

ANA1

DARK SKIES IN ANCHOROME



An Adventure for the Anchôromé Campaign Setting



Chris Bahr

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ABOUT

This adventure is balanced and designed for four characters of tier 2 (levels 5-10), starting on the lower end of the tier. It is ideally suited for level 5 or 6 characters. **ANA1 Dark Skies in Anchôromé** is set in the Forgotten Realms continent of Anchôromé to the north and west of the continent of Faerûn on the world of Toril.

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DARK SKIES IN ANCHÔROMÉ



omething terrible has been brewing in the Pasocada Basin. A tenday past, dark clouds gathered over the basin and they have not moved regardless of the prevailing winds. The spirits are silent on the matter and the Gilded Priest of Michaca seeks heroes to find out the source of the terrible omen.

INTRODUCTION

Dark Skies in Anchôromé is the first adventure that uses **ANC1 The Anchôromé Campaign Guide**. While the PHB, DMG and MM are necessary to run the adventure, *ANC1* could also be extremely useful for additional background information.

Dark Skies in Anchôromé is inspired by the adventure **UK7 Dark Clouds Gather**, which was written by Jim Bambra and Phil Gallagher, with art by Brian Williams and published by TSR in 1985.

Many of the same themes, names, creatures and scenarios are updated here for the fifth edition of Dungeons and Dragons, but the adventure is still very much a unique one. It is designed to fit solely in an Anchôromé campaign, specifically in the Pasocada Basin, home of the Azuposi people in the Forgotten Realms world of Toril.

In addition to the campaign guide, **ANS2 Monsters of Anchôromé** is recommended, due to frequent use of its creatures. However, the statistics for each can be found in the Appendix.

ADVENTURE SUMMARY

The PCs are approached in Michaca by a Sunwatcher who gives them the adventure background story, though his information is flawed.

The characters then travel to Nozoma, where a “demon” has been captured by an overzealous pueblo priest of the War Twins. The players realize that the demon is actually an aarakocra from the far northwest who has come to warn the Azuposi of an incoming threat. The players rescue the aarakocra in a trial by combat.

The bird-folk warns that one of their flying aeries, known as Tikka-Ti-Jarra, has been taken over by an ancient menace known as the ba'atun who once threatened the aearee in ancient times which has been awakened by a careless aarakocra fledgling.

In order to reach the flying aerie and defeat the ba'atun, the PCs must locate an ancient magic known as the skyfish. They search ancient ruins and learn much about the history of the Pasocada Basin and its peoples. The skyfish is an ancient weapon from these distant times.

The players use the skyfish to attack Tikka-Ti-Jarra, the ba'atun, and their leader Yesorkh Payeh whom they defeat once and for all.

If the PCs are successful, they are hailed as heroes by the Azuposi and the aarakocra alike. With some diplomacy, the heroes might broker a friendship and alliance between the the Azuposi and aarakocra.

IMPORTANT TERMS TO KNOW

Term	Meaning
Aearee	Ancient bird-folk from a time before mankind. Known to be a Creator Race responsible for the creation of many winged creatures of Toril.
Ancient Ones	A race of humanoids whcih were humans that advanced long before other humans had risen from barbarism. This acceleration was due mostly to their long servitude to the magic laden Weaver Empire.
Azuposi	The pueblo dwelling humans of the Pasocada Basin who worshop Might Spirits instead of true deities
Ba'atun	Creatures brought to Toril from an unknown world or plane. Their appearance is that of a flying ape or baboon, and they are both cruel and aggressive.
Devral	A prominent arcanist of the Ancient Ones obsessed with the power of flight. A one time enemy of the aarakocra and eventual ally. Responsible for creating many flying devices, including the fabled skyfish.
Glassteel	A material made by magic which has the transparency of glass and the strength of steel.
Micha	A magical dust-like substance sacred to the Azuposi people.
Michaca	The capital city of the Pasocada Basin, also known as the "City of Gold" for its sparkling, micha-laden streets and buildings.
Shippapu	The location from which the Azuposi emerged onto the surface world from an Underdark existence.
Weaver Empire	Weavers, also known as spellweavers, are an ancient creature that once had a plane and planet spanning empire before the entire empire imploded in on itself. Remnants still exist, including the Pasocado Basin ruins known as Esh Alakar, though almost none know its history.
Yesorkh Pahyeh	A ba'atun exemplar with powers beyond that of his normal ken. He is often treated as a god by the vile flying apes.

ADVENTURE BACKGROUND

The following background is for the DM to read. It will allow the DM to understand the history behind all that has occurred leading up to the adventure. The Gilded Priest of Michaca, Anapacheti, does not know of this history and cannot relay any of it to the players beyond his misunderstanding that a "demon" responsible for the dark clouds has been captured in the pueblo of Nozoma.

The aarakocra Tcho'eh can provide most of this information accurately to the PCs however, once he is freed.

DEVRAL AND THE SKYFISH

In ancient times before the Azuposi had even emerged from Shippapu onto the surface world, the Pasocada Basin was ruled by a race of greedy men and women known as the Ancient Ones. The Ancient Ones had broken the shackles of slavery from the even older empire of spellweavers, and they grew powerful from the magic they stole from their former captors.

One of the most powerful of these Ancient Ones was a woman known as Devral. Devral had spent many years researching the powers of flight. She sought to gain the ability to soar the skies. The Ancient Ones already had magic that would allow them to fly, but with nowhere near the skill of their aearee enemies. The aearee were a race of powerful bird-folk who were far more accustomed to flight and certainly more skilled in aerial warfare.

Devral's greatest creation was a vehicle which he called the "skyfish" because of its ray-like appearance that was inspired by creatures of the sea. Using the skyfish, Devral became a war leader among the Ancient Ones and he fought relentlessly against the bird-folk.

THE ARRIVAL OF YESORKH PAHYEH

In another part of Anchôromé, the weavers of Esh Alakar had found a glowing blue gemstone while in pursuit of magic that would assist them in a powerful ritual. Inadvertently, or possibly as an opportunity to cause hardship among their former servants, the spellweavers released a powerful spirit trapped in the glowing gem.

The gem was a prison for the possessing soul of a being known as Yesorkh Pahyeh; a fiend who lorded over an ancient race known as the ba'atun.

When Yesorkh Pahyeh was released, the disembodied spirit escaped the spellweavers and eventually possessed one of the aearee. In her new body, the lord of the ba'atun opened a gateway to her homeworld and ba'atun warriors flocked to her call in the thousands.

WAR OF THE BA'ATUN

The ba'atun decimated aearee and Ancient One alike, forcing the former enemies to eventually forge a truce. Led by Devral and several aearee raptor knights, the ba'atun were turned back and Yesorkh Pahyeh was once again imprisoned in a gemstone.

At first Devral held onto the gem to keep it safe, but she suspected that her people had become too decadent for it to remain with them. Devral sensed the end of her people's empire long before it actually occurred. She gave the gem to the aearee with whom she had maintained a steady peace.

Over time, the aearee fled to lands further north. The skyfish was hidden away for good, and the Ancient Ones faded into memory. The stone remained with the aearee but was eventually passed on to their ancestors known as the aarakocra. It resided with the aarakocra for thousands of years until finally being brought to the flying stone and glassteel aerie known as Tikka-Ti-Jarra. Like the skyfish, the gem and its powerful occupant were eventually forgotten. The blue gem had become just another bauble hidden in the vaults of Tikka-Ti-Jarra.

THE FIENDS' FREEDOM

Last year the fledgling aarakocra Kerakerra, child of one of the great skycaptains of the aarakocra, found the dim yet still glowing blue gem in the vaults of Tikka-Ti-Jarra. Due to her father's high position, she was allowed to explore parts of the aerie where other fledglings were forbidden. She took the gem, thinking it only a beautiful stone.

The aarakocra did not notice the missing gem, nor would they have particularly cared due to the fact that the gem's history had been lost to time.

One of Kerakerra's favorite games was to drop the gem from the clouds of Tikka-Ti-Jarra and fly as fast as she could in order to catch it before it fell upon the ground below.

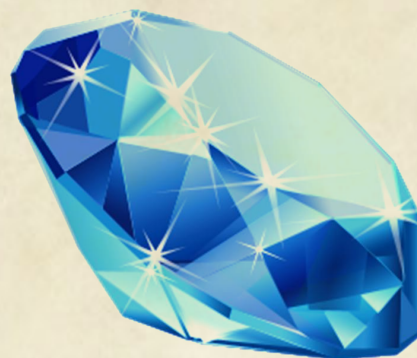
One day, she missed.

As the gem shattered a black mist poured from the shards and flew directly at Kerakerra. Even at her fastest, she could not out fly the menacing smoke. As it poured into her mouth she heard the voice of Yesorkh laugh and speak to her in her mind. It said, *"I thank you for my freedom, but you have much more to give"* as her mind faded into darkness.

REVENGE

When Yesorkh gained her freedom, she briefly played the part of the fledgling aarakocra while learning of Tikka-Ti-Jarra's weaknesses. Eventually, she reopened her ancient portal and once again called upon his ba'atun servitors from the darkest corners of the Spirit World.

Tikka-Ti-Jarra was overrun and the aarakocra were killed or scattered. The skycaptain Tcho'eh might have been able to turn the tide by killing Yesorkh, but he could not thrust his *lightning spear* at the face of his beloved daughter Kerakerra. Instead, injured and ashamed, he headed south to the lands of men where the ba'atun were directing the flying aerie. The skycaptain knew that Yesorkh Pahyeh would now try to exact her revenge on the race of men who defeated her long ago. The fact that these humans no longer exist would be of no concern to the possessing spirit, and it would be the Azuposi who would bear the brunt of her wrath.



THE ADVENTURE

The adventure technically begins in Michaca, but with minor alterations it could start almost anywhere in the Pasocada Basin. A starting point such as Fort Flame outside of the basin would require more significant changes, particularly taking into consideration the large distances that would need to be covered.

MEETING THE GILDED PRIEST

At this point in their careers, the characters likely appear to be the hero type. If they are an established Niyannan-Napew (see *ANCI*), they certainly are known by the Gilded Priest Anapacheti and if they are a foreign adventuring band, at the very least they will stand out among the Azuposi. Anapacheti sends a young messenger to invite the PCs to join him in the Grand Kiva of Michaca. If they accept and enter the kiva, read the following.

Sitting by the fire of the kiva rests an old man sitting in a position that should not be possible for one his age. Four younger elders sit by him and look up at you as you enter the sacred chamber. With a nod, the old man sends the others away so that he may speak to you in private.

Allow the PCs some moments of uncomfortable silence as Anapacheti continues to stare into the fire. After the pause, the Gilded Priest will address them with the following.

In an age not long before the time of my own grandfather, the spirits grew angry with the People. We have always loved and respected the Mighty Spirits but they saw us grow soft and weak. It took people such as yourselves, men and women we once considered barbarians to save us, and we learned the lesson the spirits taught us well.

Once again the People are in need of heroes as dark clouds gather near the pueblo of Nozoma. The spirits have told us that the dark clouds are the workings of a demon. Bern'hardt, a powerful servant of the War Twins has captured the demon, but still the clouds do not break and the people of Nozoma grow in panic.

Are you willing to help us? The Azuposi would certainly be in your debt and we would speak of your noble deeds to the Mighty Spirits, ensuring they knew of your service. I would go myself were the Gilded Priest not needed here to ensure the harvest of micha this year.

In order for the adventure to continue, the PCs must agree to travel to Nozoma. If they require a more tangible reward, the Gilded Priest will remark that the goodwill of the spirits is more than proper recompense. If the PCs insist, Anapacheti will promise them gold and turquoise jewelry worth 2,000 gold pieces upon their return to Michaca. If the PCs force this issue, they will not receive the *boon of the Sun Father* no matter what they do at the adventure's conclusion.

THE ROAD TO NOZOMA

Getting to Nozoma should be relatively simple for the PCs. The paths are well traveled but they are still wild areas and the characters could certainly encounter some native danger. Many creatures and folks are on edge due to the visible appearance of the unnaturally blackened skies near Nozoma and as the PCs get closer, you might want to increase the aggressiveness of the encounters.

Roll 1d20 once every 8 hours of travel to see if the PCs have an encounter. Only repeat the Azuposi hunter encounter, and treat all other repeats as "no encounter."

ROAD TO NOZOMA RANDOM ENCOUNTERS

Roll 1d20	Encounter
1-6	No Encounter
7-10	1d4 Azuposi Hunters
11-12	Coyotlwere
13-14	Hvcko Capko (2)
15-16	Long Canyon Giant
17-18	Gici Awas
19-20	Pasocada Ghost

Azuposi Hunters. These Azuposi are looking for big game and might actually be helpful if the PCs are injured or need something that can be traded for. If the players are willing to share a fire with the hunters, they will confirm the Gilded Priest's tales of dark skies that have now moved north of Nozoma. They will also tell them that Azuposi hunters have been disappearing in the region. Use the stats for **scouts** should the PCs come to blows for some reason with the friendly hunters.

Coyotlwere. The **coyotlwere** is hungry and will stalk the PCs until it feels they are otherwise vulnerable. It will not attack while the PCs remain at full strength, but may attempt to steal small items or food. The only indication that they the characters are being followed are distant howls in the early part of the evening. The coyotlwere will not pursue beyond Nozomo.

Hvcko Capko. This mated pair of prehistoric and wolf-like **hvcko capko** have been wandering for days and have been displaced by unrelated events far to the north. They are hungry and frightened, likely attacking any whom they encounter, but they can be placated with food and a successful DC 13 Wisdom (Animal Handling) check. Placated hvcko capko will remain near the party for an hour or so, but will eventually wander off.

Long Canyon Giant. This **long canyon giant** fled from the darkened skies until it became hopelessly lost. It is incredibly jumpy and paranoid at the moment and it would take a successful DC 18 Charisma check to convince the giant not to attack.

Gici Awas. This predator has had its recent fill on a Pasocada elf but the creature is highly territorial and will attack those who come within its hunting range. Should the PCs cut the **gici awas** open, they will find the partially digested elven corpse along with the jade and turquoise armbands it wore (100 gp value total).



Pasocada Ghost. A bent priest who honored Shakak above all the Mighty Spirits died alone in the wilds and none have come to find him or bury his bones. The bent priest has been refused entrance into Wenimats and his spirit haunts the wilds as a **pasocada ghost**, much as he once did as a living man.

THE BIRD-DEMON'S TRIAL

As the PCs make their final approach to Nozoma, read them the following description.

While your trip has not been a terribly difficult one, you can't help but feel a sense of dread in your final few miles before reaching the pueblo town of Nozomo. The skies have grown intensely dark, with a cloud cover that has turned what should be bright daylight into late twilight at best.

As the town comes into sight, lightning strikes brightly in the distance. Not long after each flash you hear the definitive rumble of thunder. Were the clouds to move, even just a little, you might think the weather to be simply unusual for this time of year. However, the wind is strong and the clouds remain static. This is certainly no normal storm.

