

TOMB OF ANNIHILATION

SECRETS OF SHILKU



Expanded content for Shilku in Tomb of Annihilation
Chapter 2: The Land of Chult

SECRETS OF SHILKU



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INTRODUCTION

In the southwestern corner of Chult lies a ruined settlement called Shilku. The village has recently been re-inhabited by albino dwarves, fighting to survive in the wilds of Chult. The land is plagued with evil firenewts who bask in the volcanic region. As the dwarves seek to reclaim key locations to their heritage, an unseen force sews malice, giving power to the firenewts' cause.

This supplement to *Tomb of Annihilation* expands on the locations of Shilku, Hrakhamar, and Wyrmeart Mine and the character Withers. It is meant to make these locations more exciting and manageable for both the DM and the players. The document includes:

A New Location - Shilku Outpost with a Map, which will give life to the Shilku Bay location.

A New Location - Mount Todra with a battle map, to expand on the firenewt sub-plot from Hrakhamar.

Additional Adventure Hooks, providing the characters with a reason to travel to Shilku.

Random Encounters & Discoveries for Shilku Bay, including an entirely new encounter location, Mount Todra, complete with its own encounter map.

Expanded Hrakhamar and Wyrmeart Mine, offering suggestions on how to run these locations, as well as a mine cart chase scene, which is certain to be epic!

Expanded History & Lore, which elaborates on Shilku and the albino dwarves' history, and foreshadows Withers in the Tomb of the Nine Gods.

New Mundane & Magic Items – reward characters with mystical flora or give them the might of *Moradin's gauntlet!*

USING THIS SUPPLEMENT

This supplement provides several new ideas on how to run Shilku, Hrakhamar, and Wyrmeart Mine from *Tomb of Annihilation*. It is useful to first read the sections about these locations in the official campaign book before reading this supplement.

As always, it is up to you how much of the content you want to use. It's perfectly fine to use some parts of this supplement while discarding others, or simply let the ideas presented here inspire new ideas of your own.

This supplement assumes a party of 4–6 characters of 4–5th level. More powerful parties will have an easier time with the challenges within. It is recommended that parties of lower level should have a few adventures to level up before attempting this adventure. Throughout the document, you will find suggestions for scaling encounter difficulty. It is recommended that the party advance to level 5 by the time they reach Wyrmeart Mine.

Monster References

The following monsters are used in this supplement:

- **albino dwarf warrior** (*TOA*, 210) – A pale-skinned dwarf native to Chult. Many of the dwarves used to inhabit the forge at Hrakhamar.
- **albino dwarf spirit warrior** (*TOA*, 210) – An albino dwarf blessed with spellcasting abilities by a Chultan spirit.
- **aspect of Imix** – A evil fire spirit sent by Imix at the call of the firenewts to rain destruction upon Chult.
- **fire snake** (*MM*, 265) – A juvenile salamander.
- **firenewt warrior** (*TOA*, 219) – A humanoid amphibian that lives in volcanic regions and worship Imix, the Prince of Evil Fire.
- **firenewt elite warrior** – A more powerful firenewt warrior.
- **firenewt warlock of Imix** (*TOA*, 219) – A firenewt with magical powers granted by worship of Imix.
- **flail snail** (*TOA*, 220) – A large snail native to Chult with a magical shell that is worth a lot of coin.
- **giant strider** (*TOA*, 222) – A loyal firenewt mount that is vaguely birdlike and reptilian.
- **mephit** – Small flying elementals made of magma, mud, smoke, or steam.
- **magmin** – A small fire elemental that looks like a short humanoid made of magma.
- **priest** – A spiritual leader and community healer.
- **salamander** (*MM*, 265) – A snakelike fire elemental.
- **young red dragon** – A dragon that is between 6 and 100 years old, but quite formidable. Red dragons, above all else, love to hoard treasure.

Dramatis Personae

The following characters from *Tomb of Annihilation* are referenced in this supplement:

- Ekene-Afa** (*TOA*, 25) – A merchant prince at Port Nyanzaru who deals in magic shields.
- Hew Hackinstone** (*TOA*, 34) – One armed shield dwarf guide in Port Nyanzaru, who lost his arm to Tzindelor trying to reclaim Wyrmeart Mine.
- Imix** (*TOA*, 219) – A powerful primordial worshiped by firenewts. Also known as the Prince of Evil Fire.
- Laz Drumthunder & Malkar Stonegrist** (*TOA*, 63) – Albino dwarves captured by the firenewts. While being tortured the dwarves overheard information about firenewts' plot.
- Liana Portyr** (*TOA*, 227) – Commander of the Flaming Fist at Fort Beluarian under pressure to explore Shilku for treasures.
- Musharib** (*TOA*, 47) – Albino dwarf guide in Port Nyanzaru who wants to see Hrakhamar reclaimed by the dwarves.
- Sithi Vinecutter** (*TOA*, 60) – Leader of the albino dwarves at the Shilku Outpost. She wants to reclaim the forge at Hrakhamar. The names of other dwarves at Shilku Outpost can be found on page 8 of this supplement.
- Tzindelor** (Tinder) (*TOA*, 85-89) – A young red dragon who conquered Wyrmeart Mine 40 years ago.
- Wakanga O'tamu** (*TOA*, 27) – A merchant prince at Port Nyanzaru who deals in magic items.
- Withers** (*TOA*, 145) – An undead Ormuan engineer in the service of the archlich Acererak helping the firenewts in exchange for access to the forge of Hrakhamar.

Official Material References

The supplement references the *Monster Manual* (MM) and *Tomb of Annihilation* (TOA) followed by a page number as a recommendation for further reading.

ADVENTURE HOOKS

The following subsections include adventure hooks for the characters to adventure to Shilku Bay and the surrounding area. Some of these are presented in *Tomb of Annihilation* and are compiled and expanded on here for reference.

SHILKU RECONNAISSANCE

After securing a guide, most parties are encouraged to secure a charter of exploration from the Flaming Fist at Fort Beluarian. At the fort, Liara Portyr asks the characters to set sail for Shilku Bay, conduct a one-week reconnaissance of the destroyed village of Shilku, and return to Fort Beluarian to report what they've seen (*TOA*, 56). If the characters accept the mission, Liara pays for their food and passage and gives the party a free charter of exploration. If the characters need more convincing, in addition to a choice of potion or scroll, Liara may be willing to throw in an extra 200 gold per party member to really make it worth their while. This should have the players arriving at Shilku Bay by boat and starting at Shilku Outpost. If the characters would not have reached level 4 by the time they reach Shilku Outpost, consider adding a few encounters on their journey.

BROTHERS IN ARM

Hew Hackinstone is a shield dwarf guide at Port Nyanzaru who will lead the players directly to Wyrmsheart Mine regardless of their stated interests. "Three years ago, Hew was part of a dwarven expedition seeking to reopen Wyrmsheart Mine. The expedition encountered Tzindelor the young red dragon. Hew alone escaped, and only after the dragon bit off his left arm. Hew wants to return to the mine and slay the dragon, but he needs a band of stout-hearted adventurers to help him" (*TOA*, 34).

