

PHANTASMS OF SRI RAJI



Unravel webs of illusion in this dread adventure
for the world's greatest role-playing game!

PHANTASMS OF SRI RAJI



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Disclaimer: The author is not liable for any long-term effects that result from venturing into the dread land of Sri Raji. These include an addiction to strange perfumes, an unhealthy obsession with snakes, an unshakeable feeling that you are being watched, or being stalked by a shapeshifter who repeatedly manifests as your worst fear.



This book is loosely based on the 64-page D&D adventure *Web of Illusion* published in 1993 by TSR, Inc. Here are that book's credits:

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ON THE COVER

The lord of Sri Raji casts two more victims into his illusory web, reducing them to chess-pieces. Mel Williams shows the rakshasa Arijani in a newer, crazed light.

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A LETTER FROM THE AUTHOR

This adventure grew from several years of careful writing and editing. A long-term project running nearly half a decade, my aim was simple: to produce a high-level sequel to *Curse of Strahd*, which is worthy of its predecessor.

The most important change I made to the land of Sri Raji—a canonical *Ravenloft* domain—is the elimination of references to real-world religions and faiths. There is no mention of Kali, Ravana, Rama, or other such figures. This change is not just nominal; Arijani’s backstory has been re-written so as to connect him to Shar, goddess of darkness, and Graz’zt, the “Prince of Demons” from *Dungeons & Dragons* lore, as well as to larger events in that canon.

I worked to ensure that the people of Sri Raji are *not* exotic, barbaric, pathologically superstitious, or “other.” Caught between an aging feudal theocracy on one hand, and the advance of rapacious colonialism on the other, they are human beings living under extreme but relatable perils. Different groups exchange both philosophies and blows as they struggle to solve larger problems.

Sri Raji’s people should not be, as Graeme Barber of *POCGamer* puts it, “background characters in their own land.” While PCs have the ability to side with various agents and organizations, and while a heroic narrative requires the PCs to affect the land in *some* important way,

the people in this story are not hopeless. They have agency, organizations, and greater designs, and they are not merely passive throughout the PCs’ adventure.

Regarding the land’s canonical lore, I have changed the name of Sri Raji’s lycanthropic thieves’ guild from “The Stalkers” to “The Knives.” Not only does the term “Stalker” carry a different connotation in 2020 than in the 1990s; the only other canonical faction in Sri Raji was called “The Sisters,” and those names are far too similar for the ease of casual review.

In the interest of adding more depth to Sri Raji, I have introduced a colonial element inspired by the British Raj. This faction—the Ophslanders—have been woven into Sri Raji’s lore, so as to provide a horror story of their own.

Speaking of which, this is first and foremost a *Ravenloft* adventure. The land is encircled by labyrinthine mists, trapping its ruler in an ironic punishment of his own making. The tone is deliberately gothic, at least where the player-facing content is concerned. Many encounters are pieced together from the remains of classic *Ravenloft* modules, exhumed from faded pamphlets and reanimated with new life in Sri Raji’s weird clime.

Thank you very much for reading this. May your players be delighted and terrified in equal measures. Enjoy!

~ Dr. Jason Bowers, June 2020

HOW TO USE THIS BOOK

Designed for a party of four to six adventurers, from levels 13 through 15, *Phantasms of Sri Raji* is a DUNGEONS & DRAGONS adventure that spirits the characters to a haunted realm, where a rakshasa lord plots to capture and eat them. Before this adventure's end, characters should be 20th level.

WHO THIS IS FOR

This book is meant for Dungeon Masters. It holds the details and inner workings of a story, which is presented to players in stages. Players, who wish to experience this adventure, are likely to spoil its surprises if they read further!

RUNNING THE ADVENTURE

This adventure traps the player characters (henceforth PCs) in the land of Sri Raji, sending them far and wide for the artifacts and allies, which alone permit their escape.

The first chapter of this adventure introduces Dungeon Masters to the adventure's antagonist, along with a series of possible "hooks" to draw PCs into the story. It also includes a role-playing encounter,—a Tarokka card reading—which determines the identity and location of the story's key elements.

Chapter 2 outlines Sri Raji's lore and inhabitants, as well as series of possible encounters for the PCs. It is the most important chapter for Dungeon

Masters to review, in order to get a "feel" for the land and its inhabitants.

Chapter 3 is a heist and a burglary, taking place in the small berg of Pakat, which is likely to be the PCs' first destination. PCs who are level 13 may find this chapter challenging; those who are level 14 or 15 may find it less so.

Chapter 4 describes the metropolis of Tvashti, where PCs will have an opportunity to complete multiple adventures and purchase items while searching for key items and non-player characters (henceforth NPCs). PCs who are level 15 may find this chapter challenging; those who are level 16 or 17 may find it less so.

Chapter 5 presents Bahru, a haunted ruin of a city that holds the secret to Arijani's past. PCs who are level 17 may find this chapter challenging; those who are level 18 or 19 may find it less so.

Chapter 6 exposes the PCs to Arijani's palace, as well as to the dark lord himself. Mazes, riddles, and traps abound. It is intended for PCs of level 20, and it is this adventure's final dungeon; it may well prove lethal to a party that does not proceed with caution.

Chapter 7 ensnares PCs in a mystery, along with a struggle over control of a village. PCs, who are level 17 may find this chapter challenging; those who are level 18 or 19 may find it less so.



CHAPTER 1: INTO THE JUNGLES

A thick, sweltering fog wreathes Sri Raji, trapping its inhabitants, along with any adventurers unfortunate enough to arrive there.

This chapter prepares Dungeon Masters for an adventure in Sri Raji, first by describing its main antagonist—the rakshasa *Arijani*—and then by detailing a role-playing encounter, where locations of key items and characters are determined.

HE TOWARDS WHOM THE SHADOWS MOVE

Son of an archfiend and a heretical priestess, Arijani is a devil prince and a demigod. He is also the *Maharajah* of Sri Raji—the supreme political and spiritual leader, who is simultaneously the highest lord of the land and highest priestly authority. The people he oppresses know

that he is their Maharajah, but they do not know he is a devil, let alone a demigod.

Arijani's birth was itself a curse—one resulting from the centuries of misdeeds wrought by the infernal lord Graz'zt. Immediately upon birth, Arijani sprang to full growth and flew with impossible speed to sink his teeth into his father's flesh. As strong as a pit fiend, even as an infant, Arijani impressed Graz'zt.

In response, Graz'zt spirited Arijani to Bahru, the hidden, jungle-draped city of devils that lay in the world of mortals.

There, following what little he knew of his mother—an acolyte named Mahiji—Arijani took up a devotion to Shar, goddess of darkness and loss. As his fellow rakshasas humiliated him, Arijani sought solace in her worship, promising to bring vengeance upon them and power to himself, both in her evil name.



Bahru's destruction, accompanied by the wholesale slaughter of its population, was sparked by Arijani's decision to alert nearby human settlements of its existence. With illusions and magical suggestions, he convinced the nearby kingdoms to mount a full military assault against Bahru, leaving none alive.

Meanwhile, Arijani prayed to whatever powers might reach Shar—whatever might call down her influence—for the power to kill his father. The Dark Powers heard his call, and as intermingled tides of human and rakshasa blood flooded the streets of Bahru, filling every gutter with gore, Arijani's wish was granted. A sudden surge of power flowed through him, so that Graz'zt, upon arriving, was viciously slain, and sent screaming back into the Lower Planes. Some say this event marked his metamorphosis from arch-devil to "Prince of Demons."

As Bahru's streets fell deathly silent, and as Arijani's claws dripped, a thick mist encircled the land, cleaving it from the world. No longer would Arijani be a humiliated underling; he and his dark faith would stand at society's center. Yet in exchange, he paid a cruel price.

ARIJANI'S GOALS

All of Arijani's actions are set against the following motivational background. Ultimately, he seeks the following:

VINDICATE HIS FAITH

More than anything in the world, Arijani wishes to have a true religious experience

—true contact with Shar, to finally vindicate his life-long faith. Yet no matter how fervent his prayers, they go unanswered; no matter how devoted his rituals, they go unrecognized. Visited by neither omens nor avatars, Arijani is left to fear, at the bottom of his heart, that his goddess has either forsaken him... or, even worse, has never existed to begin with.

The fact that Arijani is *Maharajah*—an office he relishes in many ways—ultimately redoubles his suffering. As Sri Raji's spiritual authority, the rakshasa is exposed every day to worshippers, whose faith is easy and unburdened by doubt. The fact that everyone around him seems to enjoy the comfort of a divine presence, while he endures silence, infuriates the devil prince to no end.

DESTROY THE OPHSLANDERS

Arijani despises the Ophslanders, whose intrusion into Sri Raji, as he sees it, mocks and desecrates Shar. His forces sustain a perpetual struggle with them, skirmishing in small guerrilla battles across the jungle and waging an additional war of propaganda and espionage.

Arijani can never eradicate the Ophslanders himself. No matter how many he hunts, their numbers rise; they too are part of his curse.

ESCAPE FROM SRI RAJI

Arijani cannot leave Sri Raji by any means or under any condition. He has tried numerous times, but no matter which means—physical, magical, or otherwise—



the Maharajah eventually encounters the mists, which encircle the land. In those choking blankets of fog, he inevitably loses consciousness, re-awakening in a random location in Sri Raji. The Maharajah has never been able to kill himself by staying in the mists; it seems Dark Powers refuse to give up their prisoner so easily.

Strangely, Arijani has the power to keep *others* from leaving Sri Raji. When he wishes, he commands the mists to stop anyone who attempts to escape. Would-be escapees must then suffer the same fate as Arijani himself—choking on the mist, losing consciousness, and awakening somewhere in Sri Raji’s jungles. Of course, such travelers do not share Arijani’s mastery over the land, so there is no guarantee of avoiding danger in their unconscious state.

ROLE-PLAYING ARIJANI

Arijani’s statistics, powers, and details are outlined in Appendix C. Once he realizes that adventurers are in Sri Raji (which should be shortly after their arrival in Tvashti), he begins stalking them, eventually taking choice opportunities to startle and terrify. Arijani prefers to eat his meals frightened, and if they have been horrified over the course of many days, or even weeks, the devil prince finds this even sweeter.

As the campaign proceeds, therefore, the Dungeon Master should look for occasions, in which it would be particularly scary for Arijani to appear, such as in a mirror, standing behind the

PC who looks into it, only to disappear when the PC whirls around; or appearing in a painting, staring out at the PCs, suddenly bursting through the canvas for a brief but illusory surprise attack; or any time—*any time*—a PC goes off alone.

If a random encounter puts the PCs in combat with Arijani, he *specifically* attacks them with his claws, so as to haunt their nightmares with the rakshasa’s curse. Dungeon Masters are *highly* encouraged to create individual encounters for sleeping PCs, in which Arijani brings about, controls or wields their greatest fear as they battle in their dreams. (Dungeon Masters may treat combat as normal, except that “death” in a dream confers a level of exhaustion and a form of short-term madness, as outlined in the *Dungeon Master’s Guide*.)

At some point when Arijani appears, the PCs should see Arijani’s backwards hands. Local folklore has it that a devil’s hands are backwards, so this may be the first clue of their foe’s identity.

The other clue, which should help the PCs realize their enemy’s deceptive nature, is that different PCs are likely to see Arijani differently. To emphasize this effect, DMs should hand different notes to different players, with unique descriptions of what each character sees. Once different notes have been handed out, the DM can then describe ensuing events with generic descriptors, which are ambiguous enough to be consistent with all the notes.





FORTUNES OF SRI RAJI

This adventure is intended to occur in the same campaign universe as Barovia from *Curse of Strahd*, placing Sri Raji among a cluster of isolated “pocket domains” in the Shadowfell, each an ironic prison for its monstrous ruler. To that end, Dungeon Masters are welcome to use the following scenario.

At some early point in the campaign, shortly after the PCs arrive in Sri Raji (perhaps using one of the hooks described below), they encounter Magda's wagon. Read the following text aloud to the players when they arrive at that point.

A single encampment sprawls leisurely before you, defying the jungle's danger. A carnival wagon—a veritable cottage on wheels—gleams in patterns of teal paisley on red. The words “*Mme. Magda's Macabre Masquerade*” emblazon its side, yet your attention is drawn to the old woman draped in a colorful dress, hunched before a nearby fire. She shuffles a deck of cards, staring into the blaze. “Welcome,” she smiles.

Madame Magda. The wagon's driver and owner, Madame Magda, is a Barovian **archmage** and proprietress of a one-person carnival, the *Macabre Masquerade*. Calling the PCs by name, she holds up her Tarokka deck, announcing that she foresaw their arrival through the cards. She then insists on giving a Tarokka reading for the PCs; read the following when they agree.

Madame Magda shuffles her deck faster, faster, and ever faster. Cards twirl and fly with blinding speed. As they blur, a faint but definite figure emerges: a well-dressed man in a flowing red robe. His hands are on backward. An inky black void floats where his face should be.

“Yes,” whispers Magda, as if reading your very mind. “You can see him. The one who brought you here. The master of the realm, he towards whom the shadows move.” The void-faced hologram throws back its arms and head, its chest heaving. Cold laughter suddenly echoes around you.

“Just as the germinating seed grows upward, knowing nothing of the sun towards which it strives,” intones the prophetess, “so here you were brought, by powers arcane and terrific, indeed, by the Maharajah



himself—*Arijani*—without even knowing.” She drops the cards with a clatter. “If unopposed,” she warns, “he will have you as servants first, and for dinner second.”

Magda announces that the cards must be read further to know more.

Just as in *Curse of Strahd*, this Tarokka reading decides several elements of the campaign. Together the cards reveal (a) Arijani’s true enemy, who is the PCs’ invaluable ally; (b) the location of *Shar’s Bane*, a legendary weapon that *alone* renders Arijani killable; (c) the location of *Selûne’s Murti*, a statue that grants wondrous powers; and (d) the location of the *Ishvara Sutra*, a revelatory text about Arijani.

DMs, who do *not* wish to set this module among the Shadowfell’s “domains of dread,” may ignore Madame Magda and the cards; in such a case, the PCs would choose their own ally, while the Dungeon Master would choose the artifacts’ locations.

DMs, who do not have a Tarokka deck but who would like to conduct Madame Magda’s reading using an ordinary deck of cards, can find individual playing cards mentioned alongside the Tarokka cards in the tables that follow.

Madame Magda declines to answer specific questions about her reading, and does not give “hints” about what her pronouncements mean. In response to such requests, she only says, “the cards have spoken, and so have I.”

ARIJANI’S ENEMY

To determine the PCs ally, take all the cards from the Tarokka’s “high deck”—the suit of crowns—and fan them before the players on the table, face down. Read the following.