The thunder and lightning are still mostly distant (to the north and slightly eastward). It is caused by the flying citadel of the aarakocra known as Tikka-Ti-jarra, a stone and glassteel fortress that has the ability to control its surrounding weather. Though once kept secret by the aarakocra, it is now under the control of the ba'atun and Yesorkh Payeh. The dark spirit searches for remnants of the Ancient Ones, but she will soon realize they no longer exist. At that point she will redirect her hatred to the Azuposi who have come to inhabit what should be her lands.

When the PCs enter Nozoma, read them the description of the following scene.

Nozomo is a small pueblo carved partially into the canyon walls, though it extends outwards towards Pasocada River, with some buildings likely built just out of the reach of major floods. The town seems positively abuzz at the moment, with the attention of almost all of its inhabitants focused in an open area right where the rock face meets the red, sandy beach of the Pasocada River.

As you walk closer to see what the commotion is about, you hear a terrible wail. An eagle headed humanoid is tied to a wooden post, and it looks to be terribly injured. A heavy set man with an uncommonly bushy beard for the Azuposi is ripping out the bird-man's feathers one by one.

The PCs will likely be able to recognize the eagle-humanoid as an aarakocra but can make a DC 13 Intelligence (Nature) check to be certain. The heavy set man is Bern'hardt, a descendant of the great hero Sozarro who once saved the Azuposi from a terrible fiend known as a farastu. Use the statistics of a **priest** for Bern'hardt should PCs come to blows with him.

Bern'hardt is a pueblo priest of the Mighty Spirit Matsailema, one of two spirits known as the War Twins. True to their name, these spirits can be quite aggressive and overzealous, and Bern'hardt behaves much in their image.

Bern'hardt is only minutes from cutting the bound aarakocra's throat, fully believing it to be a demon. Unfortunately, he has the vast majority of the crowd convinced. Ba'atun have been attacking hunters and traders of late, and the few who have survived such attacks return with reports of "winged demons." Bern'hardt and the people of Nozoma are acting in a way they consider brave, but are in fact quite frightened of the freak weather and the winged demons it hides.

If the PCs seem on the verge of doing something stupid (there are over 400 townsfolk in attendance here) one of the PCs will feel a gentle arm on their shoulder. This is Asdos, a wise sunwatcher who is attempting to whisper to the PCs.

You know as I do that the bird-man is no demon. You will not convince Bern'hardt or the townsfolk to release it with honeyed words and certainly not with the threat of violence.

If you wish to save the eagle-man, call out to the priest to champion its innocence. It will not be easy for you, but as a priest of a War Twin, Bern'hardt is bound to accept your challenge. Choose the greatest warrior amongst yourselves - the challenge must be met alone.

Asdos is correct in all he has claimed and if the PCs yell out to champion the aarakocra, the crowd will quiet in stunned silence before loudly expressing their discontent. The PCs will have some food thrown at them and some may get spit on, but they will not be the recipients of any real violence.

After a few abusive moments, Bern'hardt smiles and addresses the crowd.

Silence! These outsiders wish to champion the demon? I would say they might be demons themselves, but these ones seem more like fools to me.

[the crowd laughs]

Fine. But in order to champion the demon, you must slay a demon. Which among you wishes to die today? Surely your death with bring pleasure to Matsailema.

Bern'hardt, as Asdos alluded to earlier, is calling the chosen PC to step forward to fight a battle to the death against a terrible beast known as a **caddaja**. This man-eating ape-like creature was captured months ago and Bern'hardt has been planning on using it just for such an occasion.

On the northern edge of town, the horned beast is kept in a 30 foot pit where it is fed the occasional goat. As a dedicated man eater, it will attack the moment the PC is dropped into the pit.

Note that it is forbidden for the chosen PC to use any type of spellcasting. Doing so will forfeit the challenge, making thee aarakocra Tcho'eh's life forfeit and banishing the PCs from returning on threat of a similar fate (they too must be demons after all).

FLIGHT OF BA'ATUN

If the champion defeats the caddaja, one of Bern'hardt's men will lower a rope ladder to extract the victorious PC. Bern'hardt is visibly angry, but just before he can verbalize his displeasure, someone in the assembled crowd screams. Describe the following scene to the PCs.

Something is wrong and as the crowd's attention is drawn to the sky, this time you realize it is not about you. Bern'hardt is snatched up into the air beyond your or anyone else's reach in the blink of an eye by two ape-like flying creatures. Others descend into the crowd, snatching whatever victims they can, and the town soon erupts into chaos as more struggling victims are carried off.

The actions of the PCs could make a huge difference here, but there is no way for them to save everyone in the pueblo. The flight of **ba'atun** consists of 32 normal ba'atun, and each is paired off and spread throughout the pueblo. There are also eight **ba'atun flight leaders** and one **ba'atun swarm leader** flanked by two **ba'atun high priests** off to the north, but they do not involve themselves unless the PCs pursue. Each pair attempts to kidnap a random victim (Bern'hardt coincidentally being the first) before flying off to the north.

Their task will be complete within five minutes and this is how long the PCs have to defeat as many duos as possible. Due to the crowd and panic, PCs should refrain from using area of effect spells given the collateral deaths they might incur.

If the PCs are capable of flight, they can chase after the ba'atun who normally fly at a speed of 40 feet, but will only move at 30 feet due to being weighted down with a struggling victim. Unfortunately, this will force all the remaining ba'atun to turn in their direction (including the more powerful ones), at which point the PCs should flee back to Nozomo.

BATTLE AFTERMATH

Depending on their actions during the attack, the PCs will likely have fully gained the trust of the people of Nozomo and one will immediately cut the aarakocra's (who is the famous skycaptain Tcho'eh) bindings. Asdos will cast a healing spell on the aarakocra which allows him to stand on his own, though it is obvious that only time will heal the wounds that remain.

Asdos invites Tcho'eh (who introduces himself in halting Common) and the PCs to his shrine which lies only a few minutes walk away. The terrified commoners who still stand in the streets beg the PCs to save those who have been taken, and bow their head in shame from their earlier behavior.

SHRINE OF SUN FATHER

Asdos is a young sunwatcher who is extremely devoted to the well being of the people of Nozomo. He realizes however, that they can be a bit short-sighted as they demonstrated with Tcho'eh. He routinely apologizes for the treatment the aarakocra received which Tcho'eh stoically dismisses. The bird-man explains that the Azuposi priest would likely be treated no better had he intruded on aarakocran lands.



Asdos

After pleasantries are over, Asdos invites the PCs and Tcho'eh to enter the shrine of the Sun Father, which doubles as his living quarters. It is a modest shrine and Asdos explains that the Sun Father is not as venerated here in Nozomo as he is in Michaca and other cities or towns. The War Twins are the patron spirits of Nozomo, though Asdos hopes his influence may one day change the status quo.

When everyone enters the shrine, Tcho'eh begins to relay his story and warning. He starts with the history of the ba'atun (found in the *Adventure Background*) and is completely honest about his own failures and involvement, particularly about his possessed daughter Kerakerra.

The bird man becomes visibly angry whenever he refers to the ba'atun spirit Yesorkh Payeh in the story and then warns Asdos and the PCs that the only people the ba'atun hate more than the aarakocra is the humans of the Pasocada Basin. Yesorkh will certainly seek to destroy all she can and the recent attack was likely just a precursor to a war that humanity will not be able to handle without the help of the aarakocra.

Tcho'eh describes the flying citadel of Tikka-Ti-Jarra, and swells with pride when he describes its impressive defenses. The entire citadel is designed to defend against the attacks of dragons, and it is capable of generating winds that not even dragons can fly through. Now that it is under the control of the ba'atun, he is at a loss for a solution or a plan.

Asdos, however, becomes particularly interested when Tcho'eh recounts the legend of Devral and her fabled skyfish. The sunwatcher has taken a great interest in learning everything he could about the Ancient Ones and believes he might know where Devral's ancient tower is buried. The skyfish could penetrate the winds and if Tcho'eh's description of Tikka-Ti-Jarra is correct, a small group might be able to shut down its defenses if they manage to get in undiscovered.

Tcho'eh nods enthusiastically at the plan and offers to return with enough aarakocra warriors to retake the city if the PCs agree to accomplish this task.

If they do, Asdos wastes no more time and gives the party a hand drawn map to a cave located near the giant pueblo of Cochilli. Asdos has visited the cave before and he describes a long descent into the earth where he came upon a "towering citadel of shining glass" in an open vault. The sunwatcher did not go any further because of the taboos of tampering with the magic of the Ancient Ones. The tower fits Tcho'eh's description of Devral's tower perfectly however, and this most certainly must be it!

As part of his plan, Asdos intends to travel to Michaca and inform the Gilded Priest of the coming aarakocra and their good intentions. The PC are welcome to rest at the shrine if they so desire. In exactly two tendays, Tcho'eh, Asdos and the PCs are to meet "where the dark clouds are their darkest" not far from the cave entrance.

When all are ready to go, the PCs are surprised by a gathering of Nozoman commoners who have been waiting silently outside the shrine.

One of the commoners, a young man with both foreign and Azuposi features steps forward and introduces himself as Dohasan. Dohasan says the following.

My uncle, the priest you know as Bern'hardt, has made a terrible mistake and the spirits have punished him for it. We would like offer our gratitude for what you have done for Nozomo and apologize for our lack of sight.

The dark clouds have frightened all of us, but we also know you must have been sent to us by the War Twins to end this menace. It is not right to ask you for more without recompense, but please, if there is anything you could do about the taken, would you be willing to help us once again? Perhaps we could offer you these...

Dohasan opens a black circular velvet cloth and then reaches his hand into it. His hand and arm disappear, which he does not seem to alarm him and in a moment his arm returns holding a large leather waterskin.

This magic was brought to Nozomo by my great, great great grandfather Sozarro, a hero not born of the Azuposi, but one who saved us all. It is only fitting that such magic be returned to those who save the Azuposi once again.

Dohasan is offering a *portable hole* and *skin of pouring* to the PCs should they return with the kidnapped villagers. Dohasan himself is an **acolyte** who is training to be a priest like his uncle, and the young man already has taken a bit of a leadership position in the politics of the pueblo.

The PCs can reject or accept the offer, but Dohasan cannot offer anything more. This magic is a piece of Nozoman history, and it's offering is truly an honor. Dohasan is willing to give both items to the PCs now if they simply give their word. Should unscrupulous PCs renege on the deal, the DM could determine appropriate repercussions.

The PCs can easily follow Asdos' map which will lead them to the following numbered encounters. Refer to the map of the Pasocada Basin for the location of each encounter.

FRIGHTENED GIANTS

Two **long canyon giants** who live on the outskirts of Cochilli have been spooked by the gathering dark clouds and lightning storm that doesn't seem to move. What's worse is that they have been recently attacked by a flight of ba'atun who killed their child.

The giants are not evil creatures but are quite panicked and blame the "little folk" for their current woes. A successful DC 16 Charisma (Persuasion) check could convince the giants to move along but they are too desperate to be easily intimidated, requiring a DC 19 Charisma (Intimidation) check to be thoroughly cowed.

The giants left their home bringing nothing but food. However, one of the giant's sacks contains a "toothpick" which is actually a *+1 dagger* made from a substance known as plumastone. Plumastone is a form of obsidian which is as hard as steel and can be found in relative abundance far to the south in the fabled lands of Maztica. Other than its bonus, it has no special powers.

FISH FOOD

As the PCs approach the cave entrance, they are going to have to cross the Pasocada River at some point. What they might not realize is that the giants sustain themselves on gigantic fish known as **mashe namak** who will see swimming PCs as a tasty snack.

Three of the fish will attack the party from below, having advantage on surprise unless the PCs specifically mention they are wary of the river.

CAVE OF THE ANCIENT ONES

The cave of the Ancient Ones is located exactly where Asdos indicated on his map, and thankfully so, because the entrance would otherwise have been nearly impossible to find (Search DC 25). It is more than well camouflaged and there are hundreds of similar entrances into the cliff walls nearby. The vast majority of these other entrances lead in only a few feet, though if the players wish to explore them you might want to add other small cavern complexes of your own.

Unfortunately, a mated pair of **gici awas** have claimed the entrance for themselves. Their burrowing (and that of their ancestors) is responsible for the plethora of cave entrances.

DESCENT INTO DARKNESS

The descent to Devral's tower is a steep, but relatively consistent slope. After the cave of the gici awas, it is nearly a straight descent following an incline of anywhere from 15 to 50 degrees. There are no stairs, no lights, and no side passages to explore for almost a full mile. The walls of the cave are relatively smooth, cold stone that looks like it may have once been worked or at the very least shaped by magic.

Eventually, the PCs should notice a dim glow from the depths and the incline will start to level off. The PCs will step out of the darknees onto a 30 foot platform in a massive vault, which itself is a cliff 100 feet up from the vault floor. A carved overhang juts out from the vault wall 20 feet above the platform, but what they will surely notice first is the dimly glowing crystalline or glass spire that stands in the center of the vault. This of course, is Devral's famous tower and undoubtedly the home of the skyfish.

Unfortunately, a small clutch of three **cave fishers** hide above the PCs and attack as they attempt to descend the cliff wall.

DEVRAL'S TOWER

Devral's tower, which can be more accurately described as a spire, was created by the arcanist shortly after the truce with the aearee. It served as her laboratory, library and living quarters where she would only occasionally entertain a guest.

The tower was once aboveground, but Devral sensed the impending downfall of the Ancient Ones and moved it with powerful magic into this hidden vault where she spent the remainder of her days. Devral remained allies with the aearee but abdicated her power and died in the spire peacefully and alone.

The tower itself is made of glassteel (a substance she learned was taught to construct by her aearee allies) almost in its entirety, but the outer shell is thick enough that it is nearly opaque.

The glowing comes from spire itself and though it is difficult to discern there are a variety of colors emanating from every thirty or so feet. The tower itself is approximately 120 feet tall, its tip only slightly above the vault landing.

TOWER FEATURES

Devral's tower has the following features throughout.

Light. The entire tower is lit with dim light of varying colors matching the color of the orb on each floor.

Walls. The walls are made entirely of glassteel, giving them a grayish hue. They are AC 19 and have 30 hp per 10 foot square section.

Ceiling. Each level consistently has 30 foot ceilings.

Doors. Every door is made of the same glassteel substance as the walls. Despite the ages, they still open easily as if well oiled. The glassteel doors, like the walls, are AC 19 and have 30 hp.

Ramps. There are no stairs, but there are ramps going from level to level which have a steep incline. To travel from level to level, climbing PCs must make a DC 13 Strength (Athletics) check or fall 1d6 X 10 feet, taking bludgeoning damage from the fall (1d6 per 10 feet fallen). Devral always flew from level to level.

Orbs. Each floor of the spire has a magical orb that controls the magical effects found on the level. Clever PCs may be able to control the orbs but touching them also has a set of random effects. The orbs have an AC 15 and shatter into motes of colored light if they sustain over 20 hit points of slashing, bludgeoning, piercing, force or thunder damage. They are immune to all other forms of damage. Destroying an orb cancels all magical effects on a level, but the orbs reform the next morning.

TOWER DESCRIPTION

Read the following to the players when they first stand in front of the tower.

The spire in front of you stands at well over a 100 feet tall and seems to be made entirely of a gray-hued glass, though it glows from the inside in a variety of muted colors.