As the party nears the Valley of Lost Honor, they will encounter Sithi and her people who are planning to retake Hrakhamar. While primarily interested in vengeance, Hew is willing to delay the encounter with Tzindelor for the sake of the dwarves in the region. If the characters have been traveling by land, Sithi may suggest that they first head to Shilku Outpost to resupply before attempting to retake Hrakhamar. She can easily convince Hew that after Hrakhamar the party can better equip themselves for a fight with a dragon.

FORGING ALLIANCES

Musharib is an albino dwarf guide at Port Nyanzaru. He is more interested in reclaiming the ancestral forge of Hrakhamar for his people or at the very least recovering *Moradin's gauntlet*, a dwarven relic (*TOA*, 34). He promises that his people will be able to forge the characters superior weapons and armor in exchange for their help.

As the party nears the Valley of Lost Honor, they will encounter Sithi and her people who are also planning to retake Hrakhamar. You may want to have Sithi and Musharib be ex-lovers and have an interesting dynamic because of their history. Maybe when this is all over, they will get back together. Sithi recommends that the characters resupply at Shilku Outpost if they traveled by land.

A SHELL GAME

Volo's Guide to Monsters indicates that a flail snail shell is worth 5,000 gp and can be used to make a *spellguard shield* or a *robe of scintillating colors*. At the DM's discretion, Ekene-Afa, who deals in magical shields, or Wakanga O'tamu, who deals in magical items, put out job postings at Port Nyanzaru for adventurers to retrieve flail snail shells in exchange for great sums of money. Rumors in the taverns and marketplaces will suggest that either merchant prince will offer a reward of 2,500 gold pieces for an intact shell (half of what it is actually worth). Ekene-Afa may offer a *spellguard shield* and Wakanga O'tamu may offer a *robe of scintillating colors*.

Both merchant princes know that flail snails are most commonly found near volcanic areas like Shilku Bay because they are immune to heat. You may add that in order to keep the shell intact, the characters must not use any blunt weapons (bludgeoning damage) against the snail. The merchant princes may be convinced to front the money for the characters' passage by boat, which should bring them directly to Shilku Bay. If the characters would not have reached level 4 by the time they reach Shilku Outpost, consider adding a few encounters on their journey.

PIRATE HUNTING SEASON

Zindar the half-dragon harbormaster has a quest for characters to capture pirate ships and their captains for 2,000 gp per ship and 500 gp per captain (*TOA*, 17). At any time, there are only 2 of the 3 pirate ships at the pirate hideout of Jahaka Anchorage (*TOA*, 64–68). There are a number of ways that an encounter at Jahaka Anchorage can go, and here are a few suggestions that may encourage characters to visit Shilku Bay next:

- Interrogation of other pirates indicates that the third ship is likely somewhere near Shilku Bay.
- One of the pirates has a buried treasure in Shilku Bay.
- The third ship arrives mid-way through combat at Jahaka Anchorage and tries to escape to Shilku Bay rather than fight.
- One of the pirates' prisoners is an albino dwarf who knows about Shilku Outpost and either asks for a ride back home or tells the characters to come visit.



RANDOM ENCOUNTERS

While the characters are exploring Shilku Bay and traveling between Shilku and Wyrmeheart mine, you can roll random encounters on the Shilku Bay Discoveries table below, or choose your favorites. You can do so as often as you like, or you can determine if an encounter happens at random by rolling a d20 three times per day the characters spend exploring, checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 16 or higher.

Shilku Bay Discoveries

d10	Discovery
1	Firenewts
2	Flail Snail
3-4	Flora Discovery
5	Magmins
6	Mephits
7	Preserved Artifacts
8	Red Dragon
9	Salamander
10	Volcanic Activity

FIRENEWTs

The characters spot a patrol of firenewts. If the characters are not moving stealthily, both parties see each other. The DM can roll 1d4 to determine the size of the patrol.

d4	Patrol Size
1-3	Characters spot a light firenewt patrol of 1d4 firenewt warriors mounted on giant striders .
4	Characters spot a heavy patrol of 2d4 firenewt warriors and a firenewt warlock of Imix , with half mounted on giant striders .

The firenewts always strike their final blows with the intention of knocking out enemies, who are then taken back to Hrakhamar (Area 9) to be tortured and eaten.

FLAIL SNAIL

The characters encounter evidence of a **flail snail**. The DM can roll 1d4 to determine what the characters find.

d4	Snail Evidence
1	Characters spot a flail snail traveling out in the open.
2-3	Characters spot the slimy trail of a flail snail. If they wish to follow it, a successful DC 10 Wisdom (Survival) check correctly deduces which direction the snail was traveling. If the check fails, the characters lose the trail if they attempt to backtrack.
4	Characters spot the dead remains of a flail snail. The snail was killed by firenewts. Its shell is shattered.

FLORA DISCOVERY

Characters discover some of the local Shilku Bay flora. A DM can roll 1d4 to determine what the characters find. See 'Flora and Fauna of Shilku Bay' for the descriptions and properties of the various fruits and plants.

d4	Flora Discovery
1	Characters discover a tree with 2d6 large yellow Noni fruit growing on it. Characters proficient in the Nature skill or native to Chult recognize the fruit and its properties.
2	Characters discover a patch of small shrubs with 4d6 red berries (Ohelo). Characters proficient in the Nature skill can identify these as Ohelo or Akia berries with a successful DC 15 Wisdom (Nature) check.
3	Characters discover a patch of small shrubs with 4d6 red berries (Akia). Characters proficient in the Nature skill can identify these as Ohelo or Akia berries with a successful DC 15 Wisdom (Nature) check.
4	Characters discover a small shrub with 2d4 black Leponene berries growing on it. Characters proficient in the Nature skill or native to Chult recognize the berries and its properties.

Flora and Fauna of Shilku Bay

The following plants and fish can be found in the volcanic regions of Shilku Bay. These plants are based off of real plants that grow in Hawaii Volcanoes National Park.

Noni. The large yellowish green Noni (NOH-nee) fruit grows on a tree on rocky beaches. The fruit smells like vaguely like vomit, but can be eaten as rations in times of need. The Chultan dwarves refer to it as the starvation fruit. A single fruit yields a pound of food.

Ohelo. The bright red berries from Ohelo (oh-HEH-loh) shrubs grow in volcanic areas, even on lava flows. The shrubs grow 1 to 4 feet tall and have small green oval leaves. The berries taste similar to cranberries. Fresh berries restore 1 hit point if eaten within 24 hours of being picked.

Akia. Akia (ah-KEE-ah) plants and berries look very similar to the Ohelo plant and only trained observers can tell the difference. Unlike the Ohelo berries, Akia berries are poisonous. If a creature ingests one or more berries, it must make a DC 10 Constitution saving throw or be poisoned for the next hour. Failure by more than 5 causes the creature to enter a catatonic state (incapacitated) while poisoned.