Madame Magda swings her withered hand across the ground in a wide and heedless arc, spilling cards in a fan-shaped pattern, all face down. “Hear now,” she intones. “Your ally is none other than the dark lord’s enemy. They are the same; they are one. His foe, your friend. Draw, and unmask!”

At this point, the DM asks one player—any player, it does not matter who—to draw a card.

Using playing cards. If the DM uses a deck of ordinary playing cards instead of a Tarokka deck, Arijani’s enemy is chosen exclusively from the face cards plus two jokers—fourteen cards in all.

Tarokka Card (Suit of Crowns)	Arijani’s Enemy
Artifact (or Joker 1)	Maniyanta, the jade golem of Tvashti
Beast (or Jack of Diamonds)	Ramkamar Singh, wereleopard Knife chief
Broken One (or King of Diamonds)	Baaj Nag, gladiator and former gardener in Muladi
Darklord (or King of Spades)	None
Donjon (or King of Clubs)	Milan, Verga’s archmage assistant in Bahru
Executioner (or Jack of Spades)	Jagadeesh, weretiger chief of Pakat’s Knives
Ghost (or King of Hearts)	Viradha the undead bard, haunting Tvashti’s bazaar



Tarokka Card (Suit of Crowns)	Arijani's Enemy
Horseman (or Joker 2)	Sulochana Roy, Thriver assassin in Muladi
Innocent (or Queen of Hearts)	Minja, a human sorcerer in Pakat
Marionette (or Jack of Hearts)	Ziya Dua, a djinn warlock in Muladi
Mists (or Queen of Spades)	Draw 2 cards and ask the PCs to choose 1
Raven (or Queen of Clubs)	Rupert, Ophslander yeoman in Muladi
Seer (or Jack of Clubs)	<i>The Cat of Felkovic</i> , a cursed artifact in Verga's tower in Bahru
Tempter (or Queen of Diamonds)	Bhrimani Tarin, an archdruid beekeeper in Tvashti

Depending on the card drawn, Madame Magda has a different prediction to offer them. When the card is drawn, read whichever of the following descriptions corresponds to their card.

Artifact.

"The one that you seek is not a person but a machine, a man of jade, moved by magic. Find it with its creator in the largest city."

Beast.

"The one that you seek is cursed to adopt a beast's form—one that is unique. Find him in Muladi's temple of Shar, now conquered by strangers from Ophsland."

Broken One.

"The one that you seek is a gardener, a shepherd of plants. Find him in a state of

woe, drinking in the city that the Ophslanders took."

Darklord.

"There is nobody—no one in this land who is certain to help your escape! Cruel fate, to isolate your task so!"

Donjon.

"The one that you seek once loved a mortal woman, even helping her to achieve undeath. He, who gave his heart to the heartless, is joined to you by fate."

Executioner.

"A would-be king of thieves rots in jail, not far from here, awaiting execution; free him."

Ghost.

"The one that you seek has been spirited away, stealing others at night in Tvashti."

Horseman.

"The one that you seek struggles for justice in the sweet-smelling colony. Amid cruel exploitation, find her aiding those who toil."

Innocent.

"The young one you seek is a seer of truth. Find her in the spider-ruled city, where the scaly stalk and the true believer shouts."

Marionette.

"The one that you seek serves another willingly, and still others unwillingly. Find her among Ophslanders, where people are sold as things."



Mists.

"The person you seek is one among two—draw two more cards, then pick one as your own. I will reveal its meaning."

Raven.

"The one that you seek comes from another world, injured and very unlike his kin. Seek a banquet in the city of Ophslanders."

Seer.

"The one that you seek was created to kill, and cannot rest until its task is complete. It is no ordinary statue. Find it in the shattered city, where the undead serpentress stalks."

Tempter.

"The one that you seek draws sweet, tempting honey from the houses of bees. Find her in distress, sick for her swarms."

Once the PCs have been told about Arijani's enemy, proceed to the next readings.

ARTIFACT LOCATIONS

To decide where the legendary artifacts are located, take all the cards from the Tarokka's "low deck"—crowns, coins, glyphs, and stars—and fan them out before the players on the table, face down. Meanwhile, read one of the three descriptions below—*Shar's Bane*, *Selûne's Murti*, or the *Ishvara Sutra*—then have a player draw a card, whose meaning is read from following table. Then, with that same procedure, read each of the other two descriptions—*Shar's Bane*, *Selûne's Murti*,

and the *Ishvara Sutra*. All three items are detailed in Appendix B.

Shar's Bane.

"To escape this realm, you need a weapon—one feared even by the Maharajah himself. A bolt of purest platinum, in an unlikely disguise. The cards shall guide you to it!"

Selûne's Murti.

"To outlast your enemies, you need a shield, against which all the weapons of darkness are blunted. Draw from the cards, and be drawn to it in turn!"

The Ishvara Sutra.

"To survive your ordeal you must know the truth, and to know the truth you must find the book that holds it. So turn a card as you would turn a page!"

Using playing cards. The locations are chosen exclusively from the aces and numbered cards. As in *Curse of Strahd*, each Tarokka suit corresponds to a playing card suit: glyphs to hearts, coins to diamonds, stars to clubs, and swords to spades. Aces are Tarokka 1s, while Tarokka "masters"—Rogue, Wizard, Priest, and Thief—are playing card 10s.

Tarokka Card	Location of Treasure
Abjurer (4 of Stars)	In the nest of a parrot roc outside Tvashti
Anarchist (6 of Glyphs)	In a corner in Muladi's abandoned temple
Avenger (1 of Swords)	Dropped by Graz'tz in the Temple of Graz'tz in Bahru



Tarokka Card	Location of Treasure
Beggar (6 of Coins)	Pila has it in Pakat.
Berserker (6 of Swords)	Held by the marilith in Bahru, in the first chamber of Graz'zt's temple
Bishop (8 of Glyphs)	In the third chamber of Graz'zt's temple in Bahru
Charlatan (7 of Glyphs)	Under the Jalandhara's counter in Muladi
Conjurer (9 of Stars)	Ramanand's library in Pakat
Dictator (8 of Swords)	Viradha has it among his art pieces.
Diviner (2 of Stars)	Ramanand's orrery chamber in Pakat
Druid (5 of Glyphs)	It is in Bhrimani's apiary, shrunk down in the bee dungeon.
Elementalist (5 of Stars)	Sita Seth's trophy room in Tvashti, at the Silver Seat
Enchanter (3 of Stars)	In the fourth chamber of Graz'zt's temple in Bahru
Evoker (6 of Stars)	Reyelhardt Manor's game room in Muladi
Healer (3 of Glyphs)	Bhrimani has it in Tvashti
Hooded One (7 of Swords)	In the sixth chamber of Graz'zt's temple in Bahru
Guild Member (5 of Coins)	"Tindal" has it in Tvashti's Knives' headquarters, below the Maroon Baboon
Illusionist (7 of Stars)	Malistroi, disguised as Uma the engineer, has it in Tvashti's laboratory
Mercenary (4 of Swords)	In Pakat's jail
Merchant (4 of Coins)	The Bellehouse in Muladi

Tarokka Card	Location of Treasure
Miser (9 of Coins)	Jyosita keeps it in a secret location beneath the Maroon Baboon.
Missionary (2 of Glyphs)	Reyelhardt Manor's library in Muladi
Monk (1 of Glyphs)	A lamia possesses it, in the foyer of Graz'zt's temple in Bahru.
Myrmidon (5 of Swords)	The barracks in Muladi
Necromancer (8 of Stars)	Any random encounter with a creature in Bahru
Paladin (2 of Swords)	In the final hallway of Graz'zt's temple in Bahru
Philanthropist (2 of Coins)	Huskwright Farrin holds it in Muladi.
Priest (Master of Glyphs)	Ramanand's shrine to Arijani in Pakat
Rogue (Master of Coins)	Korla and Pandit have it at the Wall of Wonders in Pakat
Shepard (4 of Glyphs)	In the fifth chamber of Graz'zt's temple in Bahru
Soldier (3 of Swords)	Ramanand's larder in Pakat
Swashbuckler (1 of Coins)	Ramanand's Foyer in Pakat
Tax Collector (8 of Coins)	Reyelhardt Manor's master bedroom in Muladi
Thief (7 of Coins)	Phanita's secret cache in the Jalandhara in Muladi
Torturer (9 of Swords)	The jail's torture chamber in Pakat
Transmuter (1 of Stars)	In the second chamber of Graz'zt's temple in Bahru
Trader (3 of Coins)	At the Laughing Deer in Pakat
Traitor (9 of Glyphs)	Rupert holds it in Reyelhardt Manor's smoker.



Tarokka Card	Location of Treasure
Warrior (Master of Swords)	In the horde of Azi-Vritra, the ancient red dragon of Bahru
Wizard (Master of Stars)	Verga the medusa lich has it in Bahru

Again, Madame Magda offers a different prediction, depending on which card the players draw.

Abjurer.

"It lies in the nest of a huge monster, outside the land's biggest city: Tvashti."

Anarchist.

"It lies in the shadows of an abandoned temple, to the one the Maharajah worships. Seek it in the city conquered by Ophslanders."

Avenger.

"The image of the Maharajah's own father holds it, in the ancient city, whose ruination was the midwife to this land."

Beggar.

"Brutalized by Sisters who serve the spider, find her fearing the lash of steel whips."

Berserker.

"Slay the guardian in the chamber of flesh, in the shattered city's only remaining temple."

Bishop.

"In the fiery chamber in Bahru's temple."

Charlatan.

"On land taken by Ophsland, there thrives an establishment, whose proprietress is not what she seems. She holds this thing."

Conjurer.

"In the spider's library, in the nearby village of Pakat."

Dictator.

"The phantom of Tvashti keeps it, hidden among his ghostly treasures."

Diviner.

"The spider who spins webs of law, ruling the closest village, keeps it with his starry machine."

Druid.

"It lies deep within the great apiaries of Tvashti."

Elementalist.

"It lies among trophies, at the home of a book collector in Tvashti's Silver Seat."

Enchanter.

"In the chamber of sickness, in the temple that still stands in Bahru."

Evoker.

"It decorates the room devoted to leisure and games, in the imperial home of foreign conquerers."



Healer.

"Held by the shepherdess of bees, who cries out from Sri Raji's largest city."

Hooded One.

"It lies in the chamber of shadows, in Bahru's only remaining place of worship."

Guild Member.

"A guild has been usurped by a painted wizard. He holds this thing."

Illusionist.

"The thing you seek is held by a monster in one of Tvashti's towers, who pretends to be someone they are not."

Mercenary.

"In one of the dreaded pits of Ramanand's jail in Pakat, there lies what you seek."

Merchant.

"A merchant of flesh in the conquered city, perched on a hill among aristocrats, holds what you seek."

Miser.

"Your prize is held by the queen of thieves in the land's largest city. Cure what vexes her, and the prize is yours."

Missionary.

"The private library of otherworldly conquerers, ensconced in a lavish manor on a hill in Muladi. There you will find it."

Monk.

"Seek the devoted priestesses in Bahru's only remaining temple."

Myrmidon.

"The minds of men are as dazzled by magic, as the eyes of bats are to the light of day. In the city conquered by Ophslanders, find what you seek in a house of dazzled men."

Necromancer.

"Something undead stalks Bahru's shattered streets, something magical. Destroy it, and you will wield this artifact."

Paladin.

"It lies in the holiest central chamber, in Bahru's only remaining place of worship. Seek the shattered city."

Philanthropist.

"The physician of Ophsland's foreign army, which has seized a whole city, has it."

Priest.

"You can find it next to a statue of the Maharajah himself! Seek the private quarters of the thing, which walks like a man and rules the nearest town."

Rogue.

"Not far down the road, there waits a town that holds dubious allies. On the wrong side of the law, their side may also be yours, perhaps. They have what you want."

Shepherd.

"It lies in the chamber of steel, in Bahru's only remaining place of worship."



Soldier.

"The spider's lair, in the nearby town of Pakat, holds it. The thing, which walks and rules the town like a man, has it."

Swashbuckler.

"A spider stalks the nearby town of Pakat, where it keeps a spacious home. Take it from the foyer."

Tax Collector.

"The Ophslander lord, who presides over the greatest house in the conquered city, has it."

Thief.

"In the secret, safe cache of a prosperous inn, in the town of Muladi, there lies your hope."

Torturer.

"The town of Pakat not only jails and kills, but tortures. In the chamber for the lattermost horrors, find the artifact."

Transmuter.

"It lies in the chamber of fruit, in Bahru's only remaining place of worship."

Trader.

"It is nearby! You need only reach the nearest village and become thirsty."

Traitor.

"The treasure is held by a creature, who is unlike his kin. Find him in the largest house, in the city that the Maharajah does not control."

Warrior.

"In the shadow of the great mountains, above the shattered city, near the palace of the dark lord there roosts a colossal wyrm of fiery might. The wyrm holds what you seek."

Wizard.

"A powerful and monstrous witch roosts in the shattered city; she holds what you seek."

ADVENTURE HOOKS

There are several ways to introduce the PCs to Sri Raji. The easiest is for the Shadowfell mists to spirit them away; to do that, use "Waking Up in Sri Raji" or "Wandering Into Sri Raji," below.

The following four scenarios can be used to introduce the PCs to Sri Raji. The first three scenarios describe a *threat* from Sri Raji, and assume that the PCs are acquainted with a trusted ally, who can send them on a mission to quell it.

In the world of Faerûn in the *Forgotten Realms* setting, good-aligned PCs may have an ally among the Emerald Enclave or the Harpers, who are respectively concerned with the threat's unnaturalness or its malice; neutral PCs may be directed by an ally in the Lords' Alliance, who treat the threat as a civic concern; and evil-aligned PCs may of course be sent by Zhentarim allies to assess the threat's possible utility.

In the planet-spanning city of *Ravnica*, each of the various guilds have a reason to seek out the threat's source, too. The Azorious Senate and Boros Legion



seek to constrain or destroy the threat's source, respectively; House Dimir seeks exclusive knowledge of the threat's source; the Golgari Swarm seeks to incorporate the threat's source; the Gruul Clans seek to partner with it; the Izzet League seeks to experiment on it; the Orzhov Syndicate seeks to enslave it; the Cult of Rakdos seeks to unleash it; the Selesnya Conclave seeks to rescue it; and the Simic Combine seeks to mimic it.

If the PCs lack membership in any official factions or organizations, the DM may have a trusted NPC deliver the mission to investigate the threat.

After running any of the following adventure hooks, the DM may bring the PCs to Sri Raji using "Waking Up in Sri Raji" or "Wandering Into Sri Raji," below.