The spire itself tilts at about a forty degree angle from what you can estimate, and within 20 feet or so from the peak there is a grooved indentation carved in a semicircle which seems to be made of a more carefully polished glass. You cannot see inside it from this distance.

A single glass door in front of you opens easily with its handle.

T-1 WELCOMING CHAMBER

This is the chamber where Devral once entertained his guests. Four perches made of stone are in the center of the room where aearee visitors would stand comfortably in the presence of the arcanist. Feathered couches and wooden chairs once graced the Welcoming Chamber as well, but have long since rotted to dust.

The room is approximately 60 feet by 30 feet and the northern wall recesses to a set of glassteel double doors. Both doors swing wide open if the PCs walk between the perches. From the right door a head sized glowing silver orb emerges and approaches the PCs where only wind seems to flow from the left. A disembodied voice emanates from the orb and says the following.

Welcome to the Spire of Devral. Please be seated as I fetch the master, and do trust your garments and weapons to the servants while you wait.

The PCs will feel the tug of unseen hands on any loose garments and weapons while the orb speeds along (Fly 60 feet) up the ramp in the south wall. If the PCs give their gear to the *unseen servants* (one per PC) it is brought to the north door and closet beyond. The doors will shut and lock requiring a Dexterity (Sleight of Hand) check with a DC of 15 to open. The doors may also be destroyed, but that will cause a **glassteel golem** to form from the wall who will attack.

The golem also attacks if the PCs refuse to unhand their weapons.

Without their weapons, nothing will occur for a full minute until the silver orb returns. The orb will hover in front of the PCs - confused because of its inability to contact a living Devral.

See the sidebar on "Controlling Devral's Orbs" if a PC lays his or her hands on it. The orb controls the unseen servants, the north doors and can deactivate the glassteel golem if it has been activated.

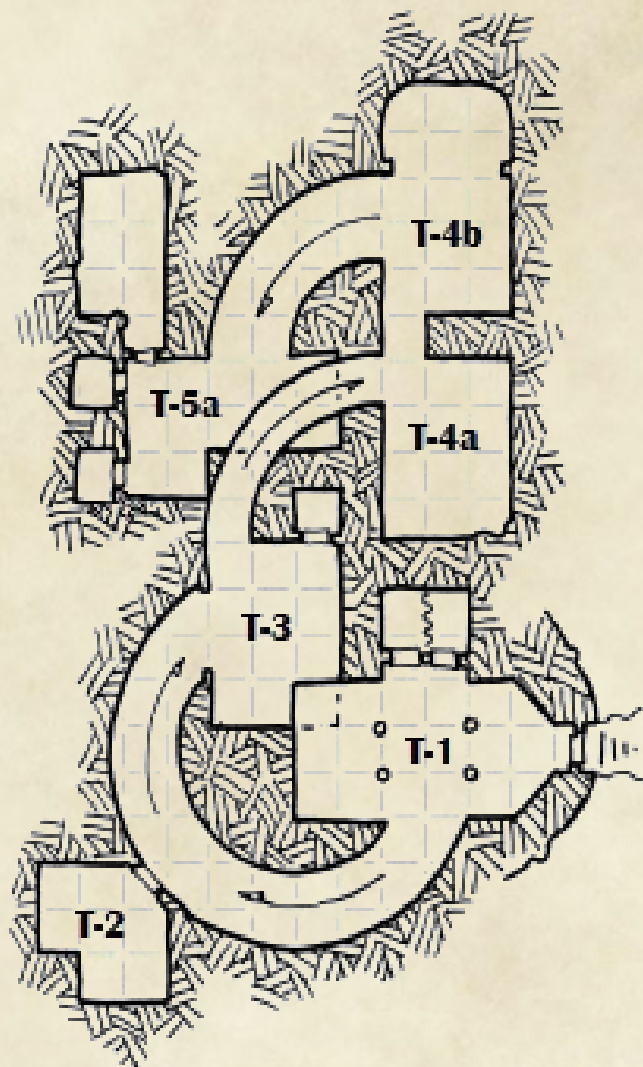
T-2 LABORATORY

Devral performed her magical experiments in this room, whose door is hidden along the ramp (Wisdom (Perception) DC 16). The door is also trapped, forcing any who intentionally try to open it to make a DC 16 Dexterity save or suffer 10 (3d6) lightning damage from a strong static charge.

The charge takes 1 minute to build back up, so once it has released a shock, the PCs can open it easily. There is an old pile of rust nearby which was once a contraption Devral used to safely discharge her own trap before entering the laboratory. A DC 15 Intelligence (Investigation) check allows the PCs to concoct similar solutions.

The orb in this room is such a dark blue that it could pass as black and it emits a deep blue light that still illuminates the room, but does not show beyond the glassteel doors. If a PC gains control of the orb, they may command it to increase this illumination to a normal white light as the orb turns to silver. When Devral created the orbs, she used this as a precaution against giving away the secretive nature of the laboratory.

The abilities of the orb are closely related to the rooms function, and while most of the rooms original trappings have rotted away over the many thousands of years, the effects remain. This orb does not summon a golem like the others, but has a random selection of other effects that stem from what were once alchemical capabilities, many of which have been corrupted. Refer to the *Laboratory Orb Random Actions* to determine both what the orb can do if controlled, and what effects occur if a PC fails to control it. It is important to note that if the orb is left untouched, the room appears empty.



LABORATORY ORB RANDOM ACTIONS

A PC who knows of these affects can cause any to occur by choice, a failed attempt at control causes one at random.

Roll 1d6	Effect
1	Gravity Bomb
2	Ice Blast
3	Red Beam
4	Green Gas
5	Black Ball
6	Hidden Compartment

Gravity Bomb. The room suddenly inverts its gravity causing the PCs to fall to the ceiling, before falling back down again. The ordeal causes a total of 14 (4d6) bludgeoning damage, with a Dexterity save for half damage.

Ice Blast. A hidden recess in the glassteel wall shoots a blast of freezing cold air. All PCs take 7 (3d4) cold damage.

Red Beam. A red beam of light fires through the ceiling and into the floor. It has no negative affects on any who touch it, unless a PC specifically states that they look directly into the beam. In this case, make a DC 16 Constitution save or the PC is blinded for 1 hour.

Green Gas. Green gas pumps into the room from above the left side of the door. This gas causes 10 (3d6) poison damage to any within the room and the target is poisoned for 1 minute. A DC 14 Constitution save prevents the poisoned condition and halves the damage. In the library, there is a tablet whose etchings speak of this gas specifically as a component that could halve the cost of glassteel creation when using the spell or alchemy.

CONTROLLING DEVRAL'S ORBS

Deval created her orbs to control the various magical affects within her spire.

Controlling an orb isn't easy, and requires a successful DC 18 Charisma or Intelligence check (PCs choice). However, once a PC has mastered one orb, they can always return to it without repeating the check, and they gain advantage for controlling any other orb.

Orbs do not communicate their powers in any way, so a PC might very well gain control without knowing what it is capable of doing. They also do not move at the command of a controller, but they all have some programmed motion indicated in each room's description.

Finally, Deval did not want others foolishly tampering with her tower's capabilities and thought it quite rude of any guest who might attempt to do so. A failed attempt to control an orb activates a glassteel golem, one of which exists as part of every level (5 total in the spire) and the golem's are programmed to attack anyone but Deval.

Gaining control of the orb allows the controller to return the glassteel golem to its deactivated state, but only the golem of that orb's level.

Black Ball. For 1 minute the orb becomes a *sphere of annihilation*. A successful DC 14 Dexterity check means the PC touching the orb pulled their hand away in time, otherwise they suffer the full effects of touching the powerful item (22 (4d10) force damage).

Hidden Compartment. A shelf materializes within the glassteel wall and opens to reveal three crystalline vials and a stack of gold coins of an unknown minting. The vials each contain a double strength vacuum sealed potions of flying which lasts for two full hours. The coins have the face of a smiling woman on one side which an Intelligence (Investigation) check with a DC 15 would allow the PCs to realize is Devral herself. On the back side of the coin is an image of a powerful raptor's face and wings that have an almost human-like quality. A DC 20 Intelligence (History) check allows the PCs to realize this is the face of a fabled aearee, perhaps the first proof of their existence seen in thousands of years. There are 20 coins in total which could be sold to a collector of such historical items for 300 gp each.

T-3 THE GLASS GRIFFON

Deval was not shy about displaying her successes and the Glass Griffon was one of her first creations which she was proud enough to do so.

This magnificent magical item stands proudly on display at full size on a pedestal in the room's center, surrounded by a protective ring of magic and of course this level's red and yellow glowing orb. Read the room description below to the players.

The moment you step beyond the ramp your eyes can't help but be drawn to a gorgeous blue-white statue of what could only be a griffon. It proudly rears so that it faces the ramp, as if threatening all who enter.

An orb, much like the others you have come across, slowly approaches your party, its red and yellow light reflecting and refracting through the glass griffon.

A circle of unknown symbols surrounds the statue and proudly hums with power.

The circle of power is written in runes familiar to those who can read the draconic script, but many of the symbols are incomprehensible; as if they are of a much older form.

These symbols are the magical runes of the aearee which Deval became a master of in her later years. The symbols are intensely magical in nature, and tend to have great power in the magic of flight. It was her knowledge of these forms that allowed her to create both the *glass griffon* and the *skyfish* itself.

A dome made of pure, invisible force covers the griffon and even extends below which causes 14 (4d6) lightning damage if touched and cannot be crossed. The only way to remove it is to gain control of this level's orb and command it to lower the field. The **glassteel golem** on this level also has maximum hit points for its hit die.

Should the PCs gain control of the orb, they also need to figure out a way to remove the statue. It weighs over 600 lb and is the size of a normal griffon. In the library, however, they might find the item's "statuette" command.

See the Appendix for the full description of the *skyfish* and its commands.

On the north wall, there is an easily opened glassteel door which leads to a small 10 foot closet. Anything that was in it has long since turned to dust.

T-4 DEVRAL'S LIBRARY

Devral's library never had books in the truest sense of the word, but rather has hundreds of carved stone tablets. Devral was fluent in the tongue of the aearee and was personally responsible for engraving most of the tablets.

While it has some similarities to draconic, aearee cannot be read without magic. Some aarakocra might be trained in this ancient language, but this is likely not helpful to the party at the moment.

If the PCs manage to translate the tablets, they are in for quite a historical treat. They are full of history from the Days of Thunder, mostly concerning the reign of the aearee and their empire, but they also have some general information on the sarrukh and batrachi. Many of the tablets are damaged and have crumbled in places.

In addition to the tablets, there is also a smooth and clear glass window that looks out into the underground vault. In order to be able to remove the skyfish from the tower, the PCs will have to gain control of the library's orb to open the window. It is otherwise too large to fit through the doorway in the Welcoming Chamber. The window dematerializes to open, and rematerializes 10 minutes later once the command is given.

The orb floats in T-4A and approaches the characters when they enter though it's only capability is to open the window. If the window is shattered (it too is made of glassteel), the **glassteel golem** on this floor will activate as if a PC failed to control the orb.

A selection of the tablets are as follows, each with commentary intended only for the DM, and organized by which part of the library they are found in.

Note that each tablet weights approximately 15 lb. They might have value if sold to a collector or historian at the DMs discretion. Asdos in particular might be interested in the words they hold.

T-4A TABLETS

The first tablet refers to a "Great Beast" that was once destined to devour all hope and destroy the world. It was killed and its body set adrift on the Ethereal Plane, defying fate, at which point it became an entity known as a vestige.

See the 3.5 Edition **Tome of Magic** for additional information on Chupoclops and the binders that might contact it. The DM may do what he or she pleases with this information.

The Great Spider...of End Times. Chupoclops...this world but destined to destroy it. ...good and ..., living and dead side by side. One ... each day another succumbed until at last the beast was vanquished. ...returned to the Spirit Realm but some believe she still ... waiting to return and devour the worlds of man.

The second tablet recounts the history of the Ancient Ones during their time as slaves of the spellweaver empire, and then their subsequent freedom.

...ing empire, vast beyond all compare. They took us from barbarism and taught us the written word, ... serve and even for the most loyal of us, the powers of the Art. ...the mind and external forces. But we would not suffer their indifference for long. ... rebellion. Freedom to make our own destiny, no longer servants of the six-armed ones. They have destroyed themselves for us, something we could not have accomplished by our own hand. I wonder if this unearned freedom is the source of our weakness today. I sense a decline in our people that I do not know how to stop.

The third tablet is the first reference that includes the ba'atun, but before Devral knew what they were.

The great avians ... armies ... terrible war. ...secrets are mine and I will use them against the aearee. Something seems to weaken their resistance but we too have had many go missing in the west. Could there be a new threat that ... man and aearee alike?

The fourth tablet refers to a huge population of Ancient Ones that simply disappeared. Devral believed that they had intentionally moved underground, where they may have come into contact with batrachi or even the precursors of the Azuposi.

...long since disappeared under the world. Perhaps they have found the rumored dwellings of the ancient tormentors of our enemy aearee who were cowed into submission shortly after the sky rained fire and stone. Still, rumors abound that they still live below and are no longer human as we them to be... Beware the mounds and their half-spirit guardians.

T-4B TABLETS

The aearee of the ancient past were not all of one people and one nation known as the Aearee-Quor traded their faith in the gods for the ancient demon lord known as Pazrael (or sometimes in modern times, Pazuzu). Saying either of his name three times attracts his attention

Foolish birds have ... Pazrael. Ancient from times before... I hope to keep his name hidden from my own people and risk much here in the name of history. ...day his name three times under any circumstances. ...obyryth... What might at first seem a ... submission of your soul!

A small tablet has the passwords to gain control of the skyfish. The words might not be obvious, but the tablet sits adjacent to the another which clearly labels all the command words for the glass griffon. A Wisdom (Insight) check with DC 15 can be used to determine the nature of these words.

See the descriptions of both items in the Appendix.

...Dom shall set her free and Fil and Fir will light the fire in her eyes...

This tablet was written shortly after the Ancient Ones and aearee made peace and a mutual alliance against the ba'atun.

...white winged fiends of a blackened realm...our mutual enemy has forged the bonds of alliance...Yesorkh Payeh the Possessor shall fall to our combined might. ...to bring this war to an end. The ba'atun shall follow their lord into the Pit.

A flying aerie of the aearee known as Tchitchi-Kwaaka was destroyed by the ba'atun early in the war. It crashed and still lies somewhere in the Sesnaajiini Mountains- though it is likely unrecognizable. This tablet speaks of its fate.

Tchitchi-Kwaaka in ruins ... a tomb for the bird folk. I mourn now for my former enemies. Strange that I once would have done it myself, were I able.

One of the last written and coincidentally also in the best shape, is this tablet where Devral writes of her decision to abandon the Ancient Ones.

I know now what I must do to rid myself of outside distractions and the burden of rule. While my love is most certainly bound to the blue skies above, I cannot abide the pleas of my foolish people who did not heed my warnings of rot and decadence. Now it is becoming a damaging reality. Though the underworld is full of unknown dangers, I now seek to move my spire below ground. I will see if inverting the aearee runes assists me in my endeavor. It is below the world that I shall live out the last of my days in peace.

