeling. Heroes within 1 mile of the forest of columns experience a sensation of being close to whatever they desire most. The sensation grows stronger as they enter the forest of columns and approach the center.

PARAGON OF DESPAIR

History. When the gods sealed the Bowl away from the world, the angel Kelza was first to despair. He wallowed in his beautiful forest of stone, sinking into the earth. After ages, his body rotted and died. All that remained was a single obsidian eye, seeing only hopelessness in his black world.

Devourer of Hope. This feast of despair attracted a creature from the shadowfell. The Devourer of Hope is a legendary balhannoth, a slug-like creature that oozes and undulates, greedy to devour prey in its dripping maw and feed on their false hope. It uses four tentacles to restrain its food. It is large as a horse, and difficult to pin down.

Void of Despair. The last of Kelza's life occupies his eye, turned cat-like and jet black with a yellow iris. It lies in the belly of the Devourer, and when freed will exact vengeance on those that disturb his reverie.



RUNNING A PARAGON OF SIN

Each battle with a Paragon of Sin is a multi-staged boss fight. Some abilities are available to its first form, some only to its second, and some are available to any form. This is noted next to each attack and special ability the creature possess. During battle, the first form uses the stats and hp listed first in its stat block, while the second form uses the stats and hp listed second in its stat block.

APPROACHING THE DEVOURER

Devourer's Perception. Devourer has a passive perception of 16 so it's possible to approach its lair hidden, but Devourer always senses when sentient beings enter the forest of columns unless they are subject to the mind blank spell. When it senses a creature this way, it will keep its invisibility fresh and his illusionary domain active and hide on top of a stone pillar.

Detecting the Devourer. While hiding, heroes requires a passive perception of 14 to find its location. Otherwise heroes need to make a DC14 Wisdom(perception) check to spot the Devourer, rolling at disadvantage if they only rely on sight. If the devourer does not use its action to hide, then players merely roll at disadvantage when attacking it but otherwise see signs of its passage and hear its movements.

Illusory Realm. When the players first enter the forest of columns, they will begin to see an illusory realm of safety: something strongly desired by one of the players is here. Their old house, a fairground from a treasured childhood memory. It all smells, feels and tastes real, except for being devoid of inhabitants. On close inspection things are obviously fake: books are empty, gold is counterfeit, and ropes snap under the slightest pressure.

Ambush. The Devourer lurks invisibly on top of a pillar in the center of the forest. When heroes are within 500ft, roll initiative. The devourer will try and teleport one of the heroes to the top of the pillar it occupies and attack. A passive perception of 10 is required to notice a party members disappearance. If someone noticed the disappearance, the illusory realm fades. Either way, battle is joined.

FIRST STAGE TACTICS

Lair Actions. Alternate each round between Fade on the hero it's singled out, and Blink melee combatants away 60ft and into open air. Heroes can spend their reaction to make a DC14 Dexterity saving throw and grab the edge of a pillar, otherwise falling for (21) 6d6 falling damage into the muck below.

Actions. Isolate and eliminate. Make two tentacle attacks and bite on the same target. You have advantage when the target is restrained or invisible.

Movement. While invisible you don't provoke attacks of opportunity. Climb down in-between pillars so even if a hero escapes its grasp, they have nowhere to go but down.

Paragon Actions. Teleport away with a grappled target, bite then vanish.

SECOND STAGE TACTICS

Lair Actions. Blink unimpeded combatants away. Vanish to unimpeded combatants.

Paragon Ability. Point towards the largest group of the party, forcing them to scatter.

Actions. Spread out blasts to unimpeded heroes to disable as many as possible.

Movement. Fly 60ft above the top of the columns. If the players take cover and unleash range attacks, fly down amongst the pillars.

Paragon Actions. The Void of Despair will unleash iris beams until engaged in melee, then it will teleport away. It won't bother vanishing.

MANNION'S WITNESS

When the battle reaches the second stage, Mannion the solar will cast invisibility on himself then roost 120ft away to observe the battle (a passive perception of 20 spots signs of his arrival). If he's attacked, he will flee. If Mannion witnesses the Void of Despair destroyed, he'll let loose a mournful horn blast before flying off.

PARAGON OF SIN: DEVOURER OF HOPE/VOID OF DESPAIR

large paragon aberration / small paragon celestial, chaotic evil

Armor Class AC 17 / AC 17

Hit Points 114 (12d10+48) / 161 (19d10 + 76)

Tentacle 28

Speed 25 ft., climb 25 ft. / fly 20ft

STR	DEX	CON	INT	WIS	CHA
+3 / +0	-1 / +1	+4 / +3	-2 / +3	+2 / +2	-1 / +3

Saving Throws Con +8 / Int +7, Wis +6, Cha +7

Skills Perception +6 / Perception +10

Condition Immunities blinded / prone

Senses blindsight 500 ft. (blind beyond this radius), passive Perception 16 / darkvision 120ft passive perception 22

Languages understands Deep Speech, telepathy 1 mile / None

Challenge 13 / 13 (17,200xp)

Paragon Abilities

Transition.[Devourer] When the Devourer of Sin's health pools is depleted, it slumps over, slain. The Void of Despair bursts forth from its interior, acting on the same initiative and using its own health pool. Damage does not carry between the health pools, and any status effects that were affecting the Devourer of Hope do not carry over to the Void of Despair.