ADVENTURE HOOK: THE CODEx SERPENTUM

Ophslanders have recently sent copies of the *Codex Serpantum* (detailed in Appendix B) through a portal to the PCs' home world. Since its magical properties can be harnessed by virtually anyone, a few dangerous snake-worshipping cults formed in the wake of the book's arrival. Read the following passage to introduce this hook.

At first, the authorities were baffled by the victims. Two narrow yet deep stab wounds, side by side, were found in every corpse—yet the official cause of death was always strangulation. It was only much later, after finding the book, that it all made sense. The stab wounds were ceremonial, representing the bite of a serpent, delivered after the victims had already been choked to death.

The book detailing all this, they say, is the *Codex Serpantum*. It comes from somewhere abroad. Whoever wrote it must be found, for they are surely behind this homicidal, serpent-worshipping cult.

The PCs should be told that a trusted party has asked them to seek out the book's origins, with great rewards for their discoveries.

As they travel the road on their quest, the mists of the Shadowfell envelop them, whether awake or asleep, depositing them in Sri Raji.

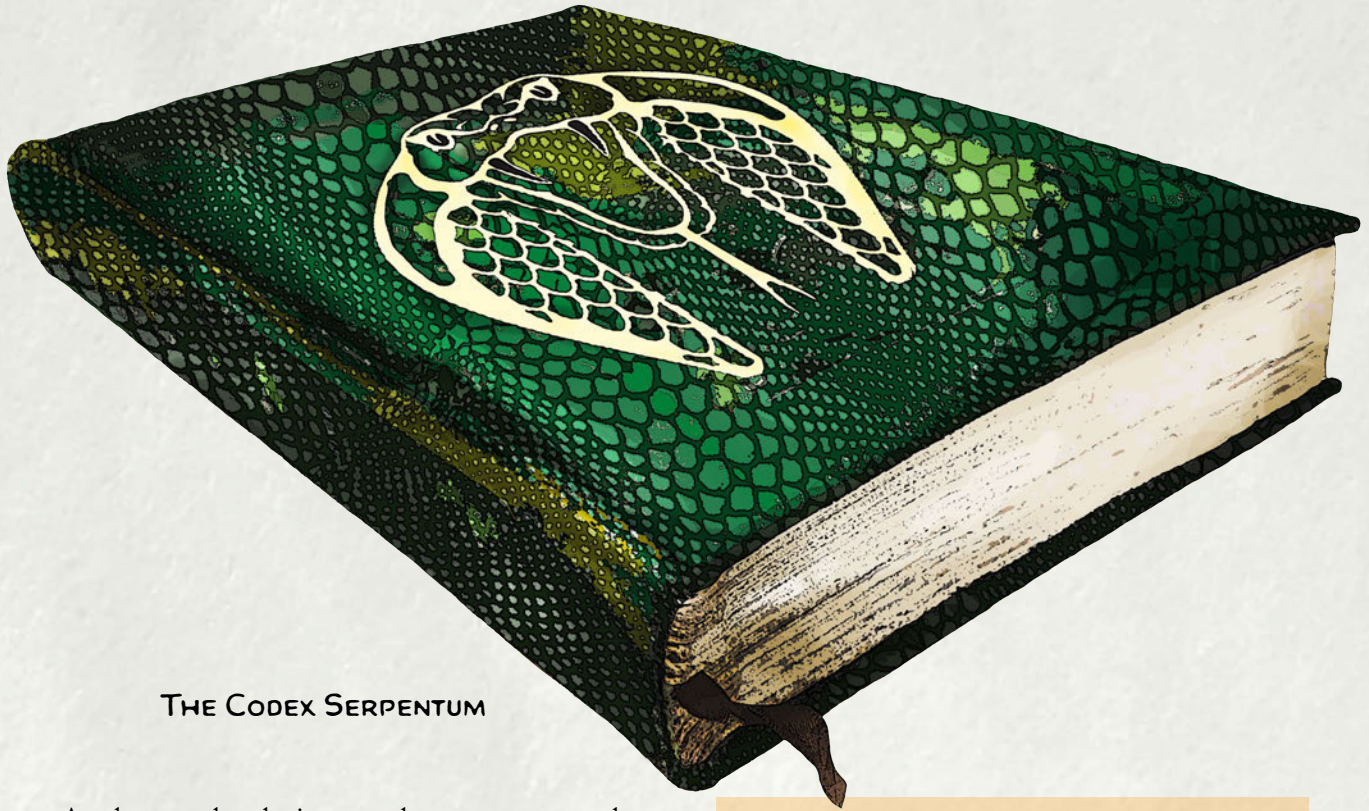
ADVENTURE HOOK: THE ESSENCE OF JOY

As Ophslanders continue to invade Sri Raji, their production of *Essence of Joy* increases. Eventually this leads to a few stray shipments ending up in the PCs' home world, prompting a mystery. Read the following passage.

Twisted, scaly, with rudimentary claws and partially forked tongues: that's how the first victims were found. Lying in trash, far from their homes, their lives seemed to end during a process of transformation—metamorphosis. But how? No known magic results in a partial yet permanent polymorph, and the victims were all human to begin with. With the number of cases growing, the situation requires drastic measures. Somewhere beyond, you have heard, lies this curse's origin.

Again, the PCs should be told by a trusted party that, based on recent information, they are to travel abroad.





THE CODIX SERPENTUM

As they make their way, they encounter the mists of the Shadowfell.

ADVENTURE HOOK: TIGER ATTACKS!

This adventure hook assumes that, on Arijani's orders, a large group of tigers wandered into the Shadowfell mists that encircle Sri Raji. Arijani had hoped to retain control of the tigers from afar, vicariously enjoying their departure from his prison. Yet as one might predict, Arijani lost control as soon as they left his domain. Now they terrorize the PCs' countryside. Read the following passage to introduce the hook:

Cats! Huge, man-eating cats have attacked the land! Bright orange, with black stripes and white bellies, the terror of their voraciousness exceeds that of any wolf or bear. Dozens of people have fallen under their razor-sharp claws and powerful fangs. Worse still, it seems that their numbers increase, with more attacks being reported each day. News broke this morning, however, that the beasts are arriving from

abroad. A well-funded expedition in that direction might reveal the source of the terror, along with the means for stopping it.

As with the previous two hooks, the PCs should be told by a trusted party to travel abroad. As they make their way, they encounter the mists.

ADVENTURE HOOK: AN UNEXPECTED MESSAGE

This fourth scenario does not assume the existence of any known NPCs or factions, nor does it assume the existence of a threat from Sri Raji. Rather, this hook assumes that, on Arijani's orders, a battalion of Sisters were sent into the mists to deliver copies of a letter to any adventurers they can find. The purpose is to lure adventurers to Sri Raji, where Arijani plans to eat them if they prove useless for his other goals. Read the following passage to introduce the hook.



As you order another round, the tavern's door creaks open; a gust of warm, steamy air sweeps the room. That's odd—you thought it was colder outside. Turning, you see a woman in a hooded violet robe—its design unfamiliar to you—who approaches before placing a parchment in your reach. Having done this, she disappears in a short-lived blast of orange fire. Onlookers gasp as you behold the rolled-up paper. To you, perhaps?

The woman is a **Sister**, and the parchment is written by Arijani, presented as a handout in Appendix E. It reads as follows.

Greetings to You, Greatest of Heroes: this letter is my desperate attempt to seek help. My kingdom is dying. Monsters have assaulted my land and its people. They know no mercy; they know no civilization. They are determined to eat us all. My kingdom, Sri Raji, lies to the southeast, past the flow of the greatest river. Save us, and all that I own shall be yours—my palace, my cache of jewels and treasure, everything. Save us, please. Your friend, A.

The note should compel the PCs to travel; it does not matter where. As long as they hit the road, the mists can find them.

WAKING UP IN SRI RAJI

The Shadowfell's accursed mist can rise anywhere, taking anyone it engulfs to Sri Raji. If the mists abduct the PCs while they sleep, read the following text aloud.

You awaken from nightmares of falling from an impossible height. Heart surging and eyes twitching, the air reaches your lungs only in short, fleeting gasps. As you struggle to catch your breath, the sweet scent of flowers seizes your attention.

The cloud of mist, in which you wake, quickly dissipates, revealing a thick tangle of

lush plants. Meager shafts of rose-colored dawn struggle through the canopy. Where are you?

At this point the PCs have arrived in Sri Raji, only a few miles from Pakat.

WANDERING TO SRI RAJI

On baleful occasions the Shadowfell's fog cloaks the open road. If the PCs reach Sri Raji this way, read the following text aloud.

The road gradually narrows, growing rougher as the evening shadows deepen. Trees crowd you from either side. Jagged rocks periodically split the soil, protruding like gravestones from the uneven ground. Suddenly, you notice a thick, milky fog, curling up above your ankles and quickly rising. Within seconds, it is up to your knees. It swirls, blinding you to all but a luminous gray. A rushing noise, like that of a river, grows and roars with the fog. Louder, louder... for a second, you hear distant peals of laughter. And then suddenly, quiet. A blast of warm air dissolves the mist, unveiling a luxuriant tangle of flowered greenery. Stretching fifty feet above and outward as far as you can see, a steaming jungle, thick with colossal trees and vines, brims with the odor of flowers and the countless shrieks, hoots, and growls of unknown beasts.

At this point the PCs have arrived in Sri Raji, only a few miles from the village of Pakat, along the Sadak.

Again, DMs are suggested to include at least one random encounter along with the Tarokka reading. Let the PCs get to know the jungle—or let the jungle seem to come to know *them*—before they arrive at their first destination.





CHAPTER 2: SRI RAJI

Sri Raji was brought into existence as a curse, a personal hell to punish Arijani for his crimes. Many of its features, therefore—from its weather to the behavior of its wildlife—have been magically tailored to this end. Adventurers, who do not learn about these features and adapt to them, cannot not survive long.

ARIJANI'S RULE

The Maharajah's rule, expansive and brutal, uses a combination of enchantments, police, and institutionalized rituals.

THE SELECTION

Arijani must eat one human being per week or else he begins to starve. To procure this supply of food, he has instituted a practice—the Selection—in which victims are summoned to the Palace of Mahakala.

Because the population of Pakat, a backwater village, continues to dwindle, and because the village of Muladi lies under Ophslander control, most of Arijani's selections are taken from the bustling metropolis of Tvashti.

The Selection is almost entirely random; those who are selected are told that they are going to join the Maharajah's family, and many of Sri Raji's people accept this. Those who publicly claim otherwise are quickly targeted by Arijani's Sisters.

THE SISTERS

Arijani's violet-robed acolytes, the **Sisters of the Maharajah**, serve as Sri Raji's police, army, judges, temple-keepers, and other civic officials in general. With such a wide functional diversity, the Sisters are organized into various orders and divisions, each of whom follows a strict



chain of representatives, which in one way or another terminates in Arijani himself.

Each Sister has been transformed by Arijani's magic, so as to become a warlock of his patronage; their powers mimic those who enjoy a fiendish pact, as described in Appendix C. The oldest of Arijani's Sisters, who survived both battle and his capricious hunger, are transformed into the **erinyes** who serve in his palace.

ANIMAL SPIES

Animals within the realm of Sri Raji often lie under the magical control of either Arijani or the invading Ophslanders, depending on their species. Tigers, spiders, and crocodiles are all liable to be the Maharajah's eyes and ears, while snakes of all kinds may well be Ophslander informants.

In either case, the DM should assume that the animals make regular reports to their masters, which take 1d4 days to deliver. Because their intelligence is not enhanced in any way, animal spies are typically trained to look for, and report on, specific subjects to the exclusion of others. For instance, an Ophslander captain, while setting up a jungle camp, might send a company of snakes to survey the surrounding five miles, reporting back in case they spot any other humanoids. Those snakes would report on humanoids but would mostly ignore other things, such as a forest fire or an approaching pack of wolves.

Likewise, Arijani regularly sends spiders into the cities of Tvashti and Pakat

(after so many were eaten by serpents, he has stopped deploying them to Muladi), just as he sends tigers towards Muladi to slay snakes.

Once Arijani becomes aware of the PCs' presence in Sri Raji, he does not hesitate to use his animal spies to study them; likewise PCs, who attract the attention of Ophslanders, can expect to be profiled as well. This information can be used to ambush the PCs, or it can be used to learn their secrets. Arijani wants to know what they fear the most; the Ophslanders seek them as potential tools in their plans for colonial conquest.

THE RAKSANAYUDDHA

Arijani's forces perpetually shoulder an interminable struggle with the Ophslanders, which the former refer to as the *Raksanayuddha*, or Defensive War. Villages and cities, which lie under Arijani's political control, are policed for Ophslanders, and the fear of an invading army, armed with magic, supplies a tangible paranoia to local gossip and other aspects of civic life.

Despite this long-term war, *there is one crucial secret, which no mortal knows: the Ophslanders are really yuan-ti*. Arijani knows them for the monsters that they are, but his subjects believe their enemies are human. Yet a clue to the Ophslanders' true nature lies in their national symbol: two trios of intertwined serpents, which flank a crown.

Dungeon Masters should take care never to use the words "yuan-ti," "snake-



men,” or “snake-people.” Sri Raji’s natives always call them “Ophslanders” or “people from Ophsland,” speaking of them as another human nation or kingdom. Their status as yuan-ti is intended to be a horrifying twist for players to discover.

When killed in battle, the bodies of Ophslanders transform to permanently resemble the person who killed them. So while it is true that a few sane, surviving Raksanayuddha veterans have claimed to see Ophslander soldiers turn into snakes, this is thought to be magic (such as *polymorph*), rather than evidence of their enemies’ inhumanity.

The opposing sides—Sister and Ophslander—remain locked in place due to their mutual inability to gain ground. Their battles are waged largely through skirmishes in Sri Raji’s jungle.

ROLE-PLAYING OPHSLANDERS

Ophslanders speak and read both Common and Draconic, reserving the latter for discussions among themselves.

Even in Common, Ophslanders never refer to Sri Raji or its locations with the names, which are otherwise used throughout this module. The whole land of Sri Raji they call “Queensnest,” while the cities of Pakat, Tvashti, and Muladi are dubbed “Nightsborough,” “Balecaster,” and “Umbrelshire,” respectively. Nor do the yuan-ti ever refer to themselves by that name; they call themselves “Ophslanders,” and occasionally the gendered “Ophsmen” and “Ophswomen.”

As far as Ophslanders are concerned, Queensnest is an open, uninhabited frontier, bountiful with treasures which, by natural right, are free for any “civilized” person (i.e. Ophslander) to take.