The DM is strongly encouraged to create new tablets leading to further adventures of their own, but if this is not desired you may simply claim that all other tablets are too damaged to be legible.

T-5 CHAMBER OF THE SKYFISH

The fabled *skyfish* lies in the center of this room which has a door to the north and two to the west which are impossible to open. Trying to destroy them summons this level's golem.

The skyfish itself has a similar dome (lightning damage and all) to the one surrounding the glass griffon on T-3, but there is also a raised dais with four hemispherical depressions. This dome cannot be opened simply by controlling the room's sky blue orb though the orb itself is part of the puzzle. Its only ability (until the skyfish is freed) is to move under the controller's commands.

Beyond her desire to fly, Devral was also obsessed with the powers of the elements, particularly that of air and wind. Each depression has a symbol above it with the designs shown below, which only takes a DC 10 Intelligence check to identify.

There is also an engraving, written in the same language as the tablets. It is cryptic and has references the PCs may not understand.

From the skin of kuku you are formed! From the house of gitaskog you emerge. From the bane of the skadegamutc you rise to sail in the soul of Wuchowsen.

A DC 14 Intelligence (Nature) check will give the players the information that the kuku (ancient name of a creature now known as gougou), gitaskog, skadegamutc and Wuchowsen are all creatures of Anchôromé, but the players will have to solve the riddle and puzzle themselves.

The riddle gives the PCs the order of hemispherical depressions they must move the orb into. A kuku is known for its stone-like skin (second depression is stone), followed by the "house of the gitsakog" (it is a lake creature, and the third depression is water), the skadegamutc can only be permanently slain by fire ("bane of skadegamutc" is the first symbol) and finally the Wuchowsen is the titanic daughter of the eagle god Remnis whose wings form powerful winds (the "soul of Wuchowsen" is the fourth and final symbol).

Incorrect Sequence. Unfortunately, Devral kept her most deadly traps in this level. Upon completion of an incorrect sequence the orb will blacken, the western doors swing wide open and reveal chambers which summon creatures known as **uktena**. The large, horned serpents will unwind and slither from each chamber to attack the unsuspecting PCs, already aware of their weaknesses (see the uktena's statistics in the Appendix).

Defeating the uktena will turn the orb back to sky blue where the PCs may try again. Two additional uktena will be summoned for each incorrect sequence until a total of 10 have been slain.

Correct Sequence. If the correct sequence (earth, water, fire, air) is used the orb changes to pure white and emits a strong light as it bursts through the protective dome and flies directly into the skyfish. The orb merges with the skyfish which begins to float a few feet off the floor, its whip like tail swaying from side to side. The dome is now deactivated and if the PCs know the command words from the library, it is now theirs to use. If they haven't opened the window on the library level, it will now open automatically.



There is an additional chamber on this level through the north door. When the skyfish is activated, the door unlocks. The room contains a single stone throne with a backing carved to look like wings. Sitting in it, is the ancient skeleton of Devral who died here alone and in peace.

A GATHERING OF ARMIES

If the PCs have had a difficult time, give them ample opportunity to rest. Asdos and Tcho'eh will be waiting for them at the appointed location north of the caves.

When they reach the meeting point, read the following to the players.

As you approach, this first thing you notice is just how magnificent your allies actually are. Tcho'eh is an impressive aarakocra when he is at full health and he is covered in armor made of the strange glass-like substance found in Devral's tower. He wields a spear that crackles with sparks of blue tinged lightning and he is flanked by two similarly garbed aarakocra. You surmise that the decorations on their wings and feathers somehow denote rank among the bird-folk. Asdos is no less impressive and his transformation from the modestly garbed priest of Nozoma is nothing short of shocking. The sun priest wears a full headdress whose golden yellow and orange feathers mirror the shining sun. He wears a full length robe of golden silk that sparkles even with the darkened skies above.

In the near distance thunder rumbles as the three of you initiate your battle plans...

Allow the PCs to input as much in the way off tactics as they would like, both Tcho'eh and Asdos trust them implicitly.

Tcho'eh informs the PCs that the clouds surrounding Tikka-Ti-Jarra contain winds so strong that only the most powerful dragons would be able to fly through them. The skyfish is immune to such weather conditions.

The winds are also at their worst directly below the flying aerie, but that is the only way a raiding party might be able to fly in unnoticed. Tcho'eh warns that there are guardians of an elemental nature.

Tcho'eh explains that once the PCs penetrate the cloud cover the weather should calm, but it is imperative that they reach the aerie's "plumb" before they are discovered. He believes that it too will have its guardians which the PCs will need to dispatch quickly without blowing their cover. Inside the sphere, the PCs will need to shut down Tikka-Ti-Jarra's defenses at which time Tcho'eh's armies will attack. The aarakocra battalions are hidden not terribly far from their current location.

Asdos has a part to play in this too, mostly for the benefit of his new friend. Tcho'eh begs the PCs not to destroy the body of Kerakerra who Yesorkh now possesses. Instead, Asdos will call upon the Sun Father to separate Yesorkh from Kerakerra first. He produces a small blue gem which he can capture the dark spirit in once again if it is defeated by the PCs.

Asdos has no means of flying and the PCs might offer to lend him the glass griffon or the potions of flying they might have found in Devral's tower. If they do not, Tcho'eh informs them that the aarakocra will make arrangements for the sunwatcher.


THE APPROACH

All should go according to plan in the earliest phase. It is true that the ba'atun do not expect an assault from below because of Tikka-Ti-Jarra's formidable defenses.

The winds are extraordinarily powerful here and only creatures with a Strength of 25 and flying speed of 50 feet can even attempt to approach the aerie from below. Other than ancient dragons, very few meet these requirements but the skyfish can do so without danger to its occupants.

On the other hand, the ba'atun realize that they cannot be too careful and have no reason to deactivate other defenses that were already in place. A pair of elemental beings known as **thunder children** are also part of the aerie's defenses, and once they spot the skyfish, they attack. Unfortunately, these two creatures are immune to the skyfish's lightning attack, but the PCs are also immune to theirs.





Tikka-Ti-Jarra

Tikka-Ti-Jarra is an ancient citadel that has existed in one form or another since the Dawn Ages. It has survived dozens of dragon attacks and from creatures or civilizations too numerous to mention. It was created by the Aearee-Krocaa over 30,000 years ago, but began as a land born citadel of stone. Over time, it has been destroyed and rebuilt, but it became airborne only at the behest of the aarakocra descendants of the aearee long after the Aearee Empire had been vanquished. Until that time, it did not maintain much significance among the bird-folk. Its (initially) small population and smaller notoriety was likely responsible for its survival during the time of dragons.

Improvements in the aerie's design continued throughout the citadel's existence. Powerful runes developed by the aearee, but put to use by the aarakocra lifted the citadel into the skies. Once it was airborne, a whole new dimension was opened up for construction. Aarakocran artisan worked slowly but consistently on what was once the citadel's undercity until the whole citadel took the shape of a peg top.

Additional spheres have been added to Tikka-Ti-Jarra only within the past thousand years via a 20 foot thick adamantine chain. At the very bottom of the chain, a tower of stone acts as a plumb to steady the entire construction. It is also within this plumb that controls were built to manipulate the aerie's formidable defenses.

The first sphere hangs approximately halfway down the chain and is built mostly of glassteel of varying hues. Because of this, Tikka-Ti-Jarra refracts light in the bright sun, making a stunning display of coloration that could cover half a mountainside.

Further down is a smaller sphere that is used as a prison, holding trespassers, prisoners of war, and even the occasional aarakocran rogue or deviant. This is currently where the abductees from Nozomo (and a few dozen other stray humanoids captured by the ba'atun) are being held.

DEFENSES

Tikka-Ti-Jarra owes its continued existence to powerful rune magic created by the aearee at the height of their empire. Invented by aearee druids, these runes were once "grown" organically, eventually leading to entire floating forests. The most well known of which was the Aearee-Kocra capital Viakoo.

Years of war and the first flights of dragons destroyed the Aearee Empire and much of their magic was lost, but their descendants rediscovered the runes and added magical alterations of their own. Thousands of years of questing aarakocran heroes have located other remnants of the Aearee Empire, and they have even discovered the secrets of creating a *mythallar*. Tikka-Ti-Jarra's ability to fly is due to one of these powerful artifacts, making it nearly untouchable by landborne enemies.

Aarakocran controllers are able to manipulate the surrounding weather within a full mile of the aerie. This weather control increases in power the closer one comes to the actual citadel. At a few hundred feet, the aerie can generate winds of such intensity, that only the most powerful fliers could maintain control. Below the Plumb, flying is thought impossible.

THE PLUMB

The Plumb is where the PCs should continue their assault on the ba'atun, who will not expect invaders to approach from below. If the PCs attempt an assault on the citadel itself or one of the spheres, they will surely need to flee when a ba'atun sentry spots them. Once the alarm is sounded, over a thousand ba'atun will pour from the aerie. If they choose this unwise course of action, the adventure may very well be a failure, unless the PCs find another way to shut down the aerie's defenses.

The Plumb itself is well protected, and the PCs may choose to attack it from below or above, though the top level has more defenders.

FEATURES OF THE PLUMB

The following features are found throughout the Plumb.

Overview. The Plumb is a tower made entirely of stone with no glassteel to be found (with the exception of the control mechanisms in the Control Room). Its walls are extra thick to increase the tower's overall weight. This was done to affect the physics of the entire aerie because the Plumb acts exactly like the instrument from which it is named. It's weight keeps the aerie perfectly vertical even in high winds.

Murder Holes. In times of war, aarakocra crossbowman man the dozens of murder holes that permeate the tower. Unlike human towers, there are perches found every ten feet and each has its own murder hole. Since the tower levels are 40 feet high, this means there is a perch at 10 feet up, 20 feet and 30 feet up, making a fully armed and prepared tower a formidable weapon of defense. The ba'atun are only currently manning murder holes as indicated in the text. The tower's inhabitants are not expecting resistance.

Ceilings. Each tower level is 40 feet high, allowing for some flight. The pinnacle on the top floor has a roof 50 feet above.

Lighting. The tower is lit by numerous continual flame spells, centered on fist sized globes in wall sconces.

Doors. Each tower door is made of stone and they are placed 15 feet above the floor as would be reasonable for creatures that are unhindered by a lack of flight. Small stone grooves form ladders which lead up to perches on either side of the doorways, however. The ba'atun do not keep the doors locked, but the mechanisms are there.

Stairways. The aarakocra were just as likely to walk up between levels as they were to fly, ergo the existence of the smooth circular stone staircase which winds through the entire tower.

P-1A PORTCULLIS AND ENTRY

Entry into the Plumb is blocked by an iron portcullis that could be bent with a successful DC 15 Strength check. However, attempting to do so will get the guards attention in P-1B. Each of the standard ba'atun guards is armed with an *ice javelin* which they will throw at the PCs as they attempt to break through the bars. Until the portcullis is destroyed, both the PCs and ba'atun have half cover. The acolyte will cast inflict wounds while the flight leader uses its *chilling screech*.

There are 6 normal **ba'atun**, one **ba'atun acolyte** and one **ba'atun flight leader**.

Note that there is enough room for the PCs to leave the skyfish behind on this level, once the portcullis is broken.

P-1B GUARD CHAMBER

Perchs line the walls and serve a similar function as beds for the ba'atun and aarakocra before them. There is scattered coinage strewn amidst old meals and other garbage. The ba'atun are filthy creatures. In total, the PCs may find 200 gp worth of copper, silver, electrum and actual gold. The PCs may also find two additional *ice javelins* leaning up against the north wall.

P-2A SPIRAL STAIRCASE

A central staircase runs up through the center of the entire tower. If the PCs battle in this room, P3A, or P4A, there is a chance (result of 6 on 1d6) that the ba'atun on the levels above and below hear the battle and come to investigate. Any time a ba'atun uses a chilling screech in one of these rooms forces a roll as well.

P-2B LARDER

Frozen in the back, the PCs see the corpse of a winged polar owlbear. The creature was captured and killed earlier in the week along with its mate and the corpses have been serving to feed the ba'atun of the Plumb since. The meat is preserved by the patch of brown mold on the back wall.

Remember that according to the **DMG** page 105, "brown mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand outward in the direction of the fire, covering a 10-foot-square area (with the source of the fire at the center of that area). A patch of brown mold exposed to an effect that deals cold damage is instantly destroyed."

The brown mold has AC 11 and 27 hit points if the PCs choose to destroy it.

P-3A MURDER HOLES

Of the twelve murder holes found here, six are occupied. There are four normal **ba'atun** one **ba'atun priest**, and one **ba'atun high priest**. All six wield crossbows in addition to their normal attacks.

P-3B CHAPEL

What was once considered nothing more than an additional guardroom has become a chapel for the ba'atun to worship their "deity" Yesorkh Payeh. Yesorkh once had the powers of a Great Spirit or other divine being, but she has been severely weakened after tens of thousands of years of imprisonment. Ba'atun acolytes and priests throughout the city above are praying to her relentlessly in order to return her formidable powers.

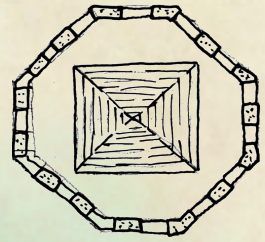
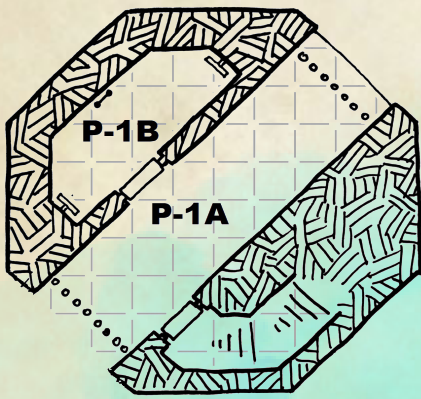
The chapel's walls are smeared in blood, both dry and fresh. The fresh blood is of the dead winged owlbear, but the old stains are from aarakocra. The blood is smeared in patterns representing cold, fangs and death. Three items of obsession for Yesorkh and the ba'atun.

The aura of evil is palpable here and unless they make a DC 16 Wisdom saving throw, good PCs will suffer severe melancholy, forcing them to suffer disadvantage on all attack rolls for a minute after leaving the chapel.