Multipart Monstrosity. [Devourer] Devourer of Hope has 4 tentacles, 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 Devourer of Hope that creature may choose to target a specific body part by suffering disadvantage on the attack roll. When a body part suffers damage, Devourer of Hope 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.

Void Gaze [Void] The Void of Despair's iris creates a 150-foot cone. The creature with the lowest health in the cone is affected by *power word stun* at the start of the Void's turn. At the start of each of its turns, the Void decides which way the cone faces.

Actions

Shake it Off. [Any] The Paragon of Sin spends its action and removes any condition currently active on it, taking 5 damage per condition.

Multiattack. [Devourer] The Devourer makes a bite attack and up to two tentacle attacks; or it makes up to four tentacle attacks.

Bite. [Devourer] Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 25 (4d10 + 3) piercing damage.

Tentacle. [Devourer] Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15) and is moved up to 5 feet toward the Devourer. Until this grapple ends, the target is restrained, and the Devourer can't use this tentacle against other targets. The Devourer has four tentacles.

Iris Beam.[Void] The Void of Despair fires three magical beams from its surface, choosing targets within line of sight up to 120ft away. See Iris Beams on the next page for effects.

Legendary Actions

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

Bite.[Devourer] Make one bite attack against one creature it has grappled.

Iris Beam.[Void] Make one random Iris beam attack against a target in range.

Teleport.[Any] Teleport, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Vanish.[Any] Become invisible for up to 10 minutes or until immediately after it makes an attack roll.

Lair Actions

On initiative count 20 (losing initiative ties), the Paragon of Sin can take one lair action to cause one of the following effects; the paragon can't use the same lair action two rounds in a row:

Deceive.[Any] The Paragon of Sin warps reality around it in an area up to 500 feet square. After 10 minutes, the terrain in the area reshapes to assume the appearance of a location sought by one intelligent creature whose mind the Paragon of Sin has read (see Regional Effects below). The transformation affects nonliving material only and can't create anything with moving parts or magical properties. Any object created in this area is, upon close inspection, revealed as a fake. Books are filled with empty pages, golden items are obvious counterfeits, and so on. The transformation lasts until the Paragon of Sin dies or uses this lair action again.

Blink.[Any] The Paragon of Sin targets one creature within 500 feet of it. The target must succeed on a DC 16 Wisdom saving throw or the target, along with whatever it is wearing and carrying, teleports to an unoccupied space of the Paragon of Sin choice within 60 feet of it.

Fade.[Any] The Paragon of Sin targets one creature within 500 feet of it. The target must succeed on a DC 16 Wisdom saving throw or the Paragon of Sin becomes invisible to that creature for 1 minute. This effect ends if the Paragon of Sin attacks the target.

IRIS BEAM D10

1. **Confusion Beam.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be confused for 1 minute, or until the Void harms the creature.
2. **Paralyzing Beam.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. **Fear Beam.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. **Slowing Beam.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. **Enervation Beam.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. **Telekinetic Beam.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the Void moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.
7. **Blindness Beam.** The targeted creature must succeed on a DC 16 Wisdom saving throw or become blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
8. **Petrification Beam.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It 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 greater restoration spell or other magic.
9. **Disintegration Beam.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.
10. **Ascended Beam.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) radiant damage. The target dies if the ray reduces it to 0 hit points.

KELZA'S BODY

Kelza's body, submerged up to the chest, sticks out of the muck in the area. Dirty, ragged hair falls over golden muted skin. One socket contains a glassy, blank eye. The other is an empty socket. Various coffers, boxes and loose coins are found scattered around him. A *Speak with Dead* spell will stir Kelza's body, and he will mournfully relay some of the details of the Bowl mentioned in the Overview before returning to death.

Digging the entire haul from the muck takes a day of hard's work but yields the following:

- A large steel chest is filled to the brim with 15,000sp (1,500gp) of various sizes and mintings.
- A knee-high crate carved with arcane runes contains bolts of silky cloth with vaguely spiderweb pattern worth 750gp.
- A necklace string of small pink pearls worth 1,250gp
- A life-sized solid piece of ruby carved into the likeness of an angel worth 10,000gp.
- A transparent blue-white diamond worth 5,000gp.
- A ceremonial electrum dagger with a black pearl in theommel worth 500gp
- A small lockbox. Breaking off the rusted lock reveals its contents: 1,400 pp and a single red and gold feather that is a *Quaal's Feather Token: Bird*.
- A clay pot contains 13 gemstones worth 500gp.
- A rotten, straw-filled crate containing a *Potion of Fire Giant Strength*, *Potion of Invulnerability*, *Potion of Superior Healing*.
- A bone scroll-tube contains a *scroll of guardian of faith*.
- 925gp worth of coins are scattered around the area loosely in various types, sizes and denominations.

OTHER STUFF

LEGAL:

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EMPTY BOWL

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