Ophslanders regard the human population as no better than sophisticated animals: crude, superstitious, savage, and incapable. Humanity’s residence in the land, as far as they are concerned, is no reason to count the place as *inhabited*. They abhor Sri Raji’s culture, associating it with disease and uncleanness.

Do not ignore the fact that, when killed, an Ophslander transforms into a medium-sided duplicate of its killer.

Despite their vanity, Ophslanders never display their hybrid forms in the open; they normally appear to be humans with pale skin and sand-colored hair. Only at ceremonial or leisurely events, purely among themselves, do these yuan-ti relax into their true, hybrid shapes. They also regard their true shapes with a certain intimacy, which would make their ordinary display indecent.

Rather than dress as the locals do, in long, loose-fitting robes and wraps, Ophsmen wear pale frock coats with cravats and lapels, atop trousers half-concealed by knee-high leather boots. Crownsmen—the official guards of Perfume Company—wear plate mail armor with black tabards and rounded, brimmed helmets. Ophswomen wear ankle-length dresses with frills and lace, often carrying



parasols or folding hand-fans beneath the open sun.

THE PERFUME COMPANY

Building and maintaining *The Royal Ophsland Perfume Company of Queensnest* is why the Ophslanders invaded Sri Raji. The Perfume Company brings raw ingredients from Ophsland, mixes them with local ingredients, and then processes them into *Essence of Joy* using forced labor, which is then sold back in Ophsland for a substantial profit. Although the Perfume Company's main operation lies in the occupied town of Muladi (or as they call it, Umbrelshire), it plans to expand across the whole land, effectively conquering Sri Raji as an outright colony.

The Perfume Company enjoys its own army and police force, with Ophslander officials coordinating both the company's finances as well as its military engagement with Arijani's forces.

ESSENCE OF JOY

The elixir known as *Essence of Joy* is a mere perfume to Ophslanders, but to human beings and other humanoids, it is a dangerous narcotic, which brings a series of enchantments—some beneficial, most harmful—with its addiction.

The odor of *Essence* is enticing but harmless; its scent resembles a blend of vanilla, mint, and animal musk. If ingested or rubbed vigorously into the skin, however, users experience a euphoric, out-of-body experience, along with stages of hideous

transformation (see Appendix B). Those who use the *Essence* regularly become a feeble-minded Ophslander thrall, dubbed (by them) “the oil-born.” Both the *Essence* and the oil-born are described in Appendices B and C, respectively.

THE PEOPLE OF SRI RAJI

Typically dark-skinned and clad in loose-fitting clothes, the people of Sri Raji are humans who speak Common.

Sri Raji's people live in the shadow of two enemies: Arijani on one hand, and the encroaching Ophslander forces on the other. Both have kept their true identities from public knowledge.

As far as the common people know, Arijani is an ancient but youthful man, portrayed in tapestries as a handsome priest with almond-colored skin. His longevity is thought to be the product of his own wizardry, if not also the gods' favor.

Most refer to Arijani with epithets while in public places: “the One Lord,” and “He Towards Whom The Shadows Move.” Most often, he is called “the Maharajah.”

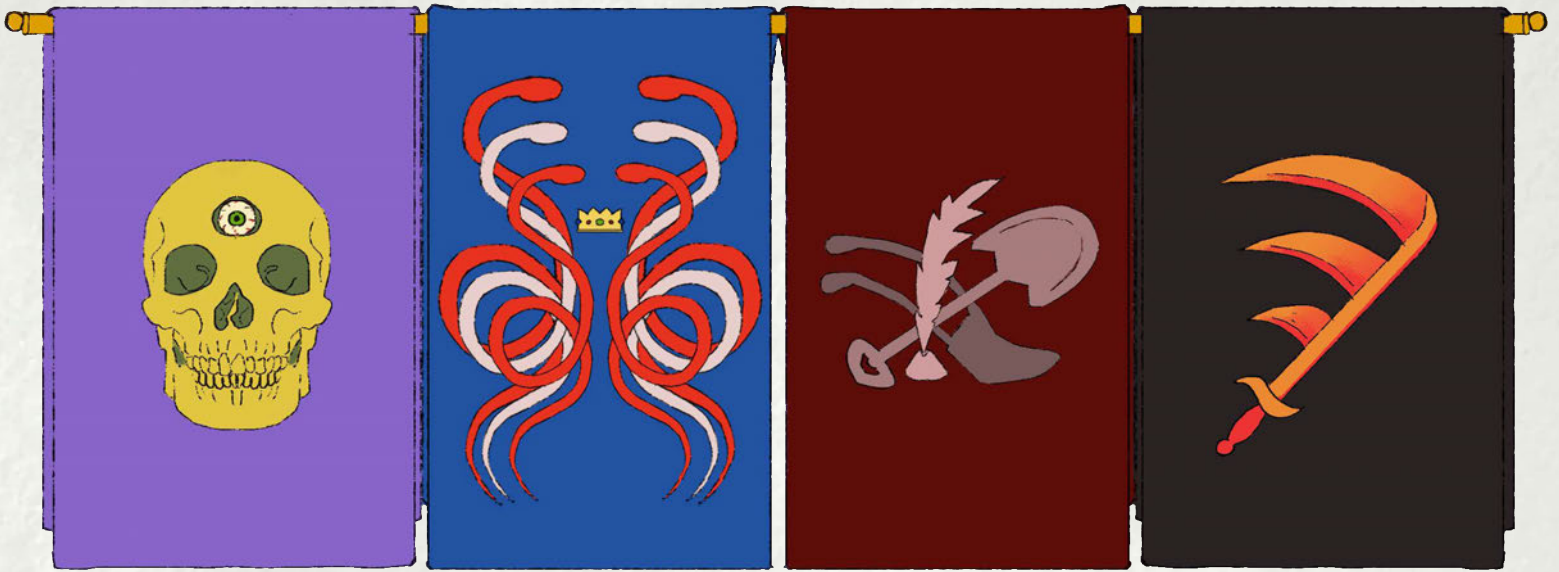
MAJOR CIVIC FACTIONS

Sri Raji's society is divided among hundreds of groups and ideologies. While the majority of citizens are unaffiliated, the following influence local affairs the most.

THE BELIEVERS

Believers claim that there is a secret yet intricately-structured conspiracy, carried out by Ophslanders, to intoxicate Sri Raji's





FACTIONS OF SRI RAJI (LEFT TO RIGHT): SISTERS/BELIEVERS, OPHSLANDERS, THRIVERS, AND KNIVES

native population with airborne drugs, so that the latter are easier to conquer and govern. Believers claim that Ophslanders use trained falcons to carry venomous snakes over populated areas of Sri Raji; these snakes, in turn, allegedly spew mind-numbing poisons into the air, which fall on the population. This, according to Believers, is how the Ophslanders prepare Sri Raji's population for conquest.

According to Believers, Arijani himself has begun to succumb to Ophslander poison, and it is up to the truly faithful in Sri Raji—the Believers themselves—to rouse the population into action. Consequently, Believers stage small public displays, exhorting people to purge themselves of foreign influences, to kill snakes, and to rally around the Maharajah, rousing him from his stupor with demonstrations of loyalty.

Believers utterly loathe the Thrivers; they believe that the Thrivers are secretly an Ophslander plot, poised to destabilize Sri Raji and hand it over to invaders. Thus, their “activism” often includes homicidal anti-Thriver rioting.

The Believers' theory is ultimately false, but their ideas contain a number of half-truths. Ophslanders train falcons, use magic, and control snakes, just not quite as the Believers claim. Furthermore, there is indeed an Ophslander conspiracy to spread *Essence of Joy*—an intoxicant, of a sort. However, the *Essence* does not flow straight from snakes' mouths, nor is it dispersed into the air.

Insulted at the idea that he could be brainwashed or drugged, Arijani nonetheless tolerates the Believers, since their activities pose little threat to his rule, and they even on occasion prove useful.



THE KNIVES

The Knives are a thieves' guild of were-tigers plus a few other lycanthropes, who believe their shape-shifting condition to be a blessing from the gods. Calling their disease "the Embrace," the Knives jealously guard its transmission, priding themselves as uniquely selected to wield power.

In truth, the Knives pose no threat to Arijani or his social order, for they have no idea that their Maharajah can control every tiger in Sri Raji.

Knives typically vet their membership with small criminal operations or heists, preferably those, which allow older members to observe candidates using their skills in action. Those who get caught or who cannot otherwise complete the job are rejected; those who succeed are granted membership.

Once members, Knives are expected to donate half of all their spoils to their local guild. As long as they follow this and other guild rules, the Knives have no requirements for maintaining membership.

Knives typically scoff at Believers, ridiculing what they see as simple-minded devotion to an illegitimate authority. Knives are suspicious of the Thrivers, due to the Thrivers' prohibition against petty crime.

THE THRIVERS

The faction known as the Thrivers have declared war against Maharajah and Ophslander alike, upholding an altruistic philosophy. Named after what, on their

view, should be the goal of all societies, the Thrivers' mission is to assimilate Sri Raji's people into their ranks, overthrow the powers that be, and reorganize society.

Like the Knives, the Thrivers are strictly illegal in Sri Raji; their membership, therefore, is kept secret. Members are vetted by their understanding of Thriver ideology and by their devotion to its moral code. All Thrivers are expected to follow Thriver orders unquestioningly.

The Thrivers' symbol is a trio of crossed tools—plough, shovel, and quill—usually painted in red, or else painted in white against a red background.

Arijani despises the Thrivers. His Sisters have been ordered to capture their leaders and slay the rest of them on sight. The publicly-acknowledged penalty for associating with the Thrivers is death. Strangely, this has not stopped the Thriver faction's steady growth.

MONEY IN SRI RAJI

Sri Raji's official currency is the *mudra* or jade piece, with one jade piece being equal to that of an electrum piece in other *Dungeons & Dragons* campaign settings. Correspondingly, gold coins are rarely used in Sri Raji, with copper and silver coins both common additions to the *mudra*.

When keeping track of currency, it is worth remembering that *one gold piece is worth two jade pieces*. Consequently, five silver pieces are equal to one jade *mudra*, just as a single jade *mudra* is equal to fifty copper pieces.



THE LAND ITSELF

With an area no greater than twenty thousand square miles, Sri Raji stirs under a blanket of tropical rainforest. The land's only mountain range—the Dharvathalbhatani—rises some two thousand feet above sea level from the island's center. Thanks to two separate monsoon seasons—one storming the island from the southwest, lasting throughout the middle third of each year, and the other pressing from the northeast throughout each year's first quarter—the mountains cast little to no dry shadow.

Despite the island's size, Sri Raji's wildlife is astonishingly diverse, easily holding a hundred times as many species as one could expect to find in a land like Barovia. Its dense biomass includes nearly two hundred kinds of cold-blooded animals, including toads, newts, snakes, crocodiles and turtles, as well as several hundred species of birds, with ducks, flamingos, grouses, and parrots being the most numerous. A far-reaching variety of mammals also dwell in Sri Raji, including bats, deer, elephants, jackals, leopards, mongooses, monkeys, porcupines, rhinos, shrews, sloths, tigers, wolves, and yaks. The surrounding sea contains sharks, orcas and dugongs, alongside less notable fish. Invertebrates, finally, are everywhere; honey production is common due to the presence of bees, and villages endure a distressingly high population of mosquitos, flies, spiders and scorpions.

Sri Raji's apex predators are the tiger and the crocodile, both considered at once sacred and fearsome.

In addition to thousands of different trees, ferns, mosses, and fungi, Sri Raji grows a variety of edible plants. Most widely-eaten is rice, and most widely-celebrated is the mango. In addition, the land supports bananas, coffee, papaya, onions, chili peppers, vanilla beans, cinnamon, limes, and starfruit.

The magical *atma plant* is also native to Sri Raji, whose seeds—*atma seeds*—allow users a brief, limited sojourn into the astral plane. It is detailed in Appendix B, along with *Essence of Joy*, which includes it as an ingredient.

WYRMS OF SRI RAJI

Immense, sadistic, and borrowing more of their appearance from snakes than from lizards, red and black dragons eke out a rare existence in Sri Raji.

The word “dragon” is not used by Sri Raji's populous, and to preserve this campaign's gothic atmosphere, Dungeon Masters are discouraged from using it as well. Informed locals might refer to the beasts as “wyrms,” speaking of them as huge, intelligent, man-eating snakes, but even this is rare. Really, most people draw no sharp distinction between them and nagas, speaking of nagas in all cases.

(Thus, the existence of dragons should be an exciting discovery for players, rather than part of the explicit campaign text. An opportune moment for such a



discovery is if the PCs face Azi-Zathrax or Azi-Vritra.)

AREAS OF SRI RAJI

Despite its size, Sri Raji contains only three metropolitan cities—Pakat, Tvashti, and Muladi—with a series of outlying farms and village communities spreading outward from each.

THE SADAK

A single wide and unpaved road winds its way around Sri Raji, splitting and branching like a spider's web. *The Sadak* is the safest, most stable way to reach one city from another.

PAKAT

A dwindling backwater when compared to its counterparts, Pakat's population lies just under twenty thousand adults. The overseer, Ramanand, is a rakshasa who tortures ordinary citizens with a dizzyingly complex set of laws, which, collectively, are impossible to completely obey.

BAHRU

Once a thriving metropolis of devils in another world, Arijani destroyed Bahru in a series of carefully-engineered wars, which were designed to maximize casualties on both sides. Now a shattered necropolis, Bahru lies contested between an ancient red dragon on one hand, and a medusa lich (see Appendix C) on the other.

MAHAKALA

A dizzying labyrinth of illusion woven upon illusion, spun from the substance of nightmares, Arijani's palace lies beyond Bahru's shattered, deserted streets.

TVASHTI

Easily Sri Raji's largest city, Tvashti is home to scholars and merchants, in addition to farmers, ranchers, traders and smiths. Its population of nearly three hundred thousand, however, has been devastated by a series of disappearances.

MULADI

Ophslanders now control this city, calling it by the name "Umbrelshire." Its captive population of thirty thousand toil ceaselessly in shifts, brewing and packaging *Essence of Joy*.

RANDOM ENCOUNTERS IN SRI RAJI

On the Sadak by day, random encounters occur every 25 miles, on a d20 roll of 17 or higher. If the PCs travel off-road this rate is doubled, with a random encounter every 13 miles.