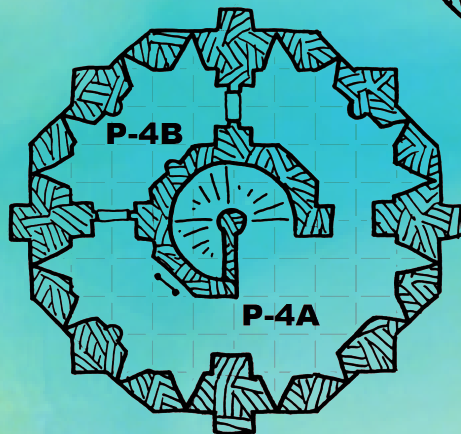
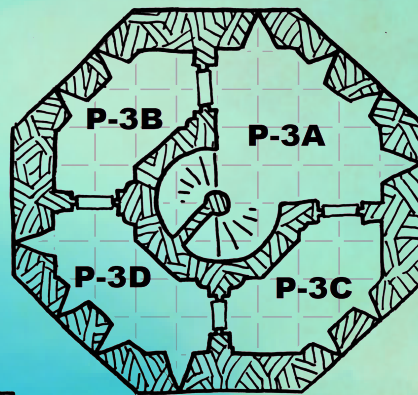
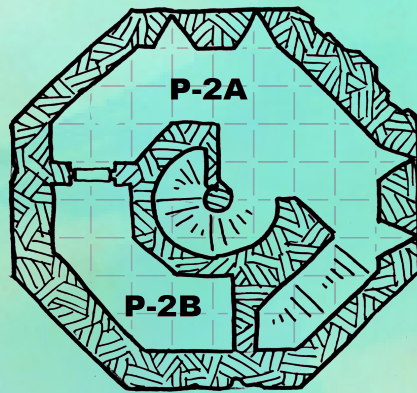
P-3C FILTH

The stench in this room is overpowering, forcing all who enter to make a DC 15 Constitution save or become poisoned for as long as they are in the room.

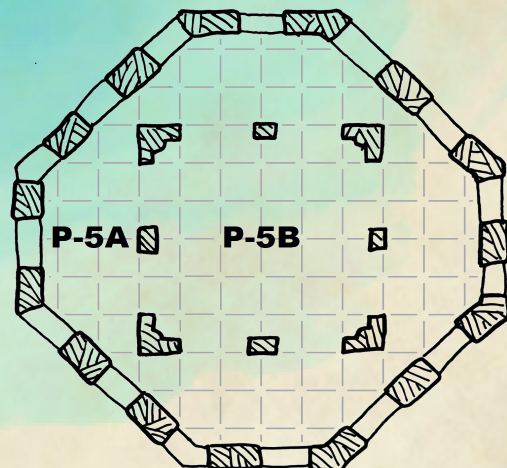
"The Plumb"



Top View



DL16
JAN 27



The ba'atun have been using this chamber for their leavings and there is an awful pit of midden between doors. An **otyugh** has been captured and "cleans up" with its appetite. The otyugh attacks any who attempt to find their way to P-3D by walking or search the midden pile.

P-3D SWARM LEADER

A ba'atun with dark blue fur has claimed this room for itself. It is a **ba'atun swarm leader** who is currently relaying plans for a second assault on Nozoma. It is accompanied by two **ba'atun flight leaders**.

A rudimentary map of the Pasocada Basin is drawn across a circular stone table and is being held down by four ornate weights made of gold and amethyst. Each is worth 100 gp individually and 500 gp as a set.

P-4A SOUL BECKONER

Yesorkh Payeh has dominated an undead being from its home plane known as a **soul beckoner**. The creature will attempt to kill any non-ba'atun who enter.

Other than the soul beckoner and the standard murder holes found here, there is a rather large perch from which the PCs might assume is reserved for and aarakocran general. Rather, this perch was actually designed for the clawed feet of a living, breathing aearee commander that could usually be found in the Plumb. One of a few who survive yet to this day. There are eleven that frequent Tikka-Ti-Jarra and all of them escaped before the ba'atun assault.

The information that aearee survive in the present day is a secret of the aarakocra that even Tcho'eh will guard with his life. With a Wisdom (Insight) check with a DC of 20, the PCs will realize that this particular perch is not actually designed for aarakocra, but there is not way for them to know it was built for an aearee.

P-4B CONTROL ROOM

When the PCs enter the Control Room, read the following.

As you enter the room, you see quite the marvel of a machine. There are at least a dozen rods of multihued glass connected to a metallic box which hums with power. There are multiple grooves which each rod could be shifted towards and strange runes similar to those in Devral's tower line mark each groove.

This is the control for the entire defense system of Tikka-Ti-Jarra and the multiple rods and settings constitute quite an array of possibilities. Some rods control lightning, others can be used to summon and control elementals or djinn, some control the winds and one setting (all rods at top setting) release the entire Plumb from its adamantine connection to act as one giant missile in a last ditch effort to destroy all that lies below.

Tch'eh will have given the proper setting (all rods down) which shuts off the entire defense system. This is the signal for the aarakocra armies to attack and reclaim their aerie.

If the PCs insist on playing with the controls, they will likely not cause any damage, but the changes will blow their cover and they will soon have to contend with over a thousand ba'atun who fly from the citadel above.

Shutting down the defense system is the only way for them to survive as the ba'atun quickly become embroiled in war with the aarakocra.

P-5A AND P-5B LANDING AND SPIRE

There are 6 normal **ba'atun**, 6 **ba'atun flight leaders**, 4 **ba'atun wing sergeants**, and 2 **ba'atun priests** that patrol the inside and outside of the Plumb's conical spire. If the PCs attempt to enter from the top level, they will need to fight their way through this rather large force of ba'atun which is most certainly a deadly encounter. However, if they have shut down Tikka-Ti-Jarra's defenses, half of the ba'atun will be preoccupied with battling aarakocra elsewhere.

If the PCs attempt to exit through the roof landing or simply explore it after the defenses have been shut down, there will only be 3 normal ba'atun, 3 flight leaders, 2 wing sergeants and one priest.

THE WAR FOR TIKKA-TI-JARRA

Once the defenses are shut down, the aarakocra army arrives within minutes. The battle to come is meant to be an epic war, and the PCs have no small part to play in it. Encourage them to get to the skyfish as soon as they are able by reading the description of the approaching battle below.

You pull down the last rod and in a single instant you no longer hear the rumble of thunder. Light pours in through the murder holes and even the incessant winds no longer whistle. The light of dawn illuminates the chamber and in a few moments you hear the bark like howls of the ba'atun. What at first is only a few becomes hundreds until you cannot stand it any longer.

But then from the distance you hear another sound. The powerful screech of an eagle or similar creature draws your attention. You look into the distance and in the glare of sunlight you see a titanic bird followed by hundreds of other flying creatures. The aarakocra have come, and it appears that many are riding birds of immense size as steeds. Lightning crackles from a multitude of spears and sunlight glints off of sheened adamantine wings and glass battle armor.

Give the PCs the chance to join the fray just as the battle starts. The aarakocra are outnumbered by the ba'atun, but the battle rocs of the aarakocra certainly even the odds. Though the players have yet to observe them, there is even a contingent of aarakocran wyvern riders ready to decimate ba'atun forces.

At this point allow the PCs to get as involved in the war as they would like to and throw flights or swarms at them as much as you believe they can handle. However, they have one major battle ahead, and unless they should be somewhat fresh in order to survive it.

YESORKH PAYEH

Read the following to the PCs when they are within the midst of the war.

The most recent of the fiends you have slain falls from the sky and slams atop another ba'atun who is run through by an aarakocran spear. Just as the battle looks like the aarakocra will win the day and turn back the demonic creatures, you hear a wail unlike any you've heard from the ba'atun before.

Shockingly, the sound comes from a small aarakocran fledgling of bright plumage. Her movements and intensity belie her small size as she drives a spear far too large for her into the back of an aarakocran battle roc, killing the creature instantly.

The fledgling turns towards you and you notice small plumes of black smoke escape from her beak. In a voice no young aarakocra should be able to speak in she cries out to you, *"It is you that have brought about this calamity, the alliance of bird and ape is renewed. No matter, you shall all perish together."*

If you had any doubt before, you are now certain that this is Yesorkh Payeh in the body of Tcho'eh's innocent daughter Kerakerra. While you decide whether or not to run the fledgling through you feel a powerful wind on your back and the warmth of the golden sun.

Asdos, astride the glass griffon and aglow with holy sunlight confronts the demon possessed aarakocra and shouts words of power while holding aloft a shining blue gem. Kerakerra/Yesorkh screams at first in the voice of the ba'atun queen but slowly its pitch increases to the frightened squawk of a young birdling. Black smoke pours from Kerakerra's beak and forms a body of its own. A black, demonic ba'atun the size of one of the rocs roars in anger and attacks. A blue ba'atun flies into the fray and tangles with Asdos as griffon and fiend bite at each other's throats.

This is the final battle that will determine the outcome of the war. Yesorkh's appearance has given the ba'atun the burst of morale necessary to overcome the aarakocra, but if the PCs can destroy their "goddess" the resistance will be crushed. No aarakocra are nearby to assist and Asdos is currently occupied with a ba'atun swarm commander. It is up to the PCs to defeat **Yesorkh Payeh** once and for all.

If the fiend is destroyed, Asdos reappears after he and the glass griffon finished off their ba'atun attacker. When she reaches 0 hp, Yesorkh once again becomes a pillar of black smoke, but Asdos lifts the blue gem once again and proudly beseeches the power of the Sun Father. The gem shines with power and draws the dark soul into itself, hopefully for longer than 30,000 years this time.

Yesorkh Payeh and the ba'atun have been defeated.

EPILOGUE

Success is cause for great celebrations and the aarakocra do not disappoint. Tikka-Ti-Jarra is in shambles, but the aarakocra quickly get to cleaning up the mess with the assistance of summoned elementals. Before they even begin, however, the bird-folk rip open the prison sphere and carry the abducted people of Nozoma back to the pueblo.

Everywhere the PCs go, bird-folk bow to them in unsubtle deference until finally Tcho'eh makes an appearance hand in hand with his daughter Kerakerra.

Tcho'eh simply smiles as wide as his beak will allow, and it is his daughter who steps forward to talk to the PCs first.

"What you have done for me, for our people, simply cannot be repaid."

Kerakerra steps forward and presents an exquisite necklace of gold and sky blue sapphires to the party.

"This necklace belonged to my mother, who was once considered what the groundfolk would call queen. She would want heroes such as yourselves to have it."

Kerakerra goes on to explain that the necklace is well known amongst all good bird-folk, which doesn't only include the aarakocra. Its holder will be recognized as *tchitchi-kwaa* or *flock-friend* in the ancient tongue of the aearee. Its worth in materials could be upwards of 5,000 gp, but its value is far greater to one who has earned it.

The necklace's magic causes it to appear blackened and rusted if it is in the hands of any other than bird-folk or a designated flock friend. In addition, it is attuned to a crystal which the aarakocra keep in the throne room of Tikka-Ti-Jarra and it can allow 10 minutes of communication each day with any who stand before it. If the PCs are ever in need of assistance from their friend Tcho'eh, he can be counted on.

Asdos bids the PCs and the assembled aarakocra farewell but before he goes, he makes plans with Tcho'eh to send a delegation to distant Amoyelli Island. Perhaps the Azuposi and aarakocra can form an alliance that actually lasts far into the future. He goes to hand the blue gemstone (which now has a dark, smoky center) to Tcho'eh but the skycaptain remarks that the Azuposi and their great sunwatchers would be better stewards of the dangerous item.

Asdos looks longingly at the *glass griffon*, now in statuette form, but stoically walks up to the PCs to hand it back. If the players decide to let Asdos keep it (he will not ask) Asdos' face lights up like the sun and bows to the party. If the PCs commit such a selfless act, reward each of them with the *blessing of the Sun Father* which can be found in the Appendix. Either way, he will have the *micha* promised to the PCs by the Gilded Priest in Michaca.

The fate of the *skyfish* is up to the DM to decide. If the DM does not want such a powerful vehicle/item in the possession of the PCs, remember that it is 30,000 years old and its magic may be failing. Perhaps it is slowly losing its strength since it has been activated and each tenday it loses 5 feet of speed until it no longer functions. Then again, perhaps they can just keep it.

APPENDIX

The appendix is broken into three sections. The first and second are all of the monsters found in this adventure that also aren't found in the **Monster Manual**. *Appendix A* creatures have been reprinted directly from **ANC1 The Anchôromé Campaign Guide** or **ANS2 Monsters of Anchôromé** for your convenience.

Appendix B displays new creatures including the ba'atun and all of their variations (Yesorkh Payeh included), glassteel golems, the soul beconer and thunder children.

Appendix C is a miscellaneous collection of a new spell, blessing, material and magic items, including the fabled *glass griffon* and the artifact/vehicle known as the *skyfish*.

APPENDIX A

The following creatures are found in other Anchôromé Campaign products.

CADDAJA

The caddaja is a man-eating ogre that is thankfully not terribly bright, nor particularly willing to venture into populated regions. It is a vile, hairy beast that some believe have a relation to other hairy forest folk such as alaghi.

Man-Eater. The caddaja are dedicated predators of sentient beings. They can subsist on deer, moose and other creatures of the forest, but prefer man-flesh over all others.

Incredible Strength. Even for their already intimidating size, the caddaja is remarkably strong. They are known to have lifted small trees out of the ground to wield as a club when in pursuit of its favored prey. Luckily, the caddaja is not bright and it is frightened by both large groups of individuals and can be kept at bay by fire.

Cannibal Curse. The caddaja were once alaghi who succumbed to the whispers of dark spirits, and partook too often of the flesh of mankind and were cursed by the spirits for their evil deeds.



CADDAJA

Large giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	7 (-2)	7 (-2)

Skills Stealth +4

Senses passive Perception 8

Languages Common, Giant

Challenge 3 (700 XP)

ACTIONS

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

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

COYOTLWERE

Coyotlwere are a race of animals that have been both blessed and cursed by the spirits. They are a cowardly lot, but are known for their thievery and their tendency to pick on those who are weak.

Normal coyote abhor their presence, which is odd given their origins, but it is believed that they have betrayed the animal lord and spirit Coyote himself, or at least their ancestors did at some distant point in the past.

Cowardly Thieves Coyotlwere are not up front combatants, and will use their holding gaze ability in order to escape any threat they perceive.

However, they are opportunists to the extreme, and will gladly kidnap a human child who has strayed far from a camp or pilfer small objects and food at any opportunity. Coyotlweres have been known to follow traveling caravans, small groups or even individuals for weeks awaiting the right opportunities.

Coyotlweres are typically loners, but have been known to work together to take down prey.

Cursed by Coyote. All coyotlwere are descended from one pack of coyotes who were tricked by humankind into leading them to the domain of Coyote himself. The humans, who some believe were the Ancient Ones of the Pasocada Basin, slew the spirit Coyote while it rested and stole its skin, becoming the first of the skinwalkers. These humans soon learned to use the skin of Coyote to gain his powers and the legend of the skinwalker was born.

Not very long afterwards, Coyote was reborn, but the damage had been done and the new Coyote's first action was to curse the pack that had betrayed him. They were given the ability to change into a human (or hybrid) in an ironic retort to what the skinwalkers had stolen, but they would forever after be cast out of the animal kingdom and recognized as enemies by all true coyotes.



GICI AWAS

Sometimes mistaken for some type of stiff-legged bear, the gici awas is a horrid creature known for its great hunger and penchant for eating man. Up close, however, there is no chance of confusing the gici awas with a normal beast. Very few who are able to look into its cold, blue eyes live to correct the assumptions of others.

Cave Ambusher. Gici Awas can burrow, albeit slowly, into solid rock and do so to create well hidden dens from which they surprise a potential meal. Though they aren't terribly intelligent, a gici awas is a clever creature who has even been known to leave treasure where it might attract victims.