Leponene. Leponene (leh-poh-NAY-nay) also grows on a small shrub, but the berries are black. The berries are processed by the dwarves to make a morning drink, which not only stimulates the mind, but also the bowels. The Leponene berries has been used for centuries as a laxative, but mostly makes the dwarves flatulent. Being regular has its benefits, consuming fresh Leponene drink (also called "Nene" or "Poop Drink" for short) gives a creature +1 to constitution saving throws for the next 8 hours, starting 10 minutes after ingestion.

Daga'ona Fish. The Daga'ona fish has evolved to be tolerant of the sulfuric waters in Shilku Bay. Most predators do not eat this fish, which is poisonous from living in such an environment. The dwarves, who are resistant to poison, eat it happily. Any creatures who are not resistant to poison must make a DC 10 Constitution saving throw or be poisoned for the next hour after ingesting a Daga'ona fish.

MAGMINS

The characters are attacked by 2d6 **magmins**, which flee if reduced to fewer than half their starting number. The magmins spring up out of a lava stream.

MEPHITS

The characters encounter 2d6 **magma mephits**, **mud mephits**, **smoke mephits**, or **steam mephits**. The mephits only attack if they outnumber the characters two to one, but they are reluctant to be helpful unless they themselves are outnumbered. The DM can roll 1d4 to determine what type of mephit is encountered.

Mephit Type

d4	Mephit Type
1	Magma
2	Mud
3	Smoke
4	Steam

PRESERVED ARTIFACTS

The characters spot an item preserved in lava rock. If they take the time to clear it off, the item appears to be valuable and is worth 1d10 x 10 gp. A DM can roll 1d6 to determine the artifact found.

Shilku Bay Artifact

d6	Artifact
1	A gold candelabra inlaid with rubies
2	A knife made from a Tyrannosaurus Rex's tooth
3	A ivory staff with the likeness of a jaculi
4	A metal lock box with emeralds in it
5	A silver serving dish engraved with dinosaurs
6	A platinum compass on a chain

RED DRAGON

If the characters are within 50 miles of Wyrnheart Mine, they see the **young red dragon** known as Tzindelor circling over that location. If they're farther away, they see her flying in the direction of the mine. The dragon ignores the characters unless they do something to attract her attention.

SALAMANDER

A burst of lava spurts from a nearby crack and an **unarmed salamander** attacks the characters.

VOLCANIC ACTIVITY

The nearby volcano rumbles and spews rocks into the air, which land near the party. Announce that the party members have entered a skill challenge and explain the following information. Party members must collectively succeed 3 skill checks of DC 13. The characters can use any skills they are proficient in, but should describe how that skill would help them dodge the flying debris. Each skill may only be used once and a single character may not make two checks in a row. Spells with obvious benefit (such as *expeditious retreat* or *misty step*) may automatically succeed in place of one check. One example of a check would be a Strength (Athletics) check to shove party members out of the way. If the party has 3 failures before 3 successes, each party member suffers 3d6 bludgeoning plus 3d6 fire damage. For more about skill challenges, check out Matt Colville's video **Skill Challenges! Running the Game #21**.

UNARMED SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Multiattack. The salamander makes two attacks: one with its claws and one with its tail.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.



SHILKU OUTPOST

Tomb of Annihilation describes Shilku Bay as a rather inhospitable location (*TOA*, 82–83), but this is only based on assumptions and rumors, as few have explored this region in recent years. Shilku Outpost is a new Chult location added by this supplement. Any albino dwarves within 100 miles of the outpost may direct characters to this location. If characters arrive in Shilku Bay without a reason to visit the outpost, you may add a random encounter with friendly albino dwarves.

When the characters arrive at Shilku Bay you can read the following:

Lava flows out of holes in the side of a large volcano and pours into the bay. The coastline is mostly solid black rock made by cooled lava over many years. Patches of green vegetation dot the shoreline. Towards the eastern portion of the bay, there appears to be the remains of small buildings encased in volcanic rock.

INHABITANTS OF SHILKU OUTPOST

Shilku Outpost is a new Chult location added by this supplement. It is home to 20 dwarves, mostly albinos. Characters may visit the following NPCs during their stay.

- **Sithi Vinecutter.** NG female **albino dwarf warrior** who is extremely blunt. Sithi is the leader of the outpost and spends most of her time in the War Chambers.
- **Baredd Torunn.** CG male **albino dwarf warrior** who lives for his work of expanding the tunnels of the outpost.
- **Rurik Vinecutter.** NG male **albino dwarf spirit warrior** who is the outpost's nerdy herbalist. He spends most of his time in the mess area studying native plants.
- **Helga Ironfist.** LG female **shield dwarf priest of Moradin.** Helga is very motherly and spends most of her time at the Shrine to Moradin.
- **Mardred Ungart.** CN female **albino dwarf warrior** who is the metallurgist of the colony. She is eager to get her hands on a proper forge and is researching fire resistant armaments.
- **Laz Drumthunder and Malkar Stonegrist.** NG male **albino dwarf warriors** who are the outposts lead hunters and scouts. They have gone missing 2 days ago.
- **Yutmus Treasurehead.** CG male **albino dwarf warrior** and the self-elected barkeeper of the Magma Malt. Yutmus has many fantastical stories to tell those who will listen.

Albino Dwarf Player Race

Albino Dwarf is an optional player race that can be made available to players. Albino dwarves have the traits described in the basic rules and the following additional traits:

Ability Score Increase: Your Wisdom score increases by 1.

Survivalist: You have proficiency with one of the following skills of your choice: perception, stealth, or survival.

Spirit Magic: When you reach 3rd level, you can cast either the *hunter's mark* or *speak with animals* spell once with this trait. When you reach 5th level, you can cast either the *speak with plants* or *pass without trace* spell once with this trait. You don't need material components for either spell. You regain the ability to cast these spells with this trait when you finish a long rest. Wisdom is your spellcasting ability for these spells.

The History of the Dwarves

Dwarves used to live beneath Chult in underground strongholds. Approximately 100 years ago, violent volcanic eruptions shook the southwestern portion of Chult and drove the dwarves from their homes. At the peak of their civilization the dwarves numbered in the hundreds. Now there are only dozens left living in the jungle, most of which are albino dwarves.

Around the same time, the coastal village of Shilku was destroyed by a volcanic eruption. The village was preserved like Pompeii within the volcanic rock. The citizens of Shilku were a tribe of humans called the Eshowe, who had a strong trading relationship with the dwarves. The dwarves constructed roads between the forge of Hrakhamar and Shilku to facilitate trade. The remainder of the Eshowe living in the Chultan jungles were slain by the undead armies of Ras Nsi in the Valley of Lost Honor. With the town destroyed, firenewts claimed the village and began excavating out cellars for hovels.

About 50 years ago, a clan of ambitious shield dwarves began to revive Wyrmsheart Mine, believing that the riches within that mine could begin the revitalization of the dwarven society in Chult. As the mine began to function again, the dwarves sent expeditions to Hrakhamar and found that a group of firenewts had moved in.