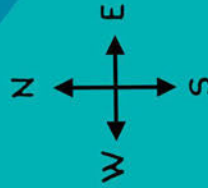
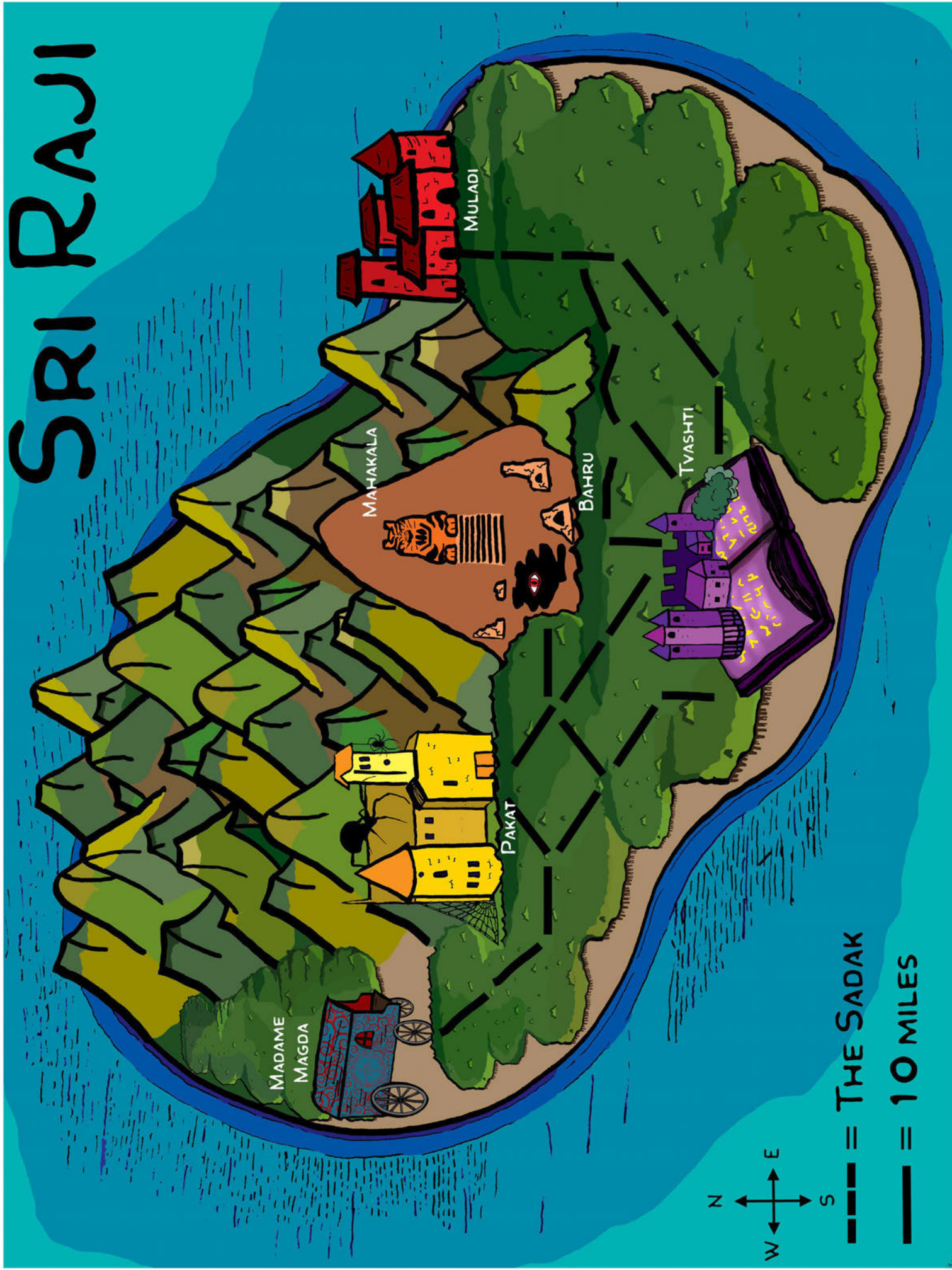
On the Sadak by night, random encounters may occur every 15 miles, on a d20 roll of 15 or higher. If the PCs travel off-road this rate is doubled, with a random encounter every 7 miles.

If same encounter is rolled more than once on the following table, DMs may re-roll or choose another result.

By day the DC for all checks, which are rolled at an encounter's beginning, is



SRI RAJI



--- = THE SADAK

— = 10 MILES

15; at night the DC is set to 20. PCs who do not travel by the Sadak, have disadvantage on these checks.

D20 Roll	Random Encounter
1	9d8 elephants
2	2d6 + 2 tigers
3	1d4 giant crocodiles
4	1d4 umber hulks
5	2d6 + 2 saber-toothed tigers
6	3d4 Ophslander oil-born
7	1d4 + 2 were-tigers
8	1d4 + 2 Sisters of the Maharajah
9	2d4 + 2 bone nagas
10	2 spirit nagas
11	1 guardian naga
12	1 lashweed
13	1d4 salamanders
14	2 wyverns
15	3 Ophslander yeomen and 1 Ophslander libertine
16	1 djinn
17	1 efreet and 1 fire elemental
18	1 couatl
19	1 adult black dragon in its lair
20	Arijani

1. 9d8 elephants. In case of this encounter, read the following text aloud.

The thunderous crack of snapping tree-limbs and the shrill tearing of foliage accompany a majestic sight: an elephant herd trundles by, pushing through canopy with ease.

The elephants of Sri Raji are enchanted so that, despite appearances, they have the statistics of **mammoths**. They do nothing unless attacked, at which point they unite and defend themselves.

Killing an elephant in Sri Raji is extremely bad luck. Any PC who kills an elephant suffers from nightmares upon their next long rest, accruing both a level of exhaustion as well as a form of short-term madness upon awakening.

2. 2d6 + 2 tigers. Before this event takes place, allow for a Wisdom (Survival) or Intelligence (Nature) check to avoid being surprised, as described below. Characters who make the save may also warn their companions. In case of this encounter, read the following text aloud.

Low growls and the stench of rotting meat interrupt you mid-step. Snarling, a large striped cat lunges at you from the undergrowth! It is not alone!

The **tigers** are hungry and immediately attack, surprising their first targets unless they made the aforementioned save.

3. 1d4 giant crocodiles Before this event takes place, allow for a Wisdom (Survival) or Intelligence (Nature) check to avoid being surprised, as described below.



Characters who make the save may also warn their companions. In case of this encounter, read the following text aloud.

The freshwater streams, which cross your path every few miles, gradually merge, achieving the full-fledged girth of a mighty river, churning through the green. Suddenly, sharp jaws explode from the water!

Giant crocodiles are ambush predators. The aforementioned ability check, therefore, determines whether the crocodiles surprise their targets, due to the PCs straying too close to the water.

4. 1d4 umber hulks. Before this event takes place, allow for a Wisdom (Survival) or Intelligence (Nature) check to avoid being knocked prone, as described below. Characters who make the save may also warn their companions. In case of this encounter, read the following text aloud.

The ground quakes, as though you stood atop a trembling animal. Suddenly, a beetle-like creature explodes to the surface! A droning vibration—like a noise, but horribly more intimate—rips through your mind! It charges.

The **umber hulks**, tunneling below, have been attracted by the vibrations of the PCs' footfalls. They emerge as close as possible to the center of the party, or wherever the greatest concentration of bodies is. PCs, who did not make the aforementioned check, are knocked prone by the eruption.

5. 2d6 + 2 saber-toothed tigers. Before this event takes place, allow for a Wisdom (Survival) or Intelligence (Nature) check to avoid being surprised, as described below. Characters who make the save may also warn their companions. In case of this encounter, read the following text aloud.

Only the fleeting stench of rotting meat and a 'swish' noise precede the full force of an enormous cat, perfectly camouflaged by the black rosettes against its tawny coat, slamming into you!

Despite using the official statistics for **saber-toothed tigers**, the attackers are actually a family of *dire leopards*, whose kind naturally hunt in Sri Raji. Like most predators, they hunt by ambush, surprising their targets who are not aware of their presence. Their first move is to pounce on the PCs from above, each choosing a unique target.

6. 3d4 Ophslander oil-born. In case of this encounter, read the following text aloud.

A small group of ragged villagers stride toward you, their mouths hanging open and their bloodshot eyes straying without focus. Reptilian scales sprout from their brows. "Perfume... give... perfume..." they growl.

If the PCs carry *Essence of Joy*, they can avoid combat by surrendering it, or by flashing it and throwing it a short distance. If not surrendered or thrown, the **Opslander oil-born** who see it fly into a



rage, attacking whoever holds it and doing anything possible to possess it. Otherwise, the oil-born attack in one round.

7. 1d4 + 2 were-tigers. In case of this encounter, read the following text aloud.

No words are necessary, as, with arrows notched and scimitars hefted, a gang of tiger-like humanoids step out of the jungle. They nod toward your coin purses.

The **were-tigers** are Knives, and they intend on robbing the PCs of anything valuable, which they could reasonably expect to carry away themselves. If the PCs have Jagadeesh or Ramkamar with them, or if they have become members of the Knives or otherwise endeared themselves to that organization, they have advantage on the DC 15 Charisma (Persuasion) or Charisma (Intimidation) skill check, which is required to convince the were-tigers to stand down.

Treasure. The were-tigers carry a *hat of disguise*, three *potions of greater healing*, 500 jade pieces, and a scroll of *Leomund's tiny hut*.

8. 1d4 + 2 Sisters of the Maharajah.

Before this event takes place, have the PCs attempt a DC 15 Wisdom save to avoid being affected by the *mirage arcane* spell, which one of Arijani's Sisters casts on the square mile surrounding the PCs. Beginning on the second round of combat, PCs can repeat the save at the start of each of their turns. PCs who make the

save are immune for twenty-four hours to the effects mentioned below.

You stop, nearly falling off of a cliff that suddenly interrupts your path. You begin to step back, but stop again. There is a cliff behind you! And to either side! Each of you teeters precariously at the top of a tall, rocky pillar, the ground hundreds of feet below! Each of you stands on a separate such pillar. Arms flailing, you desperately lean this way and that, as blasts of wind threaten to hurl you to your doom. Suddenly, as you sway for your life, a luminous tiger's paw appears, striking at your face before vanishing! Just ahead, in mid-air, there float a few hooded, violet-robed acolytes.

The luminous tiger's paws, which appear, strike, and disappear, are just the **Sisters** casting *eldritch blast*. (Their unique patronage grants this appearance.)

The Sisters appear to be casting spells while floating in mid-air, and the PCs seem to be standing on narrow, pillar-like rock formations above a chasm, but these are the effects of *mirage arcane*. PCs who succeed on their Wisdom save, or who are affected by a spell such as *true sight*, see everyone standing on flat, unbroken ground in the jungle, with Sisters making easy attacks against their flailing opponents.

Just because the chasm is illusory does not make it safe. If PCs attempt to walk off their illusory pillars before succeeding on their Wisdom save, their path is considered difficult terrain, and they immediately take 10d6 psychic damage, falling prone in the first five feet, as they are forced to imagine themselves





plummeting down and hitting the ground. (A separate DC 15 Wisdom save is allowed to avoid half of this “falling” damage—one whose success does *not* end the spell’s effects, since it is made in addition to the spell saves, solely for the purpose of calculating damage.)

PCs, who are affected by *mirage arcane* but who also have a fly speed, fly as though the area is difficult terrain; they cannot help but imagine themselves navigating powerful winds at high altitude.

The effects of *mirage arcane*, on this particular square mile, last for ten days. Once the Sisters die or escape, PCs have advantage on their Wisdom saves against it. The Sisters each carry an *urumi*, a *bag of holding*, a skull-shaped bead made from yak horn, and 3d4 x 10 jade pieces.

9. 2d4 + 2 bone nagas. In case of this event, read the following text aloud.

A clicking, clacking chorus assaults your reluctant ears. A coven of skeletal serpents grin lipless grins as they rear and strike! Behind them, a hole in the earth yawns wide.

These **bone nagas** were summoned long ago to protect a store of treasure, which was since looted. Because the thief left these guardians unharmed, they remain vigilant in their defense of what, at one time, was a buried treasure chest, but which is now just a hole. PCs who search the hole and succeed on a DC 15 Wisdom (Perception) check, however, find 1d6 x 50

stray jade pieces and a large ruby worth 6,000 gold pieces.

10. 2 spirit nagas. In case of this event, read the following text aloud.

A deep, spine-chilling hiss seizes your attention. Just ahead, two huge snakes with women’s faces descend from the canopy, each at least fifteen feet long. The first, red, gurgles from withered lips, “sister Fair, a trespasser vexes me.” The other, striped with green, retorts with a sweet tone. “Sister Foul, they would make a perch of our vigil.” They strike.

The twin **spirit nagas** who preside under the names Fair and Foul (their true names being *Kess-Thal-Hess Eees-Seth-Lesith* and *Kess-Zhal-Vess Eees-Seth-Lesith*, respectively) are insulted by the very presence of adventurers in their territory. They fight to the death, reincarnating in 1d6 days to hunt down the PCs anew if killed. If the PCs flee or otherwise escape, however, the nagas do not pursue.

Treasure. Nearby, under a blanket of leaves and mud, the nagas stored a jar of *marvelous pigments*, along with a scroll of *bind undead*, a scroll of *heroes’ feast*, and enchanted +1 *urumi*.

11. 1 guardian naga. In case of this event, read the following text aloud.

A deep, brazen voice calls from above. “Why stray here, adventurers, in such a perilous clime?” Turning your attention upward, you see what looks like a fifteen-foot, golden snake, its face resembling a young man’s.



The **guardian naga** goes by the name “Ren” although its true name, which it keeps secret, is *Selketh-Hee Thee-Ul-Sissith*. Territorial, he has been charged with the task of guarding treasure. Ren cannot abandon his vigil, but he is lonely and enjoys the company of friendly humans. Provided the PCs treat him amicably, he converses and assist them, but does not leave his home. He knows little of human affairs but is excited to learn.

Treasure. Nearby, buried in a location that only a DC 20 Intelligence (Nature) or DC 18 Wisdom (Survival) can reveal, there lies a *talisman of ultimate evil*.

12. 1 lashweed. Read the following text.

A peppery odor traces the air. A momentary drowse besets you; you feel like you could nap right here. Just ahead, close to the path, a stout, gourd-like plant reaches numerous flowered vines towards you.

The **lashweed**, sensing the presence of the PCs, has cast *sleep* by silently dispersing an invisible toxin into the air. It follows this attack with *thorn whip*, then *thorn whip* again before fighting to the death as it attempts to kill with its constricting attack, casting innate spells as bonus actions to defend itself.

13. 1d4 salamanders. In case of this event, read the following text aloud.

You recoil from a blast of heat. A large horned creature stands in your path, flames and smoke curling from its glowing orange skin. Its torso is humanoid. Its hands grip a flaming spear. Yet its abdomen is the tail of a large red serpent. Hissing like water poured over hot coals, it attacks.