Poison Spines. Gici Awas have a row of quills on their backside much like a porcupine or hedgehog. They do not use these to attack, but unless their attacker has a long reach it is impossible to avoid the damage they cause.

Maneaters. It is believed among elders of the minnenewah that the gici awas were once indeed true bears who were transformed by the spirits because of their penchant for man-eating. This hairless, stony brute is what such bears have become due to their behavior which is ironic considering they are now only better at finding meals.

GICI AWAS

Large beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	7 (-2)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

Keen Smell. The gici awas has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The gici awas makes 2 attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) slashing damage.

REACTIONS

Spines. If a creature makes a melee attack against the gici awas with a weapon that has less than a 10 foot reach, it takes 7 (2d6) piercing damage plus 4 (1d8) poison damage from the creature's spines.



HVCKO CAPKO

Also known as "Long Ears," this wolf-like creature is the size of a small horse and is a near fearless predator.

Prehistoric Wolves. Hvcko Capko are likely prehistoric predators and precursors of normal wolves. Unlike normal wolves, they are not generally part of a pack and only tend to meet up in order to mate. They do raise their pups, however, and are incredibly overprotective of their young.

Apex Predators. In Anchôromé, the long ears have managed to spread out from the region of the northern Unole known as Kaaya'yeeda. They are successful predators who have been known to prey on other alpha predators such as other wolves or even bears. They often stalk the edges of minnenewah settlements and a rare few have been tamed.

HVCKO CAPKO

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	3 (-4)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Hearing And Smell. The hvcko capko has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6+4) piercing damage.

LONG CANYON GIANT

The long canyon giant is frequently mistaken as a subspecies of hill giant, which is understandable considering the similarities. However, the two species are not related.

Altered Azuposi. It is no coincidence that the Long Canyon hill giants appear much like overgrown Azuposi. Ages ago, the Ancient Ones used magic they had stolen from their former weaver captors to create these brutes. The Azuposi did not exist alongside the Ancient Ones for very long, and it was only within the first few *decades* of their emergence from the Underdark that the Ancient Ones all but disappeared.

Perhaps this was a lucky thing for the Azuposi since their initial meeting resulted in slave taking and creation of the Long Canyon giants. The now lost formula for the potion that initiated the transformation included elements for a dimming of mental facilities in addition to increasing size and strength, making them easy to control.

The newly formed giants bred true, however and now the Long Canyon giant have established themselves where the Ancient Ones once reigned.

Tool Makers. Long Canyon giants have kept much of their industrial nature from when they were normal humans. Unlike normal hill giants, Long Canyon giants are known to make and use complex tools, fish, build homes, and even carve what few trees they can get their hands on into enormous crude spears.

LONG CANYON GIANT

Huge, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	7 (-2)	10 (+0)	10 (+0)

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages Common

Challenge 5 (1800 XP)

ACTIONS

Multiattack. The Long Canyon Giant makes 2 stone club attacks.

Stone Club. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10+5) bludgeoning damage.

Tree Spear. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10+5) piercing damage.



Sustainable Food Source. Mashe-Namak are found only in the Long Canyon in the vicinity of Cochilli where the lingering magic of the Sundering keeps them so large. They are the primary source of food for the Long Canyon Giants and possibly the sole reason so many giants are able to congregate in such a small region, given their dietary needs.

MASHE-NAMAK

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses passive Perception 12

Languages -

Challenge 2 (450 XP)

Water Breathing. The mashe-namak can only breathe underwater.

Aggressive. As a bonus action, the mashe-namak can move up to its speed toward a hostile creature it can see.

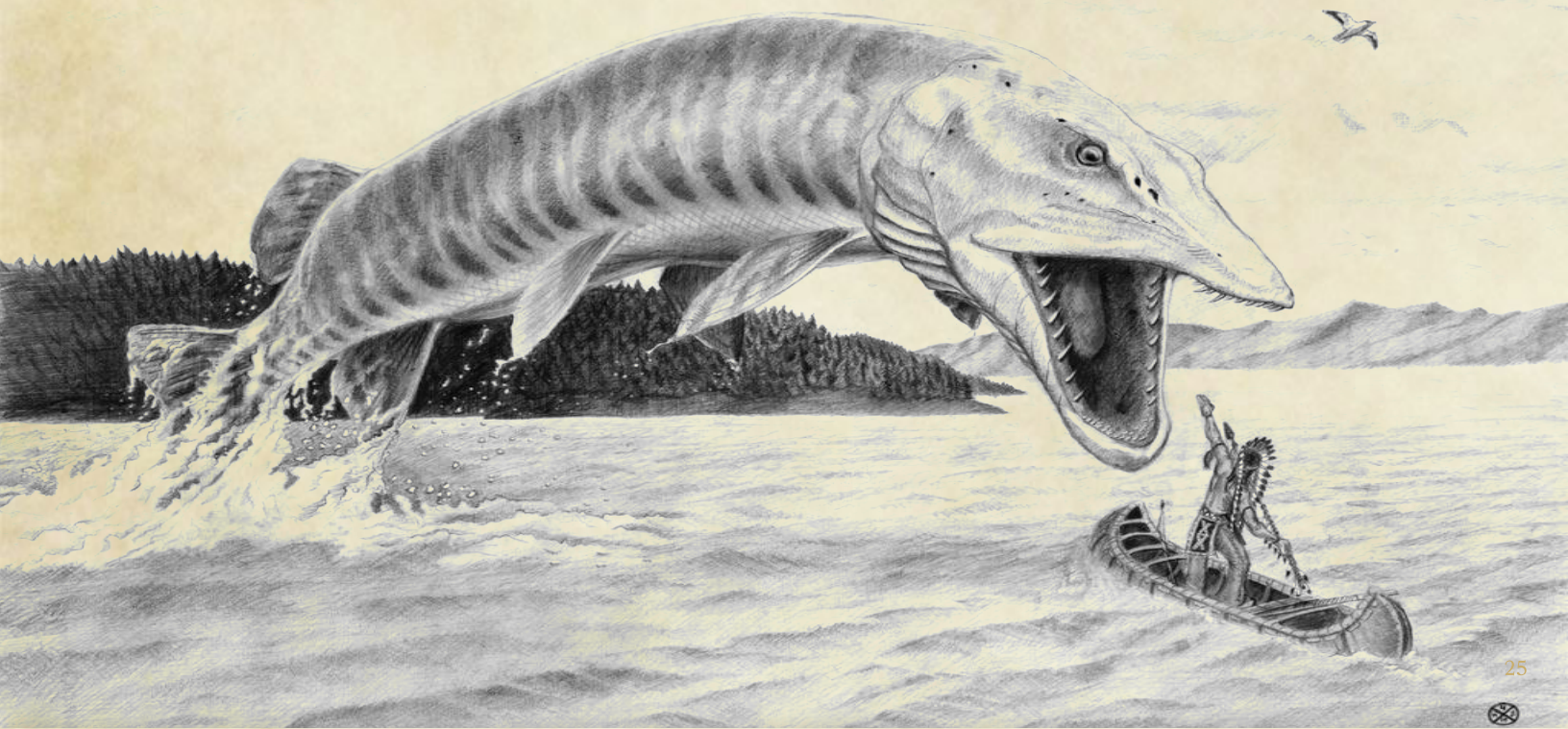
ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8+3) piercing damage.



MASHE-NAMAK

Mashe-Nomak is massive and aggressive fish resembling either a pike or occasionally a sturgeon. They are carnivorous and humanoids are perfectly sized meals.



PASOCADA GHOST

The Pasocada ghost is a common form of undead that arises in the Pasocada basin and similar areas.

Restless Spirits. Azuposi and other folk who die in the wilds but are not properly buried cannot find their way to the Spirit Realm and become restless harbingers of disease.

They appear much like translucent manifestations of their mortal selves and their ghostly weapons carry a wasting disease that is difficult to recover from.

Even if destroyed, a Pasocada ghost returns to its haunting region until its remains are found and given a proper burial. The time it takes to return is variable, and can be anywhere from a day to a full year.

Undead Nature. Pasocada ghosts do not require air, food, drink or sleep.

PASOCADA GHOST

Medium undead, lawful evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Immunities necrotic, poison

Damage Resistances acid, bludgeoning, piercing and slashing damage from nonmagical weapons from non-magical weapons that aren't made of silver, cold, fire, lightning, thunder

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

Senses darkvision 60 ft., passive Perception 10

Languages all languages it knew in life

Challenge 1 (200 XP)

Diseased Weapons. The Pasocada ghost's weapons cause extra necrotic damage on a successful hit. This damage manifests as a blackening of the infected region where the wound was scored. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Incorporeal Movement. The Pasocada ghost can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Disease Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 7 (2d6) necrotic damage.

Disease Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 7 (2d6) necrotic damage



UKTENA

Legends of the origin of the horned serpent known as the uktena are varied and conflicting, but what is certain is that it is a malevolent creature with very little in the way of mercy or compassion.

Magical Gaze. The uktena is an intensely magical creature who can create a variety of effects with its gaze. Though it cannot use more than one of these powers at a time, the variety of powers make it a difficult opponent no matter what an opponents strengths are. The uktena is also supernaturally intuitive, and can discern a creature's weaknesses with nary a glance.

Though the physical focus of the uktena's magical abilities reside in the creature's eyes, the source of its magical powers are said to be in its horns. There are legends of heroes of the past who have slain an uktena by first sundering its horns, weakening the creature greatly before slaying it.

Rite of Passage. Slaying an uktena is considered a great honor among certain tribes, and returning to a settlement with its unmistakable horns are an almost certain way to increase one's social standing. Uktena have few allies, even among their own kind and they only congregate in order to produce offspring.

Their range of attacks and ability to discern weakness makes them an ideal de facto "judge" to identify a future chieftain or other leader. One who bested such a creature must undoubtedly be worthy of leadership.

Very few chieftains of the minnenewah tribe have become so without slaying an uktena. There is a quiet respect bordering on reverence for the creatures despite their terrible cruelty. The minnenewah believe (and perhaps rightfully so) that the minnenewah live in a sort of symbiotic relationship with the creatures, where the uktena weeds out the weak and unworthy among those who wish to hold power over others.



UKTENA

Large monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	17 (+3)	15 (+2)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +6

Senses darkvision 90 ft., passive Perception 15

Languages Draconic

Challenge 5 (1800 XP)

Know Your Enemy. The uktena has an inherent understanding of its opponent's weaknesses. This translates to it being aware of any vulnerabilities and the weakest ability scores of all hostile creatures within a 120 foot radius.

ACTIONS

Multiattack. The uktena makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one large or smaller creature. *Hit:* 16 (2d10+5) bludgeoning damage. The target is grappled (escape DC 15) if the uktena isn't already constricting a creature, and the target is restrained until the grapple ends.

Gaze (Recharge 5-6). The uktena can focus its stare on

one to three creatures that all must be within 5 feet of each other and must be within 120 feet of it. The uktena may choose any of the following affects.

1. **Combust.** The targetted creature must succeed on a DC 16 Dexterity saving throw or spontaneously combust, causing 28 (8d6) fire damage.

2. **Freeze.** The targetted creature takes 14 (4d6) cold damage and is slowed for 1 minute unless it successfully makes a DC 16 Constitution save at which point it takes half damage and is not slowed.

3. **Torment.** The targetted creature must make a successful DC 16 Intelligence save or suffer 17 (5d6) psychic damage and become incapacitated until the end of its next turn.

4. **Push.** The targetted creature suffers 16 (3d10) bludgeoning damage and is knocked backwards 15 feet directly away from the uktena unless it makes a successful DC 16 Strength save in which case it takes half damage and is not forced back.

5. **Drain.** The uktena causes 14 (4d6) necrotic damage and gains the same amount of hit points up to its maximum unless the target makes a successful DC 16 Wisdom saving throw.

6. **Despair.** The targetted creature must make a DC 16 Charisma saving throw or it feels crushing despair for 1 minute, forcing it to make all attack rolls with disadvantage while it is affected.

APPENDIX B

The following creatures are either brand new, or have yet to appear in the 5th Edition of Dungeons and Dragons.

BA'ATUN

The ba'atun are creatures who resemble winged baboons with fur ranging from pale white to the darkest black (and all shades of blue in between), but they are hardly normal beasts. Ba'atun are terrible fiends from an unknown homeworld.

An Ancient Threat. Few know the origin of the black-furred spirit known as Yesorkh Payeh, but it is believed that she first arrived in Anchôromé well over 30,000 years in the past during the times of the Creator Races and specifically during the Aearee Empire.

It is likely that the batrachi, in a last ditch effort to destroy their rebellious bird-folk slaves, summoned her from the nether dimensions or even another, distant world.

What is for certain, however, is that Yesorkh Payeh was able to open a more permanent portal to her home and summon forth thousands of her winged warriors. The ba'atun decimated aearee and human alike, eventually forcing the two warring peoples to form a truce and turn back the fiendish tide.

The ba'atun were mercilessly hunted down and the spirit form of Yesorkh Payeh was entrapped in a large blue gemstone. Until just recently, this is where she has remained for untold ages.

Fiends of Cold. The ba'atun homeworld (or plane) is a region of cold mountains and frozen valleys. They prefer such environments, but they are not harmed by warmer weather and if left unchecked, a ba'atun empire would happily encompass anywhere from deserts to islands in the ocean.

Because of their origin, however, they are particularly resistant to cold and vulnerable to fire.

Ba'atun Ranks. Ba'atun society is strictly regimented and they are clearly ranked based on power. Weaker ranks will always defer to those of greater strength.

A ba'atun's fur also darkens as it increases in power. The rank and file ba'atun has the snow white fur of a polar bear, which becomes light blue when it reaches wing sergeant, dark blue as a flight leader, and a deep navy as a swarm leader. Priests follow a similar coloration (though they tend to intentionally stain their fur with blood) starting with the sky-blue acolytes, and darkening as priests and finally high priests.

Yesorkh Payeh, who is the size of a roc, is a mix of dark blues and black when in her ba'atun form.



AUTHOR'S NOTE - BA'ATUN STATISTICS

Statistics for the ba'atun (all forms) and the soul beconer were updated by Mark Stout on DMsGuild in the product *Classic Modules Today: UK7 Dark Clouds Gather*.
<https://www.dmsguild.com/product/257978/Classic-Modules-Today-UK7-Dark-Clouds-Gather-5e>

BA'ATUN

Rank and file ba'atun have white fur and are the most unruly creatures among the race. Those who start to exhibit increased battle prowess eventually become wing sergeants and those who revere Yesorkh Payeh with the most intense fervor become acolytes. In both cases, their fur gradually gains a bluish tinge.

BA'ATUN

Medium monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	8 (-1)

Damage Resistances cold

Senses passive Perception 10

Languages Ba'atun

Challenge 1/2 (100 XP)

Chilling Screech. Ba'atun emit a constant, piercing screech when attacking. All creatures within 60 feet must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened creature may make a saving throw at the beginning of its turn. On a successful saving throw, the creature is immune to the screech of all ba'atun for 24 hours.

Fire Susceptible. Ba'atun make any saving throw against fire damage with disadvantage.