Meanwhile, legend of the Tomb of the Nine Gods was spreading, bringing adventurers to fall victim to its traps. Withers, overwhelmed with the upkeep of the tomb, was in dire need of skilled assistants. He sought out the dwarves of the forge of Hrakhamar but found the inhabitants to be unskilled firenewts. Fortunately, Withers' arrival coincided with the shield dwarves' first effort to reclaim the forge. The dwarves that were part of this expedition did not expect the firenewts to have such a powerful ally and were destroyed with little fight. Unfortunately for the dwarves, Withers claimed the dwarves as his own, bolstering his maintenance crew and calling them Tomb Dwarves.

Shortly after, the remainder of the dwarves at Wyrmsheart Mine were slaughtered by Tzindelor 40 years ago. With no organized dwarf presence in the region, the firenewts were able to move most of their forces north from Shilku Bay.

10 years ago, an albino dwarven woman named Sithi Vinecutter was able to organize a small tribe of albino dwarves to slay the small number of firenewts still living in Shilku. After defeating the small force of firenewts still living in the village, the dwarves began excavating cellars and re-routing lava tubes beneath the village to make a suitable outpost for themselves. The volcanic rock has formed an abundance of obsidian, which the dwarves have begun to mine for weapon development.

Although the sea is putrid with sulfur, the land is free of large predators, which has advantages for the poorly equipped dwarves. In areas where lava is not continuously flowing, patches of green growth can be found along Shilku Bay. Some of these unique plant species have become an essential part of the dwarves' diet. Additionally, a particular type of fish, called the Daga'ona Fish, thrives in the sulfuric waters. Dwarves, who are naturally resistant to poison, have no trouble eating this fish, which would otherwise be toxic to eat for most creatures.

From Shilku, the dwarves sent expeditions to the Valley of Lost Honor to keep an eye on the firenewts in Hrakhamar, planning to reclaim the forge. The dwarves remain unaware that Withers maintained contact with the firenewts, finding their zeal and fanaticism easy to manipulate and using their access to the forge for his own work.

MAP OF SHILKU OUTPOST



LOCATIONS AT SHILKU OUTPOST

The characters may visit the following locations while staying at Shilku Outpost.

S1. WAR CHAMBERS

This large, round room is dominated by a 10 foot diameter table carved into the center of the room at floor level with a shallow trench around it. The table is engraved with what looks to be a map of the bay and the surrounding mountains. Shields, spears, and handaxes line the walls. Makeshift sparring equipment is scattered around the edges of the room.

The War Chambers are the largest chambers of Shilku Outpost. The trench around the table is for dwarves to stand in during strategic meetings. The table itself is engraved with a map of Shilku Bay and the Valley of Lost Honor. The room is lit by blue luminescent fungi. The War Chambers are equipped with ten extra sets of dinosaur hide armor, 10 shields, 20 obsidian tipped spears, and 20 handaxes made of dinosaur bones and obsidian rocks.

Sithi Vinecutter has an office attached to this cavern for private meetings. If the characters do not arrive at the outpost with Sithi, she is standing at the table, moving obsidian pieces around the map. Sithi is extremely blunt and answers questions with few words. She spends her time planning or leading missions out further around the area. As the unanimously elected leader of the outpost, Sithi is looked up to for the general survival strategy for the dwarves, which often involves strategic strikes on hostile neighbors. Her main scouts and hunters are named **Laz Drumthunder** and **Malkar Stonegrist**. Unfortunately, the two of them went missing two days ago in the Valley of Lost Honor.

Sithi's Quest. Above all else, Sithi wants her people to reclaim the ancestral forge of Hrakhamar and kill all of the firenewts that have desecrated it. She will offer the characters riches from the treasury in exchange for their aid.

S2. THE WORKSHOP

Piles of obsidian and volcanic rock are littered about this room. An orange glow and the smell of sulfur emanate from a small forge.

Mardred Ungart runs the workshop and is a skilled metallurgist. She always complains that she has to work with obsidian which is brittle. She cannot wait to get her hands on a proper forge and metals so that she can make some quality armaments. Mardred is working on a way to create fire resistant weapons and armor to combat the foes in the region. She begs characters to speak with Sithi if they show an interest in helping reclaim the forge.

Mardred's Quest. Mardred has not seen Barendd in a tenday, although she is not worried for his health. She has scrounged up enough adamantine to forge a proper pick so that Barendd does not have to go through dozens of obsidian picks. If the characters can find Barendd and give it to him, they can keep half of the gems Barendd has collected in the past few days of tunneling (1d10 gems worth 25 gp each). The dwarves do not really have a use for them anyway without trade.

S3. THE MAGMA MALT

Long tables with wooden stools are arrayed in this open space. Kegs are stacked around the room, which give off a sweet fermented smell. A small bar is set up in the corner of the room where a jovial albino dwarf arranges stone mugs.

The Magma Malt is the closest thing to a pub south of Port Nyanzaru. The dwarves of Shilku Outpost treat it as a common area, but almost nobody can be found without a Tej in hand. The Magma Malt is run by a friendly old dwarf named **Yutmus Treasurehead**. Yutmus has a hundred tales of adventure and about two or three of them are mostly true. The dwarven society is communal so there is no charge for the Tej or the Nene drink.

Yutmus can tell the adventurers the following tales:

- Yutmus and his old crew once fought a flail snail that was 30 feet tall with 8 eyestalks. It ate one of his mates, who managed to carve his way out with an axe. (False)
- Yutmus saw an airship crash in the jungle to the north about a tenday ago. (True)
- Yutmus once was held captive by pirates and managed to break free by forging a lock pick out of toenail clippings and his own dried feces. (False)

As the characters sit and enjoy a drink, they may overhear bits of conversation from the other patrons:

- A dwarf noting that the catch is really good right now because the recent storm diluted the bay and washed in some more fish.
- A dwarf bragging that he and his buddy killed a fire snake thing out on the lava flows the other day. He says it was bigger than a batiri goblin stack.
- A dwarf asking if anyone's seen Laz or Malkar lately. They were supposed to be back yesterday from some hunt.
- A group of dwarves complaining about eating starvation fruit, wishing they could charge into the jungle and bring down a giant lizard or something.
- A dwarf mourning the loss of his friend who was killed by some volcanic rocks blown into the air and rained down on them
- A dwarf saying he saw Tzindelor with his own eyes. It was there in the sky flying with a giant lizard in its mouth.

S4. SHRINE TO MORADIN

The shrine to Moradin is tended to by an old female shield dwarf named **Helga Ironfist**. Helga traveled to Chult many years ago on a humanitarian mission from the Sword Coast, fell in love with the land, and never left. She is a priest of Moradin and is happy to heal players' injuries or sicknesses when they arrive. Helga is very motherly and has a famous saying that she tells all of the hunters: "Don't split the party". Nobody seems to pay it any heed.

Helga's Quest. Helga has seen visions of *Moradin's gauntlet* within Hrakhamar. If the characters indicate they may be going there, she asks them to retrieve it if they can. She tells them that "to the left of the two iron men, there is a book with the secrets they'll need to acquire the gauntlet". She doesn't know exactly what that means, and thinks of it as a test from Moradin for the travelers.