These 1d4 **salamanders** have recently escaped their master, an efreet named Caliph Qasim, Lord of Fiery Aether and Ruler of Sublunary Flame. Their inborn desire to burn things makes them immediately hostile; they fight to the death.

14. 2 wyverns. Before this event, allow for a Wisdom (Survival) or Intelligence (Nature) check to avoid being knocked prone, as described below. In case of this encounter, read the following text aloud.

Bursting from the canopy above, as a crocodile bursts from water, there strike a pair of colossal tails with barbed stingers, each attached to some kind of beast—a union of lizard, bat, and scorpion, poured into a dragon-shaped mold!

The 2 **wyverns** are hunting and have spotted the PCs. They surprise their targets, who failed the aforementioned Wisdom save.

15. 3 Ophslander yeomen and 1 Ophslander libertine. In case of this event, read the following text aloud.

Four well-dressed individuals—obviously unfamiliar with jungle travel and severely discomforted by it—suddenly step into view, noisily chopping branches and snapping



shrubby beneath them. Panting, they ask, “what the devil are you doing here?”

An **Ophslander libertine** and 3 **Ophslander yeomen** have stumbled across the PCs while scouting the region for future conquest. Before attacking the PCs, they assess them to see whether they are “civilized.” Their tests may include attempts to speak in Draconic, questions about the details of Ophsland’s history or geography (here the DM is welcome to improvise), and opinions about the indigenous people of Sri Raji. PCs may avoid violence by passing a DC 18 check of any Charisma-based skill. If the PCs fail or do not attempt to make such a check, then the Ophslanders attack and fight until reduced to half their hit points, at which point they flee. If captured and forced to talk, they truthfully claim to be representatives from the Royal Ophslander Perfume Company of Queensnest, scouting the region for Umbrelshire’s expansion.

16. 1 djinn. In case of this event, read the following text aloud.

Only an open vest and an abundance of gold jewelry adorn this creature’s blue torso and goateed face. Where its hips and legs should be there swirls a miniature tornado.

Suddenly, all light dims, save for a single beam that falls from above. Out of nowhere, a swath of red curtain unfolds behind it.

“Say there,” the creature begins, holding a bulb-tipped metal rod to his mouth. “Why are you in Sri Raji? Wandering here will get you sick and *tiger-d!*” As he pauses, you hear

the distant sound of laughter and scattered applause. “The leopards are nasty,” he continues. “Do you know why? They’re *hidden*, even when they’re *spotted!*” You hear more laughter. “Say, did you hear about the adventurer who played cards with a crocodile? He lost every *hand!*”

The creature bows deeply to the sound of applause, then, with a mere finger-snap, the jungle suddenly returns to normal.

Teleporting next to you in a sparkling blue cloud, the creature asks, “but seriously, what brings you here?”

The **djinn**’s true name is *Hafez Abdur Zahir Ibn Iesar Atajamad, Lord of the Unbridled Tempest, Sultan of the Most Benevolent East Wind, Atabeg of the Summer Cyclone, Archon of Zephyrs Fierce and Gentle, and He Alone Who Across the Deadly Sea Moves All Ships, May Good Fortune Forever Smile Upon Him*, but he doesn’t reveal this voluntarily; to mortals, he goes by Supreme Grand Sultan Hafez.

Rather than attack or threaten the PCs, Hafez greets them warmly, jocularly shifting into a variety of shapes as he reassures the PCs of how different he is from every other friend they have had. Without offering to accompany them (as he has “business elsewhere” on the elemental plane of air), he asks the PCs to rescue his patron, Ziya Dua, who has been taken prisoner and charmed by Ophslanders in Muladi. He promises the PCs a single casting of one *wish* spell if they free Ziya. If the PCs have already freed Ziya, then he thanks the PCs instead, offering them a *wish* before teleporting away. PCs, who accept Supreme Grand Sultan Hafez’



mission, can find him again with a successful DC 15 Wisdom (Survival) check when traveling outdoors.

17. 1 efreet and 1 medium fire

elemental. In case of this event, read the following text.

An enormous, red-skinned creature, nearly twenty feet tall, crashes into view. Angry fires rage where his hair and eyes should be; an open vest and loose pants are his sole garments; smoke curls from his mouth as he hefts a six-foot scimitar—bronze, matching his abundance of jewelry. At his feet crouches what looks like a living fire—a fire the same size and shape as an adult man, which moves like one as well.

The **efreet** has already cast *enlarge* to double his size. Although his true name is *Qasim Abdullah Multahib Ibn Naram Al-Efreeti, Lord of the Flickering Death and Roaster of Flesh, Conqueror of Those Burned and Terror of Those Yet-Unburnt, Voice of the Roaring Forge and Doom of the Vast Dry Forest, He Around Whom the Whole World Smolders and He Who To Ash Reduces All Foes, May Wretches Everywhere Tremble*, he does not willingly reveal this. To mortals, the efreet goes by Caliph Qasim, Lord of Fiery Aether; but he is not in Sri Raji to do anything that requires a personal introduction. Rather, has come with a **medium fire elemental** to capture slaves. They attack immediately.

18. 1 couatl. In case of this event, read the following text aloud.

A six-foot snake, coated in feathers of every bright and fluorescent hue, floats down from the canopy. As it hovers, it calls to you in a voice that tinkles like a silver bell, addressing you by name.

Karmka the Jeweled Prince, a **couatl**, has been looking for the PCs. Whatever power there is, which influences Madame Magda's Tarokka readings, it is a power from which Karmka also channels divination magic.

Having foreseen the PCs, and hoping for their success, Karmka offers to heal and help the PCs in any way he can, including joining them.

19. 1 adult black dragon in its lair. In case of this event, read the following text aloud.

You gag at the odor of water-logged mud, icily seeping into your boots. "Well... well... well..." a deep voice hisses.

"Fools, oblivious to their station, would approach my lair—as impudently as a dung-covered fly would land on sweet fruit." The voice's hypnotic timbre seizes you by the gut. "Know this," it continues. "I am your killer. I am your death. I may as well be your god, but that I am more real besides. You are nothing. You are less than nothing. And no one will know that you died here." Beneath your feet, the heavy churn of marsh water explodes, releasing an ugly green plume of nauseating gas, along with a cloud of stinging insects.

The **adult black dragon** Azi-Zathrax lays claim to this region, converting Sri Raji's luscious biomass to poisonous swamp.



Like all black dragons, Azi-Zathrax feels a deep pain at the thought of human happiness; that something as lowly as a human being should be happy, while he—practically a god—endures even the slightest annoyance, is unthinkable. Having detected the PCs' intrusion, he now prepares his very worst.

PCs can notice Azi-Zathrax if their Wisdom (Perception) check beats his Stealth check. He hides under the water some fifty feet away.

Azi-Zathrax begins by using his lair actions to bombard the PCs with stinging insects and grasping water. He takes to the air as PCs approach.

Azi-Zathrax fights until reduced to half his hit points. If he subdues the PCs, he takes them to his lair to torture, where they may have a chance to escape. Otherwise, he escapes to somewhere else in Sri Raji.

Black dragon wyrmlings from the get of Azi-Zathrax prowl this marsh; at the start of any combat round, in which no wyrmling is present, there is a 50% chance that 1d4 arrive, although each dies after receiving a single point of damage.

Treasure. Azi-Zathrax carries a *ring of spell storing* with only one slot. Its hoard has 4,000 gold pieces, mostly of foreign currencies, 6,000 jade mudras, 10,000 silver pieces, 20,000 copper pieces, a collection of jewelry worth 500 gold pieces to the right buyer, and a set of *gauntlets of ogre power*. There are treasures beyond these, but the acidity of the swamp's mire has left them melted,

warped, corrupted, and useless.

20. Arijani. In case of this event, read the following text.

Everything goes black. All light, winked out of existence. Then suddenly, a billowing flash in the black: violet fire. It floats up, splitting into several lantern-like corpuscles, by whose light you now see your companions; and there before you sits a menacing figure in a wicker armchair: your enemy. "Welcome to Sri Raji. Do you know why you were sent here?"

Per the specifications in Chapter 1, Arijani looks different to each PC, specifically like each PC's most feared enemy.

The figure is not Arijani himself but a simulacrum, generated by a spell of that name. The simulacrum shares Arijani's statistics and powers, but has only half his hit points. Anything it learns is immediately transmitted to Arijani, who uses it to find out who the PCs are—what their weaknesses might be, and whether—as he desperately hopes, yet cynically doubts—that their arrival means anything beyond a few more snacks.

If combat ensues, Arijani's simulacrum begins by casting *cloudkill*, exhaling a plume of smoke from his hookah.

Arijani's simulacrum is likely to defeat the PCs; not wanting to kill them just yet, his final attacks are non-lethal, and he departs shortly before reducing everyone to 0 hit points. If the PCs defeat the simulacrum, it laughs before exploding



into 1d4 **swarms of insects**, specifically spiders.

If the PCs do not immediately attack, Arijani uses his simulacrum to question the PCs about their interests, especially their religious views and their knowledge of Shar. He declines to answer how the PCs can return home, claiming they can never leave. After a few short rounds of questioning, he attacks.

Either way, in the aftermath, Arijani's laughter intermingles with the monsoon-heralding thunder.



ESSENCE OF JOY





CHAPTER 3: THE VILLAGE OF PAKAT

To most, Ramanand resembles an extremely tall, handsome man in his mid-thirties, sporting a forked goatee. Yet a bristled, chitinous carapace covers his true form, with a dozen beady eyes surmounting a pair of fanged mandibles like those of a tarantula. Like all members of his devilish ilk, Ramanand's hands are on backwards, palms on top and fingers curling out rather than in. A **rakshasa** appointed by Arijani to oversee Pakat, he amuses himself by inflicting a nightmarishly intricate web of laws on the city's two thousand people. Someone is likely to kill him for it.

PCs begin their adventure here, with a quest to rescue a thief from jail.

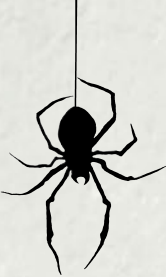
A1. PAKAT'S GATES

As the PCs approach the village, read the following.

In the distance to either side of you, wild jungle is broken by rice paddies, strung together by the meager threads of a narrow footpath. Soon the sporadic rainforest gives way to a settlement: small, barrel-roofed huts of a single story lie along a road, within the bounds of a high wall. A gate yawns wide; a pair of hooded, violet-robed women guard it.

Allow the PCs to react to the scene before continuing.

A rustle snaps your attention to a mere five feet away—right next to you!—where an unexpected group of oily, desperate-looking humanoids stride forth. Scales glisten on their brows. One points a scaled finger. “Perfume and gold,” he hisses. “Now!” They bare their fangs and claws.



1d4 + 4 of Pakat's citizens have succumbed to long-term use of the *Essence of Joy*; they are now **Ophslander oil-born**, who can no longer pass for human beings. They hide at the town's edge, mugging anyone they hope to be a low-risk target. This includes the PCs. The oil-born fight to the death, too preoccupied with the prospects of more *Essence* to note their injuries.

A DC 15 Wisdom (Medicine), check that the assailants were non-surgically transformed to be more reptilian; a DC 15 Wisdom (Survival) check shows that the assailants were drugged and malnourished; a DC 15 Intelligence (Arcana) check shows that these creatures were not transformed through magic spells; and a DC 15 Intelligence (Nature) check shows that these creatures were once human beings.

Treasure. The oil-born carry four bottles of *Essence of Joy*, along with 4d4 x 5 jade pieces and a *potion of greater healing*.

Two violet-robed **Sisters of the Maharajah** guard Pakat's gates. Although they witness the skirmish, they do nothing; their job is to monitor who enters and exits, not to risk their own lives by interceding in common brawls. Nor do they stop the PCs as they enter, although they watch them closely. Rather than speak, they point towards the town. When they think the PCs are out of view, one of the Sisters disappears in a flash of fire, reporting to Arijani that strangers have arrived.

A2. JAHLEK'S GROANS

Jahlek, a **cultist fanatic**, proselytizes Believer dogma to passers-by at Pakat's entrance. Read the following text as the PCs approach.

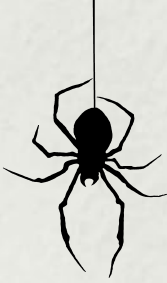
Ahead, you hear someone shouting. Perched on a small dais, a rotund man stamps his foot and waves his robed arms. His almond-colored skin glistens with sweat.

"I don't like them putting chemicals in the heavens, that turn our beliefs and thoughts away! ... It's happening, people. It's coming down from the sky. You know they train falcons; you know they train poisonous snakes. Are you so naive to think that they don't combine the two?! I knew a man, who farmed where the falcons fly low; he used to say that he could see the snakes in the birds' mouths, spraying venom. He *used* to say this—now he's dead, his brain withered from Ophslander poison! It's the poison, people! They're putting it in our air! Now, I have some protective medicines, here, but only in a limited supply..."

Jahlek Ohng. Jahlek sells potions for a jade piece each, which he says are "mind fortifiers," and "soul boosters." None have regular effects, although PCs who ingest one face a 10% chance of being affected as though using a *wand of wonder* on themselves. If confronted about these effects, Jahlek cries out that the PCs are Ophslander agents. 1d4 **Sisters** arrive within seconds.

If addressed, Jahlek ceases his diatribe and talks to the PCs directly. He claims that Sri Raji is ruled by the benevolent Maharajah, who bravely leads the Sisters in combat against a foreign

PAKAT (AREA A)



enemy, the Ophslanders. He repeats and elaborates on Believer dogma, as outlined in Chapter 2.

Jahlek can direct the PCs to other areas of Pakat. He recommends the Laughing Deer and warns against visiting the Wall of Wonders. “Dabbling in the dark arts, I would not be surprised if they worked for the enemy,” he notes. Jahlek trusts Pakat’s overseer, Ramanand, claiming that the difficulty of obeying the law is no excuse for breaking it.

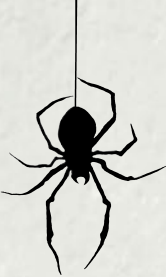
FREQUENT FLYERS

Upon walking Pakat’s streets, PCs should notice the innumerable flyers and postings, which cover every visible wall. They each bear a date, focusing on the minutiae of social conduct, traveling, posture, and speech. A few read as follows.

13 Makara - In the interest of improving civic decency, all residents of Pakat, including guests and visitors, must bow at the mention of Beloved Lord Overseer Ramanand, Hand of the Maharajah, referring to him exclusively with this title. Failure to correctly and completely pronounce the name of Beloved Lord Overseer Ramanand, Hand of the Maharajah, will result in five lashes. Failing to bow results in another five.