ACTIONS

Multiattack. The ba'atun makes 1 claw attack and 1 bite attack.

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

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

BA'ATUN ACOLYTE

Medium monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Damage Resistances cold

Senses passive Perception 12

Languages Ba'atun

Challenge 1 (200 XP)

Chilling Screech. Ba'atun acolytes emit a constant, piercing screech when attacking. All creatures within 60 feet must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened creature may make a saving throw at the beginning of its turn. On a successful saving throw, the creature is immune to the screech of all ba'atun for 24 hours.

Fire Susceptible. Ba'atun acolytes make any saving throw against fire damage with disadvantage.

Spellcasting. The ba'atun acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The ba'atun acolyte has the following cleric spells prepared:

Cantrips (at will): *resistance, thaumaturgy, toll the dead*
1st level (3 slots): *bane, inflict wounds, shield of faith*

ACTIONS

Multiattack. The ba'atun acolyte makes 1 claw attack and 1 bite attack.

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

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

BA'ATUN ACOLYTE

Ba'atun acolytes are just beginning to understand or to believe that Yesorkh Payeh is a divine spirit that can share her power with the worthy. Some acolytes remain as such until the end of their lives, but others delve into greater mysteries as their fur darkens and become ba'atun priests.

Priests tend to be particularly cruel to acolytes even as they train them - even more so than how they treat the white-furred ba'atun. Priests expect their acolytes to be fully obeisant.

BA'ATUN WING SERGEANT

Wing sergeants are the more martial ended result of the first step in ba'atun evolution. All flight leaders were once taken from the ranks of wing sergeants who tend to bicker among each other as they compete for the right to evolve even further. Typically, two of the most powerful wing sergeants will fight to the death leading to the victor's direct evolution. When this occurs, their fur darkens into blue and the last vestiges of white disappear.

BA'ATUN WING SERGEANT

Medium monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	8 (-1)

Damage Resistances cold

Senses passive Perception 10

Languages Ba'atun

Challenge 1/2 (100 XP)

Chilling Screech. Ba'atun wing sergeants emit a constant, piercing screech when attacking. All creatures within 60 feet must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened creature may make a saving throw at the beginning of its turn. On a successful saving throw, the creature is immune to the screech of all ba'atun for 24 hours.

Fire Susceptible. Ba'atun wing sergeants make any saving throw against fire damage with disadvantage.

ACTIONS

Multiattack. The ba'atun wing sergeant makes 1 claw attack and 1 bite attack.

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

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

BA'ATUN PRIEST

Yesorkh Payeh's flock correctly believes that their devotion ties directly into the spirits power. This gives the fiend and the ba'atun priests a symbiotic relationship that affords them a special place among ba'atun. While similar in strength, a flight leader will always defer to the wisdom of a ba'atun priest, with the sole exception of matters of war.

Except for their frequent use of adornments and blood soaked fur, ba'atun priests have a similar appearance to flight leaders. If Yesorkh Payeh takes special note of a priest's devotion (an infrequent occurrence), the priest will darken further to blue the color of midnight and evolving into a powerful ba'atun high priest.

BA'ATUN PRIEST

Medium monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

Skills Perception +3

Damage Resistances cold

Senses passive Perception 13

Languages Ba'atun

Challenge 2 (450 XP)

Chilling Screech. Ba'atun priests emit a constant, piercing screech when attacking. All creatures within 60 feet must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened creature may make a saving throw at the beginning of its turn. On a successful saving throw, the creature is immune to the screech of all ba'atun for 24 hours.

Fire Susceptible. Ba'atun priests make any saving throw against fire damage with disadvantage.

Freezing Spray (1/day). The ba'atun high priest projects a spray of freezing cold from its hands. All targets in a 20 foot cone must make a DC 14 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a success.

Spellcasting. The ba'atun priest is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The ba'atun priest has the following cleric spells prepared:

Cantrips (at will): *light, resistance, thaumaturgy, toll the dead*

1st level (4 slots): *bane, inflict wounds, protection from evil and good, shield of faith*

2nd level (3 slots): *aid, hold person, spiritual weapon*

ACTIONS

Multiattack. The ba'atun priest makes 1 claw attack and 1 bite attack.

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

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

BA'ATUN FLIGHT LEADER

Ba'atun flight leaders typically command 10-12 normal ba'atun and a selection of wing sergeants who vie for his attention. Flight leaders enact the will and planning of the ultimate swarm leaders without question, but can be internally resentful of their power. Yesorkh Payeh encourages this resentment by bestowing special favors upon the swarm leaders, giving flight leaders an additional reason to push their own training.

The life of a flight leader is too valuable to the ba'atun to waste by battling for ascension, but occasionally after many years of service, the blue fur of the flight leader will darken almost to black. This is an indicator that the flight leader has evolved to swarm leader - the final stage of the martial wing of ba'atun society.

BA'ATUN FLIGHT LEADER

Medium monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	8 (-1)

Damage Resistances cold

Senses passive Perception 10

Languages Ba'atun

Challenge 2 (450 XP)

Chilling Screech. Ba'atun flight leaders emit a constant, piercing screech when attacking. All creatures within 60 feet must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened creature may make a saving throw at the beginning of its turn. On a successful saving throw, the creature is immune to the screech of all ba'atun for 24 hours.

Fire Susceptible. Ba'atun flight leaders make any saving throw against fire damage with disadvantage.

ACTIONS

Multiattack. The ba'atun flight leader makes 2 claw attacks and 1 bite attack, or 2 sling attacks.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., *Hit:* 6 (1d6+3) piercing damage.

Sling With Web Stone. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage and target is restrained. The target can spend an action to make a DC 13 Strength saving throw. On a success they break free.

Ice Shards (Recharge 5-6). The ba'atun sends a spray of deadly ice shards at a single target within 60 feet. The target makes a DC 13 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a success.

BA'ATUN HIGH PRIEST

Ba'atun high priests are the only ba'atun allowed an audience with Yesorkh Payeh herself. Their fur is midnight blue, much like the swarm leaders, but they are often decked out in adornments stolen from the victims of ba'atun raids.

A high priest is strictly devoted to Yesorkh and if one sees disrespect towards the spirit, whether real or simply perceived, it will slay the offending ba'atun regardless of rank.

A high priest's clerical powers are significant, and their symbiotic relationship with Yesorkh is unlike that of any other ba'atun.

BA'ATUN HIGH PRIEST

Medium monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	18 (+4)	8 (-1)

Saving Throws Str +4, Wis +6

Skills Perception +6

Damage Resistances cold

Senses passive Perception 16

Languages Ba'atun

Challenge 4 (1100 XP)

Chilling Screech. Ba'atun high priests emit a constant, piercing screech when attacking. All creatures within 60 feet must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened creature may make a saving throw at the beginning of its turn. On a successful saving throw, the creature is immune to the screech of all ba'atun for 24 hours.

Fire Susceptible. Ba'atun high priests make any saving throw against fire damage with disadvantage.

Freezing Spray (1/day). The ba'atun high priest projects a spray of freezing cold from its hands. All targets in a 20 foot cone must make a DC 14 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a success.

Spellcasting. The ba'atun high priest is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The ba'atun high priest has the following cleric spells prepared:

Cantrips (at will): *light, resistance, thaumaturgy, toll the dead*
1st level (4 slots): *bane, inflict wounds, protection from evil and good, shield of faith*
2nd level (3 slots): *aid, hold person, spiritual weapon*
3rd level (3 slots): *bestow curse, protection from energy (fire)*
4th level (1 slots): *divination, ice storm*

ACTIONS

Multiattack. The ba'atun high priest makes 2 claw attacks and 1 bite attack.

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

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

Ice Shards (Recharge 5-6). The ba'atun high priest sends a spray of deadly ice shards at a single target within 60 feet. The target makes a DC 14 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a success.

BA'ATUN SWARM LEADER

Ba'atun swarm leaders are the undisputed generals of the ba'atun armies. While they defer to the greater wisdom of high priests, they are often tasked with all of the military campaigns undertaken by the ba'atun. Swarm commanders are usually responsible individually for 7 or 8 flights, each of which contain at least ten ba'atun of their own.

Swarm leaders have the same coloration of high priests, but have a more impressive musculature and tend to be more aggressive.



BA'ATUN SWARM LEADER

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Perception +5

Damage Resistances cold

Senses passive Perception 15

Languages Ba'atun

Challenge 4 (1100 XP)

Chilling Screech. Ba'atun swarm leaders emit a constant, piercing screech when attacking. All creatures within 60 feet must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened creature may make a saving throw at the beginning of its turn. On a successful saving throw, the creature is immune to the screech of all ba'atun for 24 hours.

Fire Susceptible. Ba'atun swarm leaders make any saving throw against fire damage with disadvantage.

Freezing Spray (1/day). The ba'atun swarm leader projects a spray of freezing cold from its hands. All targets in a 20 foot cone must make a DC 13 Dexterity saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a success.

ACTIONS

Multiattack. The ba'atun swarm leader makes 2 claw attacks and 1 bite attack, or 2 ice javelin attacks.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., *Hit:* 6 (1d6+3) piercing damage.

Ice Shards (Recharge 5-6). The ba'atun swarm leader sends a spray of deadly ice shards at a single target within 60 feet. The target makes a DC 13 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a success.

Ice Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage and the target and all creatures within 5 feet of it must make a DC 13 Dexterity saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a success.

YESORKH PAYEH

Yesorkh Payeh is a spirit-fiend from another world or plane. Usually, she takes the form of a massive ba'atun of the darkest fur, but her true form is a demonic, baboon-like spirit with black fur covering a muscular blue body. Her features are decidedly demonic or devilish, though if she was once an inhabitant of the Abyss or Hells, even she doesn't remember. Yesorkh may also become a pillar of formless smoke when attempting to possess another creatures.

Yesorkh Payeh has never quite reached the status of a deity, but her power is strongly dependent on the fervor of her ba'atun worshipers. When she first came to the world of Toril in the Days of Thunder, she was nearly a true goddess, but her powers were at the very least on par with demon lords or the Lords of the Nine.

Yesorkh Payeh has been locked away in a blue gem enchanted to hold her spirit for over 30,000 years and in that time she has become at best a legend. Somehow, on her home world however, the ba'atun have not forgotten their queen and mother. Their fates are inexorably linked with hers and on their cold, mountainous world, they have waited through the ages.

Now that Yesorkh is back, the ba'atun have been whipped into a frenzy. Using magic from the savage times, Yesorkh has reopened a portal to her homeworld and thousands of ba'atun have once again flocked to her banner. Her power has already grown exponentially and her gigantic size has indicated just how quickly their devotion has returned her power.

YESORKH PAYEH

Huge fiend, lawful evil

Armor Class 18 (natural armor)

Hit Points 161 (17d12 + 51)

Speed 40 ft., fly 60 ft.

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

Saving Throws Dex +6, Int +6, Cha +5

Skills Perception +7, Arcana +6

Damage Immunities cold

Senses passive Perception 17

Languages Ba'atun, Aaeere, Draconic, Common

Challenge 9 (5000 XP)

Chilling Screech. Yesorkh Payeh emits a constant, piercing screech when attacking. All creatures within 60 feet must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A frightened creature may make a saving throw at the beginning of its turn. On a successful saving throw, the creature is immune to the screech of all ba'atun for 24 hours.

Fire Susceptible. Yesorkh Payeh makes any saving throw against fire damage with disadvantage.

Freezing Spray (3/day). Yesorkh Payeh projects a spray of freezing cold from its hands. All targets in a 20 foot cone must make a DC 16 Dexterity saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a success.

Possession (3/day). Yesorkh Payeh may attempt to possess one creature within 30 feet each day. The creature must make a DC 16 Intelligence save or it is possessed exactly as if it had been subjected to the

magic jar spell. Once possessed, a creature cannot escape the possession unless Yesorkh Payeh possesses another creature or is drawn out through other magical means. If the host is killed while it is possessed, Yesorkh Payeh becomes a pillar of black smoke which cannot attack but can fly at a speed of 60 and attempt another possession.

Spellcasting. The yesorkh payeh is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The yesorkh payeh has the following wizard spells prepared:

Cantrips (at will): *chill touch, light, mage hand, ray of frost*

1st level (4 slots): *chromatic orb, shield, thunderwave*

2nd level (3 slots): *darkness, invisibility, mirror image*

3rd level (3 slots): *counterspell, dispel magic, lightning bolt*

4th level (3 slots): *dimension door, fire shield, ice storm*

5th level (1 slots): *conjure elemental*

ACTIONS

Multiattack. Yesorkh Payeh makes 2 claw attacks and 1 bite attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

Ice Shards (Recharge 5-6). The ba'atun sends a spray of deadly ice shards at a single target within 60 feet. The target makes a DC 15 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a success.

GLASSTEEL GOLEM

Glassteel golems are a form of golem created by the the Ancient Ones made entirely of their namesake material, but possessing six powerful arms.

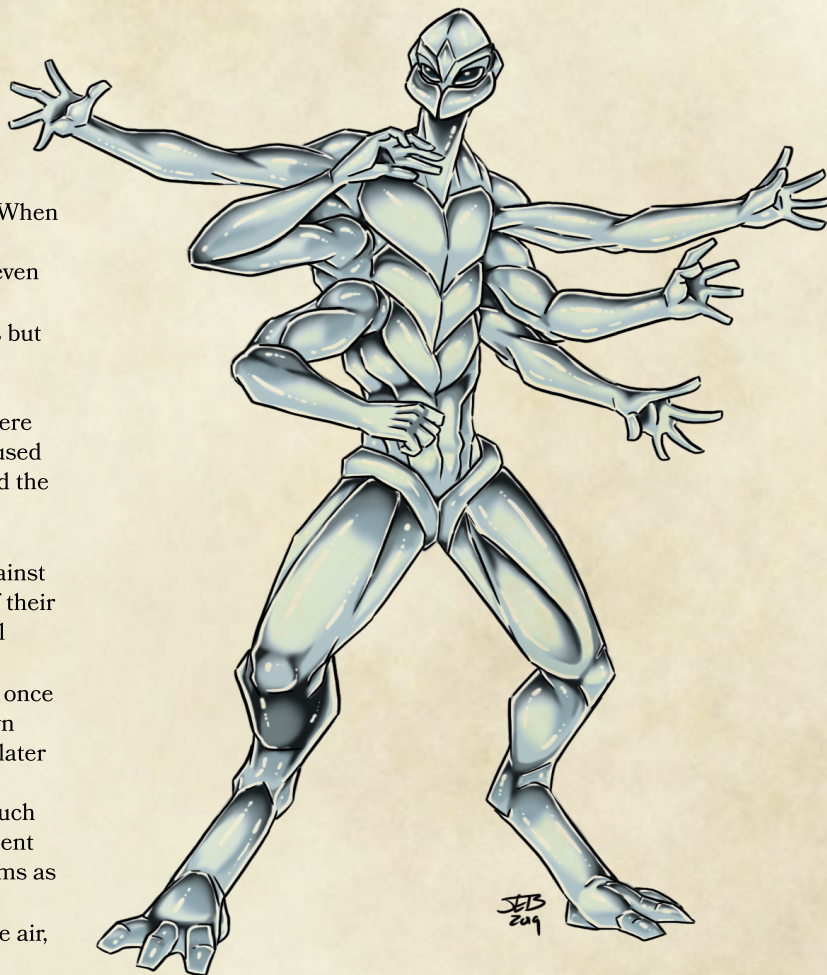
A Taunting Form. The human race of Ancient Ones spent many centuries as the servants of the Spellweaver Empire in the lands now known as the Pasocada Basin. When they finally broke free of their captors, the Ancient Ones simply would not miss an opportunity to enact revenge, even in the smallest of ways.