S5. MESS CAVERN

The Mess Cavern is simply a large cavern with wooden tables set up throughout it. The dwarves of the outpost tend to take meals at the same time and enjoy the camaraderie of dining together. The exceptions are usually Sithi or Barendd, who are married to their work.

The head herbalist/naturalist of the colony is Sithi's younger brother **Rurik Vinecutter**. Rurik first identified the plant in the region, which saved his people from starvation. The plant, Noni, is often referred to by the dwarves as "starvation fruit". Over time, he was able to discover the differences between the Ohelo and Akia berries so that his people could enjoy a bit more variety in their diet. Thankfully for the meat loving dwarves, desperation lead a few of them to try the Daga'ona Fish, which is now a staple food. Rurik loves sharing nerdy factoids about the native plants of Chult and will happily identify any specimens that characters have picked up along their travels.

Rurik's Quest. Rurik has been under a bit of pressure to get the people more Ohelo berries, which are far more flavorful than the starvation fruit of the Noni plant. Unfortunately, he's the only one who can tell the Ohelo and Akai berries apart. He will gladly trade the characters a lapis lazuli gemstone (worth 10 gp) for each 10 Ohelo berries they bring him. He has six of these gems in total.

S6. BUILDERS TUNNELS

Barendd Torunn is the master tunneler of the dwarves. He almost never leaves tunnels and some wonder if he ever sleeps. Barendd managed to engineer a way to re-route the lava tubes and poisonous gas seeping through the rock beneath Shilku to keep it away from the settlement. He is constantly at work expanding the outpost, digging deeper into the rocks. Barendd refers to others as youngins and relies on his own experience rather than suggestions from others. He wears a coconut shell on his head as a pseudo hard hat. If characters are looking for Barendd, they must first succeed a DC 15 Wisdom (Survival) check to track him through the mess of tunnels. The characters find Barendd trapped under some rubble calling weakly for help. Barendd was trapped in a small cave-in about a day ago and although he does not want to admit it, he is grateful for his rescuers.

S7. LIVING QUARTERS

Most of the living quarters are old cellars of the people of Shilku. The dwarves have made personalized dwellings out of these cellars with two or three dwarves living in each space. The two southernmost living quarters are vacant and are offered to the characters.



HRAKHAMAR

Hrakhamar (and the map of Hrakhamar) is presented on pages 60–64 of *Tomb of Annihilation*. The following subsections outline only the proposed changes to the location.

ADJUSTING DIFFICULTY

Firenewts are deceptively strong for CR 1/2 creatures due to their high AC, guaranteed damage from their spit fire ability, and their ability to multiattack. The following sections provide some suggestions so that the characters are not overwhelmed by the large number of these buggers, because invading Hrakhamar as written in *Tomb of Annihilation* is a bit more challenging than it seems.

1. MAGMA RIFT

No changes to this location.

2. SMELTER

Fighting 8 **firenewts warriors** can be quite a handful, especially if they call for reinforcements. Because they are busy working, it would make sense if they are not equipped for battle. If you want to go easier on your party, you can use the **firenewt worker** statblock instead (see page 17 of this document).

3. ARMORY

No changes to this location.

4. NORTHERN FORGE ROOM

The 4 firenewts in the Northern Forge Room (Area 4) may become aware of battle in the Smelter (Area 2). You can have them equip themselves with a sword and scimitar as they pass through the Armory (Area 3) without using an action. These firenewts fear the wrath of the firenewt warlock of Imix in the Southern Forge Room (Area 4) and may not call for aid from that room when they see and hear combat at the Smelter.

4. SOUTHERN FORGE ROOM

Withers recently had the firenewts forge one of his favorite new traps, the Wind Tunnel in Area 15 of the Tomb of the Nine Gods (*TOA*, 138). The molds for the shapes atop the skeleton keys are foreshadowed here, but should have no significance to players at this point. If the characters investigate what the firenewts were working on in the Southern Forge Room in Area 4, you can read the following:

The forged creations in this area seem out of place. There are molds of what look like sharpened propeller blades. Molds of geometric shapes, a triangle, square, pentagon, etc appear on shelves.

5. STORES

No changes to this location.

6. THE TREASURY

To make *Moradin's gauntlet* a more satisfying reward, you can have it provide the wearer with the benefits of a *belt of dwarvenkind* (that also grants proficiency with smith's tools). Alternatively it could function as a *gauntlet of ogre strength* or a homebrew item at your discretion.

7. IMIX SHRINE

Withers, under the effect of the *tongues* spell, is concluding a meeting in this room with a **firenewt warlock of Imix**. When the characters approach the chamber, you can read the following instead of what is presented on page 63 of *Tomb of Annihilation*:

The reek of sulfur and burning flesh assaults your nostrils as you follow the tunnel. You hear the sound of a voice up ahead that gives you chills.

"This new creation will serve my master well. I will contact you again soon in the coming days after my helpers test this new device."

(If any of the players speak Ignan): "Yeth. Witherth. We are pleathed to be at your thervithe. The ritual is thet to begin."

"Spare me the details of your pathetic religion. I gave your warlocks the reagents they would need for Mount Todra for your services, not your gospel. I take my leave."

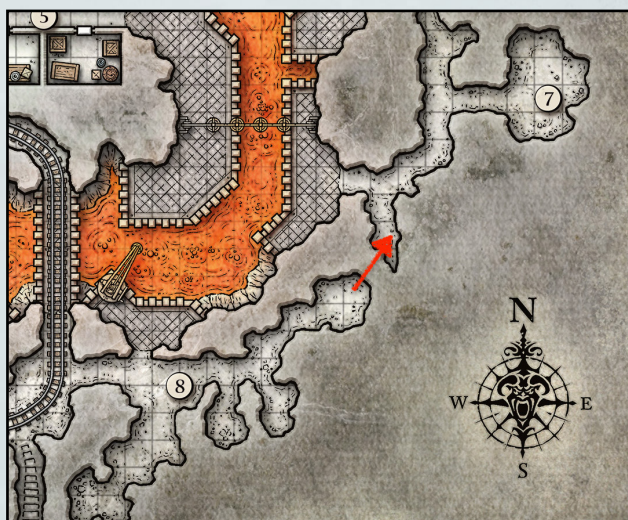
There is a flash up ahead and the conversation ends.

At the end of the conversation, Withers teleports to a hidden teleportation circle in Omu. As the players round the corner read the following:

The tunnel opens into a small chamber. At the northern end of the room is a five-foot-tall statue made of iron, copper, gold, and silver, crudely hammered together into a form suggesting something vaguely humanoid but also fiery. Four firenewts worship before it. Two beaten albino dwarves are bound and gagged against the southern wall.

8. SMOKE-FILLED CAVERNS

It is recommended that the eastern end of this cavern connects Area 7 as shown on the map below. This gives players more flexibility in how they approach the dungeon from a tactical perspective.



9. CELLS AND PASSAGE TO WYRMHEART MINE

The dwarves Laz and Malkar were held here for torture until recently. The firenewts have brought them to the Imix Shrine in Area 7 to ritualistically feast upon them before Imix once they conclude their business with Withers.