14 Makara - Any citizen mocking our Beloved Lord Overseer Ramanand, Hand of the Maharajah, either by commenting on his appearance or by uttering seditious critiques of the Maharajah’s law, will receive twenty lashes. Citizens who report such crimes will receive twenty jade mudras for their diligence.

15 Makara - Anyone who impedes the Sisters or who calls their decisions into question in any way will be punished with ten lashes. Citizens present during an arrest must obey all orders issued by the Sisters; anyone who disobeys a direct order will be punished with five lashes.



16 Makara - Citizens must carry with them, at all times, at least ten jade mudras. Those who have nothing to contribute should not walk the street. Failure to display ten mudras upon any Sister's request will result in confiscation of anything one is carrying, along with possible imprisonment. Anyone who reports a moneyless individual will be rewarded with five jade mudras.

17 Makara - Any citizen who does not report a crime is subject to the same penalty as the criminal. Citizens who knew of a crime but did not report it can absolve themselves of guilt by providing the names of any two criminals in Pakat to the Sisters, including the names of people who failed to report crimes that they knew of.

As the days pass, assume that additional edicts are passed, which are increasingly complicated, contradictory, and which increasingly encourage people to report on each other. Copies of the flyers can be found in Appendix E.

If the PCs spend more than a few days in Pakat without affecting normal events, the flyers eventually mention them by name as suspicious persons.

A3. THE LAUGHING DEER

The Laughing Deer aspires to be contradictory things: a prosperous inn on one hand and a Believer hangout on the other. As the PCs approach, read the following.

From the outside, it resembles any small tavern; a simple sign hangs above the door, depicting a golden doe against a black background, its head thrown back with an

open-mouthed smile. The words "Laughing Deer" have been painstakingly printed in capital letters below.

Sounds of glasses being poured and emptied, along with faint muttering, can be heard through the open doorway.

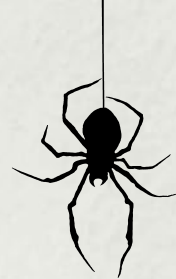
Read the following description as the PCs enter.

Tearfully squinting, your eyes adjust to layers of smoke, which blanket the inn's dim foyer. In contrast to its humble outside, gaudy ornaments cram every wall. You see several tapestries of purple-hooded women battling pale men in armor; portraits of a dusky man with a forked goatee; and a large onyx statue of a dancing goddess, who brandishes a purple-rimmed disk of jet black. At the bar, a painting of an olive-skinned man in a silk robe hangs, decorated with gold brocade.

A hooded figure sits in a corner, while a youth at the bar stares drunkenly at a half-full glass. A gruff-looking man tends the counter, his expression stern.

The bartender's name is Balirand, and, like Jahlek, he is a **cultist fanatic** and Believer. The man depicted in the portraits with a forked goatee is Ramanand; the tapestries depict Sisters of the Maharajah fighting Ophslanders; the onyx statue is of Shar and the portrait behind the bar represents Arijani. Balirand reveals this if asked, although he speaks with an obvious suspicion towards the PCs.

The bar sells rice wine for 25 coppers a glass, with a whole bottle costing 1 jade piece. The bar also sells Jahlek's "mind fortifiers" for two jade pieces. Trail rations can be purchased at



the rate of 4 jade pieces per week's worth per person.

Single-bed rooms can be rented at the rate of two jade mudras per person per week, although Balirand searches the PCs' room in their absence, reporting all he finds to Pakat's Sisters and summoning them to arrest the PCs, for whatever he finds that can be construed as signs of treason or blasphemy.

Charu, another **cultist fanatic** and Believer, sits drunkenly at the bar. If approached, he'll mutter but not elaborate on phrases like "too many traitors 'round here," "ugh, Thriver scum," and "praise the Maharajah," in addition to surrendering reluctant conversation.

Korla Dange. Sitting in the corner is Korla, a **were-tiger** and member of the Knives. He motions for the PCs to approach him, or, if necessary, approaches them himself. Claiming to know how the PCs arrived in Sri Raji and promising assistance, he asks the PCs to accompany him to his place of business: a curiosity shop called "The Wall of Wonders."

KORLA'S GAMBIT

One day before the PCs' arrival, the Sisters apprehended Jagadeesh Viswam, chief of Pakat's small chapter of the Knives, during the latter's attempt to burgle Ramanand's house. Unless is scheduled for execution in three days.

Korla wants the PCs to help break into Pakat's prison, rescue Jagadeesh, and smuggle Jagadeesh to the larger city of

Tvashti, where the Knives' guild headquarters can hide him.

Korla does not really know any details about the PCs' past, or why they came to Sri Raji. He tells them that they were brought to the land by "the mists," and offers to cooperate with whatever goal concerns them.

Korla explains this while escorting the PCs to his shop, where he claims to have supplies.

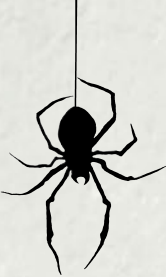
A4. ANYWAY, HERE IS THE WALL OF WONDERS

The Wall of Wonders is the closest thing to a magic shop that Pakat has, and it sells a mixture of authentic and bogus items. Notably absent are any of Jahlek's tinctures. "Nonsense," Korla calls them, sneering at any mention of Jahlek or any other Believers.

Pandit Dange. In his absence, Korla leaves the store in the hands of his partner Pandit, a **githzerai zerth** whose magically-induced amnesia prevents him from knowing how he ended up in Sri Raji. The two have run the Wall of Wonders together for over a decade, as both domestic partners and members of the Knives. Their main trade these days, however, is *Essence of Joy*.

Items for sale include *greater potions of healing*, antitoxin, and other items listed in Appendix D.

Noteworthy among the Wall's offerings is *Essence of Joy*. Provided that the PCs have not been outright hostile to



RAMANAND

Korla, he waves them close and offer them a deal on the *Essence*: a single bottle for a single jade piece, just this once, plus another two for free if they agree to help free Jagadeesh. When asked what it does, Korla assures the PCs that it helps with one's social charm. A DC 15 Wisdom (Insight) check reveals that he is not entirely truthful.

The two Knives promise a great deal, hoping to qualify or re-interpret their agreements later, after their chief is free. If the PCs request, they are easily convinced to offer goods at half price: a DC 12 Charisma (Persuasion) or Charisma (Intimidation) both work.

Either one of Korla or Pandit is happy to accompany the PCs throughout their proposed jailbreak, but not both, and neither can be convinced to leave Pakat.

GETTING CAUGHT

PCs can expect to find 1d4 Sisters on Pakat's streets at any time, anywhere, with

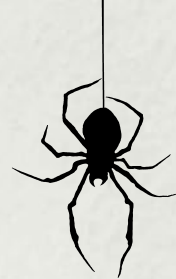
a DC 12 Dexterity (Stealth) check to avoid attracting their attention if they are wanted, and a DC 18 Charisma (Deception) check to avoid combat if the Sisters attempt to apprehend them.

If someone summons the Sisters to arrest the PCs, a squadron of 2d4 show up, fighting with the goal of subduing the PCs. If the squadron is defeated, another 2d4 Sisters arrive in 1d4 minutes, pursuing any lingering PCs.

PCs can evade a pursuing band of Sisters with a DC 15 ability check of any kind, provided the player provides a plausible explanation for how that skill contributed to the task.

If the PCs are subdued, the Sisters strip them of money and equipment, then transport them to area B-2. Ramanand interrogates and kills them the following day.

Use the following table, or decide among its entries, to generate conflicts between the PCs and the Sisters.



If Madame Magda has foretold that the PCs find allies or items among these encounters, those encounters must occur.

D6 Roll	Encounter
1	Pila's plight
2	User of illusion
3	Teenage human Minja's referral
4	Snitches get wishes
5	Sham Rao
6	Nothic marches

1. Pila's plight. In case of this event, read the following text aloud.

Through a huddled crowd, you spy three people in violet robes. Two hold metallic whips with flat, razor-sharp coils; they twist like flexing sword-blades. A third robed figure's right hand disappears into an armored gauntlet, from whose knuckles a long saber protrudes.

As the crowd parts, two more emerge, dragging an elderly woman. As they throw her down, the one with a saber brandishes it.

"Harvester Pila has broken the law!" The she calls. "Her punishment shall be five lashes."

"Please!" the elderly woman begs. "I had not seen the notice. Show mercy!"

"Mercy?" sneers the other. "I will show you fairness." She raises her whip to strike.

If the PCs do nothing, the five **Sisters** slay Pila on the spot. Her lifeless body, oozing blood, is met only with silence, as the Sisters disperse the crowd and abandon the corpse. If Madame Magda foretold that Pila holds something, it is on Pila's body.

If the heroes try to stop the whipping, they have a fight on their hands and become wanted criminals.

Saving Pila prompts her to give the PCs whatever she carries—20 mudras plus anything Magda foretold—before leaving.

2. User of illusion. In case of this event, read the following text aloud.

Seven guards in violet robes stride leisurely through the street, brandishing weapons. Leading the patrol with impeccable posture struts a tall, turbaned man in elegant clothes and a long, forked goatee.

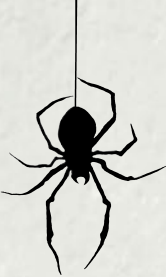
With hands in his pockets, the man holds his nose high, eyes closed, as if savoring a hidden sweetness in the air.

As they go, a robed woman points to a wooden hut. "We locked up the owner and confiscated everything like you asked, Beloved Lord Overseer Ramanand, Hand of the Maharajah."

"Exemplary," purrs the tall man, neither opening his eyes nor slowing his gait. "You will be rewarded for your diligence."

PCs, who believe they are faced with an illusion, may attempt a DC 15 Wisdom (Perception) check. They have advantage on this check if Minja has already spoken with them. If a PC succeeds, read the following, or pass the following as a note, to the corresponding player.

The tall man's appearance shimmers, like that of a distant object when viewed under high heat. As his image shifts you see the two forked ends of his goatee transform into thick, hairy, fanged mandibles, like those of a tarantula; his face melts into a flat, bristled surface studded with multiple beady eyes;



his six-fingered hands curl and flex in a backward direction, palms on top.

Successfully viewing Ramanand in his true form, at a time like this, is cause for a DC 15 Wisdom save; failure means the PC contracts short-term madness (as elaborated on page 259 of the *Dungeon Master's Guide*) focused on spiders.

If the PCs follow the patrol and avoid attracting attention, it leads them to Ramanand's house.

If the PCs attract the seven **Sisters'** attention, and if the Sisters have fought them before, then a battle immediately breaks out. Ramanand, a **rakshasa**, casts one of his strongest spells before fleeing to safety, taking note of who the PCs are.

If the PCs attract the Sisters' attention, and if the Sisters have *not* clashed with the PCs yet, then Ramanand himself questions them. After hearing a few answers, he orders the Sisters to arrest them.

3. Teenage human Minja's referral. In case of this event, read the following text aloud.

Someone tugs on your sleeve. Beside you stands a young girl in a small robe, waving you closer. "Have you seen him? All spider-faced?" After a moment, her face falls. Audibly disappointed, she mutters, "no, I suppose not..."

Minja Guleb. A lawful good human sorcerer with an **oni's** powers and skills,

who can also cast *truesight* once per day, Minja says she sees Ramanand with the head of a spider. She answers questions truthfully and guides PCs if well met, but unless her card was pulled during Madame Magda's Tarokka reading, she does not join them. If she joins the PCs, she expresses Thriver sympathies, along with concern for the people of Muladi.

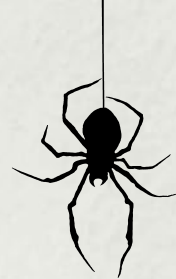
4. Snitches get wishes. In case of this event, read the following text aloud.

You overhear a shrill, harsh laugh. "Thank you for exposing the criminal, Vashti. The Beloved Lord Overseer Ramanand, Hand of the Maharajah, smiles on your future." As you turn to the sound of clinking coins, you see several hooded, violet-robed figures, one of whom dispenses jade pieces to a woman in pink. The woman coos, "but of course. Praise the Maharajah."

Your eyes turn to the young man, struggling between two more violet-robed guards. He screams, "I didn't do anything! She's making it up! I would never betray Beloved Lord Overseer Ramanand, Hand of the Maharajah!" Everyone ignores him.

Two **Sisters** get ready to drag a **commoner**, Indra, to be Ramanand's dinner. Another 1d4 Sisters attend. If the PCs intervene or so much as speak up, the pink-robed woman (another commoner named Vashti) points, shouting, "there! Those are his collaborators!" All the Sisters attack.

5. Sham Rao. In case of this event, read the following text aloud.



"Over there," coughs a ragged voice as you turn a corner. Before you stands a common man in maroon clothes, pointing at a bungalow no more than three yards away. "And if I report them, I get their house?" He asks with a measure of caution. When one of the violet-robed figures before him nods, he proudly exclaims, "well then! It was definitely them, the Samko family. They're the ones you're looking for." As one of the violet-robed figures dumps a fistful of jade pieces into his hands, he suddenly turns towards you. "There!" He shouts wildly. "Those foreigners were their accomplices! I get five extra jade mudras per accomplice!" The violet-robed figures advance.

The **commoner** Rao Naragi has been falsely reporting his neighbors for crimes, in order to reap rewards. Eventually his betrayals and greed turn him into an auspex nothic, but not yet. He hopes to make additional money by claiming to know that the PCs are criminals. 1d4 +1 **Sisters** immediately attack the PCs. Rao flees if threatened.

6. Nothic marches. In case of this event, read the following text aloud.

Several villagers streak past you, shouting warnings. Turning, you see that they flee from a gnarled man, bent over, his head in his hands, screaming. "They saw something!" His voice grinds like a dagger against slate. "They stole something! They didn't say it right! They...!" Clothes burst as the man shrieks, his body swelling, growing a full foot as his skin shrivels and his eyes fuse into one gaping orifice. Wheeling about, the creature howls, "you're fake and useless and different from everyone else; you'll die here and nobody will care, and everyone knows it!" Its single eye glows with an unearthly light.

Ramanand's edicts are not only complex; they are also designed to bring out the worst in people. In a land like Sri Raji, a pocket domain of the Shadowfell, such behavior is transformative. A citizen so focused on betraying all their neighbors is liable to become an **auspex nothic**, just like the one standing before the PCs.

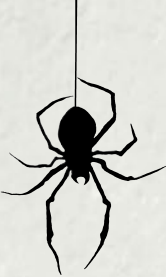
The auspex nothic no longer remembers its name. It immediately uses its *weird insight* to taunt the PCs, foretelling their individual doom and the futility of each of their lives, as it attacks them and fights to the death.