Glassteel golems are shaped to resemble spellweavers but are typically built with much more of a hearty build. The Ancient Ones saw their former captors as physically frail beings and the more physical depictions of the golems were meant to taunt their former masters. The Ancient Ones used glassteel golems to hunt down spellweavers who survived the Spellweaver Empire's destruction.

Hidden Guardians. Though they initially began as enemies, the aearee and Ancient Ones allied in a war against the ba'atun. The aearee taught the Ancient Ones many of their secrets with the alchemical process for creating glassteel being one of their greatest.

The Ancient Ones became very fond of using glassteel once they had knowledge of its use, but unfortunately their own empire imploded not too long afterwards. Some of their later structures were built entirely of glassteel, however and glassteel golems were easily hidden within the walls of such structures. Finding a glassteel structure built by the Ancient Ones most likely indicates the presence of glassteel golems as well.

Constructed Nature. A glassteel golem doesn't require air, food, drink or sleep.



GLASSTEEL GOLEM

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons from nonmagical weapons that aren't adamantite, cold, poison, psychic

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 7 (2900 XP)

Cold Absorbtion. Whenever the golem is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

False Appearance. While the glassteel golem is merged in glass or glassteel, and it remains motionless, it is indistinguishable from the rest of the glass.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golems weapon attacks are magical.

Merge Into Glass. Glassteel golems can merge their forms into any 15 foot or larger square of glass or glassteel. They can move through such material as if it were air.

ACTIONS

Multiattack. The glassteel golem makes 6 attacks with its slam.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage.

SOUL BECKONER

A soul beckoner is a formless undead creature that drains creatures of their life force in order to give themselves a semblance not unlike the creatures they have drained.

Otherworldly Origin. Soul beckoners come from the same realm as the ba'atun and on their homeworld the ba'atun have found a means of controlling such creatures.

When the ba'atun were defeated in the Days of Thunder, some soul beckoners were freed and they have found a way of "reproducing" as much as an undead being is capable of doing so. There are now soul beckoners loose upon Toril that have no connection to the ba'atun.

They are still a rare creature, but with a recent opening of the portal between worlds, additional soul beckoners have likely found their way through.

Soul Thieves. If a soul beckoner is able to completely drain a creature of its life force, its smoky form starts to take the shape of the soul it has drained. The soul is completely consumed within ten days, and such an unfortunate creature cannot be resurrected without the intervention of a deity or magic such as a *wish*.

Undead Nature. Soul beckoners do not require air, food, drink or sleep.



SOUL BECKONER

Medium undead, neutral evil

Armor Class 13

Hit Points 105 (14d8 + 42)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Skills Perception +1

Damage Immunities necrotic, poison

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing and slashing damage from nonmagical weapons from nonmagical weapons

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses passive Perception 11

Languages Ba'atun, Common

Challenge 8 (3900 XP)

Incorporeal Movement. The soul beckoner can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Multiattack. The soul beckoner makes 2 soul drain attacks.

Soul Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8+3) necrotic damage and the soul beckoner gains temporary hit points equal to half the damage inflicted. The soul beckoner can have up to 50 temporary hit points.

Beckoning Whispers. All creatures that aren't undead within 60 feet must make a DC 15 Wisdom saving throw. On a failure, the creature is charmed for 1 minute. Charmed creatures spend their turn moving closer to the soul beckoner and aren't hostile to it. Charmed creatures may make a new saving throw when damaged by the soul beckoner. Creatures that make a successful saving throw are immune to that soul beckoner's whispers for 24 hours.

Wail Of Terror (Recharge 5-6). All creatures within 60 feet must make a DC 15 Wisdom saving throw. On a failure, the creature is frightened for 1 minute. The creature may make a new saving throw at the beginning of its turn. A creature that makes a successful saving throw is immune to that soul beckoner's wail for 24 hours.

THUNDER CHILDREN

Thunder children are chaotic and mischievous elementals that take the form of humanoids made from the very blackest of storm clouds. Lightning of all colors play throughout their bodies as if they are each a thinly contained thunderstorm.

Elementals of Mischief. For elementals, thunder children behave more like fey than any others, with perhaps mephits being a close second. Their pranks range from the troublesome to the deadly, but just like actual children, thunder children seem to wish to always play. They are most active during particularly violent thunderstorms since their behavior (ripping off doors, smashing windows, etc.) can be attributed to the storm itself.

Like mephits have equivalents across the elemental spectrum, some believe that thunder children are the air/water equivalent to lava children for earth and fire. While their behaviors do not match identically, there are certainly similarities.

Aarakocra Allies. Perhaps due to some favor in the ancient past, thunder children seem to defer to aarakocra and often act as guardians or allies to the bird-folk. Only magic could force a thunder child to actually attack an aarakocra.

Cloud Homes. Though some thunder children live in caves among tall peaks, they are all capable of solidifying parts of storm clouds permanently. It is unknown if they have an innate magic to do so or if they know a secret alchemical process that is shared among their kind.



THUNDER CHILDREN

Medium elemental, chaotic neutral

Armor Class 14

Hit Points 84 (13d8 + 26)

Speed 30 ft., fly 60 ft.

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

Saving Throws Int +3, Wis +3, Cha +3

Skills Nature +3, Perception +3, Stealth +7

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons from nonmagical weapons that aren't glassteel, lightning, thunder

Damage Resistances cold

Senses darkvision 60 ft. passive Perception 10

Languages Auran, Common

Challenge 5 (1800 XP)

Gaseous Form. As a bonus action, a thunder child can assume gaseous form as the spell, but can remain so indefinitely.

Innate Spellcasting. The thunder children's spellcasting ability is Intelligence (spell save DC 11). The thunder children can innately cast the following spells, requiring no material components:

3/day each: *darkness*, *fog cloud*, *gust of wind*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (3d4+4) piercing damage plus 9 (2d8) lightning damage.

Chained Lightning Gaze (Recharge 6). Thunder children can fire a bolt of lightning from its eyes which arcs towards a target of their choice within 150 feet. Three bolts leap from the target to as many as three other targets within 30 feet of the first target. Each target, whether creature or object, can only be targetted once. Each target makes a Dexterity saving throw with a DC of 15 or take 45 (10d8) lightning damage and half as much on a successful save.

APPENDIX C

This portion of the appendix is a miscellaneous collection of magic found in **ANA1 Dark Skies in Anchôromé**.

BLESSINGS

Blessings can be found on page 227 of the **Dungeon Master's Guide** under *Other Rewards*. The blessing provided below is bestowed upon mortals by the Mighty Spirit known as the Sun Father only in the rarest of circumstances, and never upon his own clergy. The Sun Father believes that he bestows enough gifts upon his children and those who perform a great service or show great charity to one of his flock is more deserving of such a reward.

Blessing of the Sun Father. You may cause your body to shine like the sun, emitting bright light in a 15 foot radius and dim light for an additional 15 feet. The light is sunlight. You can maintain this light for up to 4 hours.

In addition, you may add 2d8 radiant damage to one melee or spell attack which extinguishes your light and ends the blessing. Once used, you may not use the blessing again until 7 days have passed.

NEW MATERIAL AND SPELL

Glassteel is a powerful substance which has the appearance of glass, but the tensile strength of steel. It can be made alchemically with the correct ingredients or created by a spell which requires diamond dust as a material component.

GLASSTEEL (MATERIAL)

Glassteel has the appearance of glass but the tensile strength and unbreakability of steel. It weighs half as much as steel and is typically gray-blue in hue or completely transparent.

Glassteel can be made both through an alchemical process (often a well guarded secret) or by casting the spell glassteel which can become quite expensive for larger structures and items. Cosmetically, the spell can only create the dusky gray-hued or transparent version, while alchemically all colors of the rainbow can be created, making some artworks incredibly durable.

Glassteel does not shatter like actual glass, but can melt like steel under conditions that would also melt steel. When it cools, it reforms as an irregular lump of glassteel. It behaves physically like steel in all other ways.

Whether created by spell or alchemy, glassteel always detects as magical. In some of the more magical cultures, glassteel is also known as theurglass.

GLASSTEEL

6th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (500 gp worth of crushed diamond, which the spell consumes)

Duration: Instantaneous

You touch normal glass and turn it into a grey hued or transparent glassteel (caster's choice). You can only affect up to a 15 foot cube of material in a single casting, and it must form one whole object.

NEW MAGIC ITEMS

The *glass griffon* is a new *figurine of wondrous power* with some unique abilities and the *skyfish* is a magical vehicle and legendary magical item.

THE GLASS GRIFFON

Wondrous item, very rare

The *glass griffon* follows all of the standard rules of a *figurine of wondrous power* but has a few additional abilities. While considered a "very rare" item as far as its powers are considered, it is in fact a unique item created by the ancient arcanist Devral.

The *glass griffon's* command word to become a living griffon is *flas*. To return to statuette form it is *glis*. Unlike most figurines of wondrous power it may be grown or shrunk and remain in its unliving glass form, mostly for cosmetic display purposes. The command words to grow and shrink while still a statuette are *emla* and *dumlo* respectively. Finally, the command word *imfa* provides the rider with 60 foot darkvision.

The glass griffon may be activated once per day, but once activated, there is no time limit for when it must return to statuette form. However, if the griffon is killed, it reverts to statuette form immediately and can't be used again for 7 days. If it is bearing a rider when killed, its death confers the benefits of *feather falling* on its rider.



THE SKYFISH

Wondrous item, legendary

The skyfish is both a vehicle and a magical item. As a vehicle, it can hold up to 16 passengers, it only takes a single being to crew it (the "controller"), it has 200 hp with an AC of 18 while it is being used (AC 12 otherwise) and it can hold no cargo. It is 50 feet long, with an additional 20 feet for the tail. From wing to wing, it is 100 feet wide.

The skyfish can move at a flying speed of 90 feet, which allows it to out pace even dragons. It can also function underwater and swim with a speed of 50 feet.

The skyfish is utterly immune to bad weather conditions and when it is in operation, it forms a magical dome that protects its riders (making them immune) to cold, lightning and thunder damage. The dome also continuously generates its own air, allowing its passengers to survive underwater indefinitely. The dome is a magical field that is not made of force, however, and it offers no protection from weapons such as arrows or thrown spears. If the riders are attacked from below, they naturally have three-quarters cover, but targets of the riders' attacks also benefit from this.

The controller of the skyfish can use a number of actions while controlling it. If he uses the command word *fir* the right eye fires a lightning bolt which does 28 (8d6) lightning damage (DC 15 Dexterity save for half) and *fil* similarly fires the left eye. Both lightning bolts are 100 feet long and 5 feet wide and they each recharge after 1 minute.

Also as an action, the controller can attack a target that is behind the skyfish with a whip of the skyfish's tail. The tail attack is a *Melee Weapon Attack*; +6 to hit, reach 15 feet., one target. *Hit*: 9 (2d8) bludgeoning damage.

The final, and likely the most notable power of the skyfish, is that it is a remarkably strong flyer. It essentially flies with the strength of ancient dragons and if a Strength save is ever necessary as a flyer, consider the skyfish to have a Strength of 28.

OPTION - TOO POWERFUL?

As mentioned in the epilogue, the DM might not want this item in the possession of a party after the adventure is concluded. This is a powerful vehicle that gives the PCs virtual dominance of both the skies and underwater. If the DM prefers, it does eventually crumble into dust. Perhaps, however, the orb that animated it remains and returns to its "true form," that of a fist sized diamond worth 10,000 gp. Or, perhaps if the DM would like the PCs to be able to keep the *skyfish*, it needs to be repaired. The aarakocra might do this for the heroes (returning it far later in their careers), or it requires quite a hefty repair bill from a prominent wizard.



THE DARK CLOUDS GATHER...

The Pasocada Basin has seen many years of peace since the Second Sundering. Strife has all but fled the land and the Azuposi have benefited from both good hunting and harvests. The Gilded Priest of Michaca rules with great wisdom, and the Great Spirits seem content with their chosen people.

But now something foreboding comes from the distant northwest. Clouds of pure darkness have moved with purpose above the pueblo of Nozoma and they have not broken for many days. It is also rumored that Nozoma's priests have captured a demon! The Gilded Priest of Michaca wishes to know more, and the PCs are the perfect candidates to investigate!

Cover Art: "Citadel Adrift"

Chris Becker www.chrisbeckerart.com

FAMILIAR FACES, DIFFERENT STORY

UK7 Dark Clouds Gather was released in 1985 for the Advanced Dungeons and Dragons role playing game's first edition. It was written by Jim Bambra and Phil Gallagher, with art by Brian Williams, and was published by TSR in 1985.

The plot revolved around a strange race of flying creatures known as the ba'atun whose leader, Yesorkh Payeh, possessed a young cloud giant and took over the giant's flying castle.

The adventure involved aarakocra, flying polar owlbears and the crystalline tower of an ancient sorcerer.

Besides being one of my favorite adventures as a preteen, the important parts of the story also just happen to fit perfectly in an Anchôromé campaign! The aarakocra were quite heroic in the story and Anchôromé is known for its own nation of the eagle-folk. With flying aeries of their own, it was easy to cut out the giants and rewrite what remained to become **Dark Skies in Anchôromé**. Is it coincidence that the Pasocada Basin had an ancient race of arcanists that most certainly would have built crystalline towers of magic?

Many familiar faces are here, but they are certainly not presented exactly the same as they were in UK7. Bernhardt the priest has become Bern'hardt the pueblo priest of the War Twins. Tcho'eh the aarakocra is a great war captain who has come seeking aid in freeing his possessed daughter, and Asdos the kindly cleric has become a young sunwatcher of great destiny. Yesorkh Payeh is no different than she ever was!

If you want to know what the flying aerie looks like, just take a peak at the cover made by the amazing Chris Becker!

So, whether you have defeated the ba'atun in the 1980s or have never even heard of one, get ready for some surprises and let your players stop this menace before it is too late for Azuposi and aarakocra alike. Ancient alliances will be reformed!

THE ANCHÔROMÉ CAMPAIGN

Anchôromé is a continent found in the northwestern reaches of the planet Toril which was first described in any detail in the Maztican supplement **FMQ1 City of Gold**. It is found to the north of the fabled lands of Maztica and is mostly unknown to the inhabitants of both Faerûn and Maztica.

On DmsGuild, a new Anchôromé campaign has been introduced starting with **ANC1 The Anchôromé Campaign Guide**, and followed up with **ANM1 The Bee Tribe of Anchôromé**, **ANS1 The Land of the Insect Men**, **ANM2 Kci Athussos, the Great Snail Dragon** and **ANS2 Monsters of Anchôromé**.