HRAKHAMAR ON ALERT

The first confrontation at the smelter will involve 12 firenewts, each of which will use spit fire once dealing 2d8 fire damage (half damage on save). Characters will undoubtedly need to short rest after this first confrontation. During that rest, the firenewt warlock of Imix in the Southern Forge Room (Area 4) will notice that the 12 workers are missing (or their bodies splayed about). This will cause the rest of the firenewts of Hrakhamar to go on alert. The following bullets include a few recommendations how to handle Hrakhamar at this point.

- Firenewts will mount up on **giant striders** and have patrols of two guarding the forge entrances. Because a combined firenewt/strider pair is quite a bit more challenging of a foe, it is recommended that when a giant strider is reduced to 8 or fewer hit points, it flees and knocks its rider prone on the ground. For simplicity, firenewt-strider pairs should act on the same initiative.
- The firenewts in the Stores (Area 5) will all be out and about on alert.
- The firenewts at the Imix Shrine (Area 7) will likely not be notified out of fear of retribution for the failure of letting the assailants get away in the first place.
- Depending on how many resources the party expended on their initial assault, it is recommended that some of the firenewt warrior patrols head down the tracks towards Wyrmsheart Mine as the newts may suspect that the kobolds were responsible for the attack.
- Sithi (or another dwarf) may accompany the party on their second attempt, worrying that they may fail if she does not aid them.

CONCLUSION

Through clearing Hrakhamar, the characters should have accomplished the following:

- Liberated the forge for the use of the albino dwarves
- Rescued Laz and Malkar
- Learned that the firenewts are planning something at Mount Todra and a mysterious figure is involved. Laz and Malkar also overheard this information and know the firenewts refer to the man as Withers. They can describe him as what must have once been a Chultan man but is now some sort of sentient zombie capable of magic.

As a thanks, Sithi will tell the players of a great treasure trove within Wyrmsheart Mine. She does, however, qualify that there is a young red dragon guarding it. If the characters are willing to reclaim Wyrmsheart mine, Mardred can use the forge to have the characters' armor, shields, or robes enchanted with fire resistance to help them defeat the dragon. In addition, at the DMs discretion, Mardred can perform any of the upgrades found in **The Armorer's Handbook**, but asks that the players pay for the labor, which they can certainly pay for with the ingots Sithi may have allowed them to take from the treasury.

At the DMs discretion, Sithi, Laz, and Malkar know the location of Omu as it is not far from the Valley of Lost Honor. If the characters ask about its location, Sithi suggests that the dwarves can lead the characters to the city once the firenewts have been destroyed and the dragon driven off.



MOUNT TODRA

Mount Todra, is a new Chult location added by this supplement. It is the largest volcano of the Kobold Mountains and is located just west of Hrakhamar on the map of Chult. At the end of the character's next long rest after clearing Hrakhamar, Laz and Malkar (or other dwarves on patrol) summon the characters to witness a foreboding scene atop the volcano:

Dark clouds swirl unnaturally over the looming volcano's peak. You can feel tremors in the ground as the volcanic activity increases. Chunks of red-hot rock and black ash spew from the seemingly angry caldera.

The characters should realize that this is related to the ritual either overheard at the Imix Shrine or overheard by Laz and Malkar. If not, Sithi will connect the dots and ask the characters to put a stop to the ritual. Once the firenewts are defeated, they can all turn their attention to the dragon and treasure in Wyrmsheart Mine.

THE ASCENT

A set of treacherous stone stairs ascends the volcano. It takes an hour to ascend to the top, but the climb is difficult, even with stairs. Each of the following checks must be attempted by a character in the party before reaching the summit. Each party member may only make one of the checks. If there are less than 5 party members, a character may attempt 2 of the checks.

- DC 15 Strength (Athletics) check to climb the stairs quickly and help those who are less able. Failure: Roll on the terrain encounter table and creature encounter table.
- DC 15 Dexterity (Acrobatics) check to dodge and help others dodge falling volcanic debris. Failure: Roll on the terrain encounter table.
- DC 15 Intelligence (Nature) check to identify terrain hazards during the ascent. Failure: Roll on the terrain encounter table.
- DC 15 Wisdom (Survival or Perception) check to find safer alternate paths and avoid enemies. Failure: Roll on the creature encounter table
- DC 15 Charisma (Intimidation) check to scare off creatures or small groups of enemies that would otherwise try to attack. Failure: Roll on the creature encounter table.

Creature Encounters

d4 Creature Encounter

- 1 1d4 **magma mephits**, 1d4 **smoke mephits**, and 1d4 **steam mephits** rise from a molten crack in the mountainside and attack.
- 2 1d6 **fire snakes** hatch from 2-foot diameter spheres of smoldering obsidian rock and attack.
- 3 1d4 **firenewt warriors** and one **firenewt elite warrior** are on patrol and intercept the characters.
- 4 1d4 **firenewt warriors** atop **giant striders** are on patrol and intercept the characters.

If the characters have lost considerable health as a result of these encounters, they may seek to have a short rest. With a successful DC 15 Wisdom (Survival) check, they can find a small cave to safely rest in for an hour.

Terrain Encounters

d4 Terrain Encounter

- 1 **Tremor.** The ground begins to shake. Each creature must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is knocked prone.
- 2 **Volcanic Debris.** Smoldering rocks and ash spew from the volcano causing a landslide. Each creature must make a DC 12 Strength saving throw. On a failed save, a creature takes 1d6 bludgeoning and is buried under rock. Buried creatures take 1d6 damage at the start of each of their turns and are restrained. Breaking out or digging out a buried creature requires a successful DC 12 Strength (Athletics) check.
- 3 **Sulfuric Gas.** Hydrogen sulfide gas spews from a nearby vent. Each creature must make a DC 12 Constitution saving throw. On a failed save, a creature takes 1d10 poison damage and is poisoned for 1 minute.
- 4 **Magma Jet.** Magma shoots from a crack in the mountain. Each creature must make a DC 10 Dexterity saving throw. On a failed save, a creature takes 6d6 fire damage.

THE PEAK

When the characters reach the top, read the following:

A platform overlooking the caldera stands before you. The lava below churns and spews smoke into the air. Three firenewt warlocks chant around a runes etched in the ground. The warlocks are flanked by two firenewt guards. The head of a fiery bird begins to emerge from the lava.

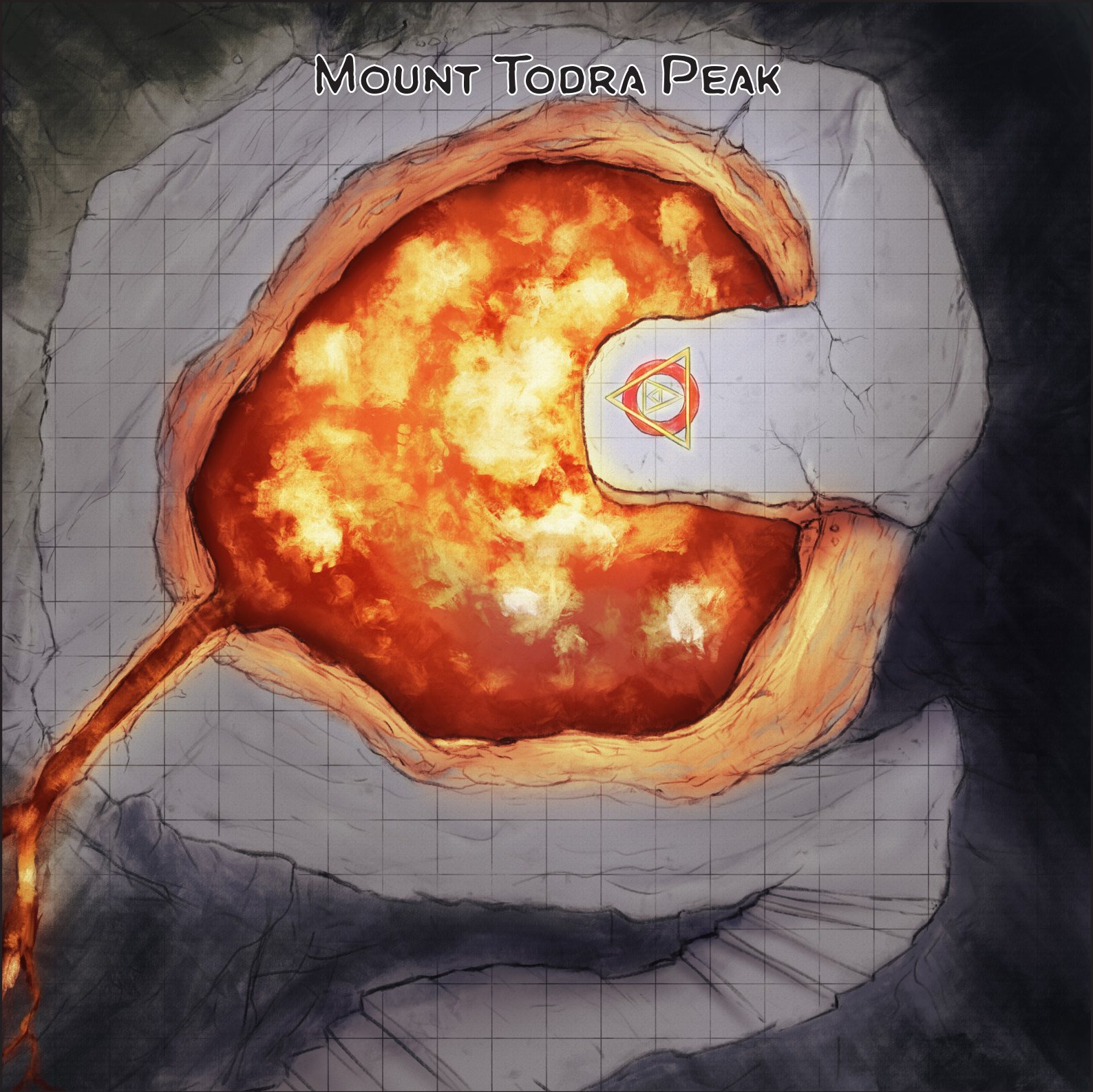
By the time the characters arrive, the three **firenewt warlocks of Imix** have nearly completed their ritual to summon the **aspect of Imix** (see page 17 of this document). They are starting the second part of their incantation to imbue the aspect with the strength of the volcano below. Two **firenewt warriors** stand guard. Due to the roaring of the volcano and the chanting of the warlocks, characters that do not overtly draw attention to themselves can easily surprise the firenewts. Once the characters attack, on initiative count 20 of the following turn read the following:

Out of the lava, a large fiery bird emerges and screeches to the sky and gazes at your position. It screeches as it swoops towards you.

As long as the firenewt warlocks of Imix remain alive and concentrating (not incapacitated), the aspect of Imix cannot be destroyed. A *silence* spell or *antimagic field* will temporarily halt the ritual as the warlocks will attempt to move outside of the effect range and resume spellcasting. As the warlocks are using their actions to further the incantation, the only offensive spell they will use is hellish rebuke, if attacked.

The walls of the spiraling path leading to the caldera have plenty of hand holds, such that a creature can climb up or down without making a check. The walls are 10 feet high between platforms. There is a 5-foot wide crack on the south-west side of the caldera, where lava pours down the side of Mount Todra. Characters can jump over this crack without making a check. A creature that falls in the lava or starts its turn there takes 55 (10d10) fire damage.

MOUNT TODRA PEAK



CONCLUSION

If the party successfully defeats the firenewts and the aspect of Imix, read the following:

From the tips of its fiery wings towards its abdomen, the primordial bird begins to snuff out. The billowing smoke from the caldera begins to cease as the lava recedes further down into the earth until the red glow is completely gone.

With the firenewts' plot foiled, the party the dwarves will congregate at the base of Mount Todra to celebrate the heroes. Sithi Vinecutter will reward the players with fire resistant upgrades to their armor and hopes to discuss reclaiming Wyrmeart Mine where the true reward awaits.

Sithi may propose the characters return to Shilku Outpost to plan the attack and enjoy some Tej at the Magma Malt. If the party returns to the outpost with the dwarves, there are no encounters along their journey.

As mentioned above, at the DMs discretion, Sithi, Laz, and Malkar know the location of Omu as it is not far from the Valley of Lost Honor. If the characters ask about its location, Sithi suggests that the dwarves can lead the characters to the city once the dragon has been driven off.

WYRMHEART MINE

Wyrmeheart Mine (and the map of Wyrmeheart Mine) is presented on pages 85–89 of *Tomb of Annihilation*. The following subsections outline a suggested strategic approach to get the most excitement out of this location.

INFILTRATION

Sithi recommends that the characters first attempt to clear the mine as stealthily as possible so as to avoid alerting the dragon. She knows that the mine is inhabited by numerous **kobolds**. She also knows that there is a waterfall in the mine and hopes that it will make enough noise to cover up the sounds of small skirmishes, but cautions that the mine carts will be quite loud. The characters may decide to wisely wait for the dragon to go out hunting before infiltrating the mine. If this occurs, once the characters clear out the kobolds, proceed to the 'Bait' section of this supplement.

If **Tzindelor** is present while the players infiltrate, you may have Sithi offer a contingent of dwarves (**albino dwarf warriors** named Bonson, Beezin, and Gradon and 1 **albino dwarf spirit warrior** named Skip) to help the party fight Tzindelor. The dwarves will wait at the ready to approach when the characters have either reached the dragon, or the mine becomes alerted to their presence. Skip can use *speak with animals* to enlist the help of a bat to watch the characters as they move through the cavern.

If the stealth mission is successful, the dwarves will carefully propel themselves via ropes down to the base of the waterfall in Area 12. During the fight with Tzindelor, you can have each player control a dwarf, which acts on the same initiative as their character. Due to her hatred of dwarves, Tzindelor will initially target the dwarves rather than the characters.

Tzindelor will not fight to the death. If reduced to below half her maximum hit points, she will fly straight up out of the cavern and plot her revenge for the following day after she has recovered from her wounds.

BAIT

Sithi has a crazy plan that just might work. In order to fight the dragon, the characters need to stay out of reach of her bite and claws. Sithi proposes that they sit in a mine cart at Area 3 and wait for the dragon to return, then use the speed of the cart to kite the dragon as they roll. They may even load up the cart with gold to help taunt the dragon. Riding in the cart provides the characters with three-quarters cover. In the meantime, the dwarves will re-rig the trap in Area 10 to drop a weighted net as Tzindelor flies by to prevent her from flying off again and the characters can finish her off once and for all.

CART LOGISTICS

As Tzindelor approaches, the characters can push off with the mine cart and begin the chase. The track is roughly 500 feet long and descends 250 feet. The cart will pass by the Area 10 trap after it has moved approximately 250 feet along the track. The following information is based loosely on physics in a non-magical setting assuming some amount of friction. The numbers have been rounded for ease of use. Suspension of disbelief is recommended to enable this fun encounter.

Controlling the Cart. At the top of each round, the character manning the brake may choose one of the following options. If the brakes fail, the only option is release the brake.

- Use an action to forcefully apply the brake to slow down, causing the cart to lose 100 feet of speed (roll a d10, on a roll of 1 the brakes fail).
- Use an action to apply the brake to maintain speed.
- Release the brake (no action required), causing the cart to gain 100 feet of speed to a maximum of 200 feet. Because the cart starts at rest, this option will move the cart 100 feet on the first round.

Since this is effectively a chase, each participants' movement – Tzindelor and the cart – happens simultaneously, instead of on their respective turns. This also means that creatures can't take opportunity attacks against each other. See page 252 of the *Dungeon Master's Guide* for more information about running a chase.

End of the Track. Depending on the speed in which the characters are traveling when they reach the barrier at the bottom of the track, they will either be able to safely stop or crash. The following scenarios are presented as an alternative to the cart damage presented on page 86 of *Tomb of Annihilation*. In general, crashing at a speed of 200 feet or 100 feet per turn deals 10d6 or 5d6 bludgeoning damage, respectively, to the riders.

- **Full Speed.** The characters start the round 200 feet from the end of the track and were traveling at a speed of 200 feet. If the characters do not elect to forcefully apply the brake, any characters in the cart when it crashes must make a DC 15 Strength saving throw, taking 10d6 bludgeoning damage on a failure, or half as much on a successful save.
- **Half Speed.** The characters start the round 100 feet from the end of the track and were traveling at a speed of 200 feet. By successfully applying the brakes (slowing their speed to 100 feet for the final stretch of track), any characters in the cart when it crashes must make a DC 15 Strength saving throw, taking 5d6 bludgeoning damage on a failure, or half as much on a successful save.
- **Safe Stop.** The characters start the round 100 feet from the end of the track and were traveling at a speed of 100 feet. By successfully applying the brakes (slowing their speed to 0 feet for the final stretch of the track), they coast gently to a safe stop at the bottom of the track.

Flying at 80 feet per round, Tzindelor should pass under the weighted net trap at Area 10 during the third round of combat. Once netted, the dragon's fly speed is reduced to 0, and Tzindelor will be forced to glide to the ground for the final confrontation. If she lands on the tracks below and is hit by the cart, the bludgeoning damage dealt by the crash is doubled for her. The net only affects the dragon's wings and does not impose any other conditions. She may fight to the death or bargain for her life. However, she will lie as much as she needs to while biding her time until she can get the upper hand.

CONCLUSION

If Tzindelor is defeated, Sithi shares the location of Omu with the characters, and suggests Laz and Malkar guide them there. The dwarves plan to ship some of the riches back to Port Nyanzaru to begin trade. They offer to perform a supply run (for food, weapons, spell components, etc.) for the characters and can even establish a drop point within Omu.

The journey from Shilku Bay to the port takes 4–5 days as the small sail boats travel an average of 8 miles per hour and are manned to travel for 24 hours per day. The trade mission will return to Shilku in a tenday and be able to trek to Omu from there. The albino dwarves know the region and are able to travel at double the party's pace.

MAGIC ITEMS

ARMOR OF FIRE RESISTANCE

Armor (any), rare (requires attunement)

You have resistance to fire damage while you wear this armor.

MORADIN'S GAUNTLET

Wondrous item, rare (requires attunement)

While wearing this gauntlet, you gain the following benefits:

- Your Constitution score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with dwarves.
- In addition, while attuned to the gauntlet, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.
- You gain proficiency with smith's tools.

If you aren't a dwarf, you gain the following additional benefits while wearing the gauntlet:

- You have advantage on saving throws against poison, and you have resistance against poison damage.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Dwarvish.

ROBE OF SCINTILLATING COLORS

Wondrous Item, very rare (requires attunement)

This robe has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on attack rolls against you. In addition, any creature in the bright light that can see you when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

SPELLGUARD SHIELD

Armor (shield), very rare (requires attunement)

While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.



CREATURES

ASPECT OF IMIX

Large elemental, chaotic evil

Armor Class 13 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+31)	17 (+3)	16 (+3)	10 (+0)	14 (+2)	14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

Damage Immunities fire, poison

Damage Vulnerabilities cold

Senses darkvision 60 ft. passive Perception 12

Languages Ignan

Challenge 6 (2,300 XP)

Flyby. The aspect does not provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The aspect sheds bright light in a 60-foot radius and dim light for an additional 30 feet.

Boon of Worship. As long as there are firenewt warlocks of Imix worshiping within 120 feet of the aspect, it regains 10 hit points at the start of its turn, and its hit points cannot be reduced below 1.

ACTIONS

Multiattack. The aspect of Imix makes two attacks: one with its peak and one with its fiery talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fiery Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) fire damage.

REACTIONS

Reposition. The aspect can move up to half its speed.

FIRENEWT ELITE WARRIOR

Medium humanoid, neutral evil

Armor Class 16 (scale mail)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 2 (450 XP)

Amphibious. The firenewt can breath air and water.

Touched by the Fire Lord. When a creature the firenewt can see is reduced to 0 hit points within 30 feet of it, the firenewt's next scimitar attack deals an extra 3 (1d6) fire damage on a hit.

ACTIONS

Multiattack. The firenewt makes two attacks with its scimitars.

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

Spit Fire (Recharges after a short or long rest). The firenewt spits fire in a 15-foot cone. Each creature within the cone must make a DC 12 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

FIRENEWT WORKER

Medium humanoid, neutral evil

Armor Class 14 (chain shirt)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 1/2 (450 XP)

Amphibious. The firenewt can breath air and water.

ACTIONS

Multiattack. The firenewt makes two attacks with its claws.

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

Spit Fire (Recharges after a short or long rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.



DAN KAHN & EVENTYR GAMES

COLLABORATION

We hope you've enjoyed the content in this compendium. If you find any errors, have a good idea, or just want to get in touch, you can reach out to Dan Kahn at leprekahn7@gmail.com.

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