None of the Sisters can be roused to attention over this, not even if the nothic begins attacking other civilians. The Sisters know where nothics come from, and they do not care.

A5. JAILBREAK!

Pakat's jail holds few petty criminals; penniless defendants with no notable connections are either flogged on the spot or else dragged to Ramanand, who eats them. Sedentary prisoners, therefore, are rare, and they come in two varieties.

The first are those who are held for *ransom*. If an accused criminal has benefactors, who are willing to pay exorbitant prices while a release is negotiated, Ramanand keeps them in one of the jail's three spacious cells atop high towers. These cells are more like rooms at an inn than they are like a dungeon; Ramanand is a devil of his word, treating prisoners well so long as he is paid.



The second group of prisoners consist of those who cannot be ransomed, but who must be detained anyway— either because they are famous enough to warrant a publicly-scheduled execution at a later time, or because they must be interrogated. Such prisoners do not enjoy the luxury of a room-sized cell; instead they are thrown into one of the jail's many deep *oubliettes*: empty shafts, dug into the stone floor, no wider around than a man's shoulders, in which isolation, exposure to the elements, and stifling deprivation of movement all drive the prisoners mad— sometimes in a few hours.

Jagadeesh has no wealthy benefactors—at least none who identify themselves for the purpose of negotiation—and he refuses to divulge information on the Knives. Because Jagadeesh is a charismatic leader, moreover, Ramanand plans to make an example of him via public execution. Jagadeesh, therefore, is in one of the *oubliettes*, losing his mind.

Despite all this, none of the Knives know where in Pakat's jail Jagadeesh is, although they know the jail's general layout.

Whatever the PCs' rescue plan, DMs should encourage the players to discuss its details *before* they act, allowing PCs to gather information and giving inspiration to players who ensure each others' involvement.

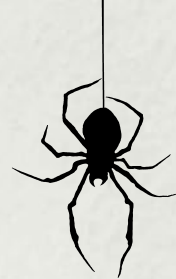
Plan 1: Attack! PCs may fight their way into the jail through one of its two entrances, although this requires surviving a very deadly encounter with **thirteen**

Sisters, each of whom can teleport to Arijani for reinforcements. Such a fight is not winnable. Korla and Pandit argue against this course of action.

Plan 2: Disguise. PCs may try disguising themselves and sneaking in. This requires succeeding on a DC 15 Charisma (Deception) check, with advantage granted for succeeding on a DC 15 check with a disguise kit beforehand. It also requires PCs to decide who, exactly, to impersonate: Sisters, Ramanand himself, or cart-drivers who deliver goods to the jail are all options, among others. Acquiring the materials for a disguise may prove a challenge on its own.

Once constructed, have the players describe their PCs' disguises; grant space for roleplaying. If successfully disguised, PCs have 3d4 minutes to explore, find Jagadeesh, and leave with him before they are discovered. Along the way they may face DC 15 or higher Charisma checks, as Sisters interrogate them or issue them orders.

Plan 3: Burglary. PCs might try to (i) scale the wall surrounding the jail's center, (ii) sneak in, (iii) find Jagadeesh, and (iv) free him. This requires a series of four DC 15 ability checks, respectively with Dexterity (Acrobatics), Dexterity (Stealth), Wisdom (Perception), and Dexterity (Sleight of Hand). Once Jagadeesh is freed, these checks must be made *again* in reverse order to escape. (The second time around, however, they are made with advantage, due to Jagadeesh being an experienced burglar himself.) Any failed



check has a 50% chance to bring 1d4 Sisters from another area to investigate.

Plan 4: Magic. PCs may attempt to enter the jail with spellcasting. This, by itself, is not a complete plan. Once the PCs are inside the jail, they must still find and release Jagadeesh, as well as safely leave with him. (Because the jail's cell block is warded with *Mordenkainen's private sanctum*, moreover, PCs need to decide a non-magical way to do this.)

Plan 5: Distraction. PCs, who realize the difficulty of fighting a full jailhouse full of Sisters, may want to create a distraction elsewhere, which thins their numbers and makes them either beatable or evadable. Whatever the distraction may be, players should describe it in detail, along with whom they intend to distract, i.e. guards at the front of the jail or at the rear. Assume it involves at least one DC 15 skill check, if not more.

Plan 6: Something Else! Chances are that PCs may concoct a plan, which is not thoroughly anticipated in the preceding paragraphs. The important thing is for Dungeon Masters is to accommodate that plan, allowing for plausible challenges and skill checks, which are comparable to the other plans described above.

The Hitch. As the PCs successfully carry out their plan, Dungeon Masters should add a level of excitement by employing a *hitch* late in the heist, or an unexpected turn of events, which complicates their plan and forces them to improvise. Perhaps a company of Sisters suddenly return to the cell block, looking

for a misplaced item or swearing that they heard a noise; perhaps an NPC, who recognizes the PCs and can see through their disguises, shows up; perhaps Ramanand himself stops by. Since neither Korla nor Pandit know of the magical wards guarding Pakat's cells, these wards could also serve as a hitch for any plan that relies on magic.

A5 – A. FRONT OFFICE

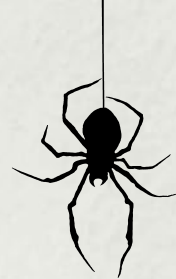
The jail's front office serves as a reception hall for guests of note, usually Ramanand himself, or on rare occasions, Arijani. Read the following if PCs enter from the front.

This stone-floored room sports ornate desks of dark-colored wood, which flank the way through a mist-obsured doorway ahead. To your left, through a similar doorway, you hear scattered and idle chatter; through the doorway to your right there is only silence.

The doorway is shrouded with mist, per the permanent casting of *Mordenkainen's private sanctum* on the courtyard. The chatter comes from the meeting hall (area A5 - D), where the Sisters congregate. The front office is presently unoccupied, although a group of 1d4 + 1 **Sisters** emerge from area A5 - D to investigate any unusual noises, summoning another 1d4 in an additional round if they find evidence of intrusion.

A5 – B. COURTYARD

Prisoners are held here, either in well-furnished cells atop one of the three towers, or in any of the ten oubliettes



D20 Roll	Encounter
1 - 8	Nothing
9 - 15	1d4 specters
16 - 18	1d4 wraiths
19 - 20	Treasure

If the PCs roll a 1 through 8, they find nothing; the moaning noises—a residual effect of past suffering—persists regardless.

Should the PCs discover **specters** or **wraiths**, the moaning creatures immediately attack. Despite their noise, the undead do *not* draw the attention of any **Sisters** from area A5 - D; the Sisters have long grown accustomed to such noises. If, however, the PCs generate noise on their own—whether through shouting, running about the chamber, casting noisy spells like *thunderwave*, or using musical bardic abilities—then 1d4 Sisters from area A5 - D arrive to investigate in one round, calling for reinforcements if they spot the PCs or any evidence of a break-in.

Should a PC discover treasure, have them roll a d4. On a roll of 1 or 2, let them roll on Table C on page 145 of the *Dungeon Master's Guide*. On a roll of 3, let them roll on Table D on the same page, and on a roll of 4, let them roll on Table E.

Jagadeesh Viswam. Jagadeesh, a **were-tiger**, has already begun to lose his mind from captivity. Still, he whispers to the PCs for help if they search his oubliette, identifying himself and climbing

out as long as an assisting party meets a DC 15 Dexterity (Sleight of Hand) check.

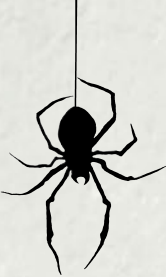
Jagadeesh now thinks that his tiger form—but not his hybrid form—has become haunted by ghosts of the Maharajah's victims. He reports feeling a thousand eyes on his every move, whenever he becomes a tiger, and that every darting eye belongs to the Maharaja somehow. Consequently, Jagadeesh is unwilling to change into a tiger unless he has been reduced to less than half his hit points, at which point he is frightened of all hostile creatures until he changes back. He is willing, however, to use his hybrid form, although he dislikes it.

Jagadeesh has the delusion that the moon is an artificial construction, created by the Maharajah as a heavenly palace. He cannot explain how this could be true or how he could know it. This set of opinions he keeps to himself, unless the topic of Arijani's residence or the topic of the moon arises in conversation.

Despite his madness, Jagadeesh is otherwise a capable rogue; upon joining the PCs, he grants advantage to Dexterity checks, which are made in the course of escaping Pakat's jail.

A5 - B2. TOWER CELLS

These cells were designed to belittle as much as to detain. Placed atop a fifty-foot flight of spiraling stairs, furnished with comfortable beds, curtains, mirrors, and even a trinket from the table of art objects worth 250 gold pieces, found on page 135 of the *Dungeon Master's Guide*.



Nambala Seth. Sleepily descending one of the towers is a **noble** from the metropolis of Tvashti, the husband of a wealthy book-seller named Sita. Ramanand hoped to ransom Nambala after catching him in an illegal mispronunciation, but the ransom messages have gone unanswered. Baffled, Nambala is preparing to be executed.

Nambala calls to the PCs, offering to reward them with anything he owns if they help him escape and return home. If the PCs accept, he imposes disadvantage on all Dexterity saving throws until he is outside the jail.

Though strangers, Nambala and Jagadeesh dislike each other on account of their opposite backgrounds. Nambala is no Believer, but his politics are closer to that of Believers than they are to any other faction.

A5 – C. LOADING DOCK

The jail's loading dock, guarded by a heavy pair of barred doors, allows large carts to securely deliver their supplies without obstructing the jail's main entrance or impeding any of its functions. Just outside the doors there stretches a ten-foot dock, elevated a few feet off the ground to meet the bed of most large-wheeled carts.

Treasure. Several shelves line the walls near the exit, bearing a variety of supplies. One rack contains 1d4 *urumis*, the bladed whips used by Sisters; 1d4 bottles of *Essence of Joy*, confiscated over the last few days; and 3d8 portions of dried mangoes, where a single portion can serve

as a day's rations for one medium-sized creature. The first two items are described in Appendix B.

A5 – D. MEETING HALL

Thirteen **Sisters** congregate here, practicing their cantrips and discussing both local affairs as well as the Maharajah's mood. A PC must succeed on a DC 16 Dexterity (Stealth) check in order to approach the room without being detected. Read the following text to any PC who views the room's interior.

About a dozen guards in hooded, purple robes—all women—loungue among this room's numerous tables and couches. A brass statue of a ten-armed goddess freezes in mid-dance behind them. Practicing magic and talking, they have not yet noticed you.

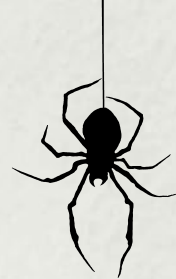
If the PCs who are present fail the aforementioned check, read the following.

Suddenly, most of the assembled guards turn, ceasing their discussions and snapping to attention. They adopt battle-stances.

The Sisters immediately attack or pursue the PCs. If the PCs make it seem as though they flee the jail, half of the Sisters leave to go searching for them, remaining absent for a half-hour.

A5 – E. SECURE STORAGE

The door to this room is locked; an appropriate check of DC 15 is required to open it. 1d4 **Sisters** arrive in a round to



investigate, if the PCs break the lock open by force.

Read the following text if the PCs open the door leading to this room.

Cabinets and shelves hang from every wall of this square wooden room; the sole exception is its one cloudy window. Along the shelves and in various cases, you see old weapons of virtually every type, plus a cabinet full of parchments and a dozen small flasks with greenish liquid in them.

All the weapons are ordinary at best, and many are useless. There should be twice as many usable weapons as there are PCs, but none that are magical. In addition, the weapons rack holds a magical *urumi +1*, whose enchantment adds a bonus of +1 to attack rolls. (Note: this enchantment does *not* cancel out the effects of rolling a natural 1 while attacking with an *urumi*, as described in Appendix B.)

The parchments are mostly Thriver propaganda—exhortations for the people of Sri Raji to unite under the sign of the crossed shovel, plough, and quill.

Mixed in with Thriver pamphlets are a few Ophslander items, including a small flag of Ophsland, a note in Draconic that claims perfume production in Umbrelshire goes well, and a curiously-scented invitation in Draconic to a banquet at somewhere called Reyelhardt Manor, in—again—a place called Umbrelshire. A casual interrogation of the locals reveals that “Umbrelshire” is the Ophslander name for the village of Muladi.

Also among the parchments lie a host of hand-written notices, each scribbled in a written version of Thieves’ Cant. To anyone but rogues, they appear to be gibberish; to rogues, they are directional notices and brief instructions, stretching across a long time. They were written by Knives, including Jagadeesh, Korla, and Pandit. These notes include detailed directions into a specific part of the jungle, where some buried treasure lies guarded by “undead serpents.” PCs who follow the directions face random encounter number 8, as listed in the table in Chapter 2.

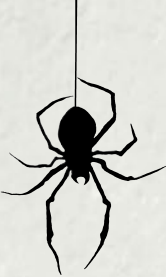
Finally, among the documents, a DC 12 Wisdom (Perception) check reveals a few magical scrolls. These include *sticks to snakes*, *animal friendship*, *dispel magic*, *protection from energy*, and *truesight*.

The stairway at the hall’s end is blocked with rubble; the collapsed floor below holds nothing but ruin.

A5 – F. TORTURE CHAMBER

Like area A5 - E, the door to this room is locked; read the following text if the PCs view the room.

A reddish-brown stain coats this room’s downward-sloping floor, with a brass drain lying at its center. The same colored stain coats the lower third of each wall. From the walls’ upper sections protrude a row of huge iron rivets; a chain ending in a pair of manacles dangles from each. To the right, in the corner, there hangs a rack of small tools: needles, knives, spikes, tweezers, and razors, alongside a cat of nine tails.



Aside from the cat of nine tails (equivalent to a whip without the *reach* property), the room's torture implements are useless as weapons. Together, the torture implements can be used as a set of thieves' tools that impose disadvantage on associated checks.

The real danger in this room is a **ghost** named Badri, who was tortured to death despite his innocence decades ago. If any PCs touch the torture implements, he emerges and attempts to possess a PC. If he succeeds, he uses the PC's weapons to destroy the room's torture implements. This attracts the attention of 1d4 **Sisters**, unless the PCs can quickly silence the commotion.

A6. THE MARKETPLACE

If the PCs approach during Pakat's sunlit hours, read the following passage.

Indistinct shadows of merchants and patrons block daybreak's distant and rose-colored light. As you approach, their silhouettes slow; they are watching you. Booths and tables lie scattered ahead, with meager goods heaped into naked piles. Violet-robed guards armed with flat steel whips loom at the pavilion's edge, eyeing you suspiciously from beneath their hoods.

The market sports a few booths owned by three **commoners**: Rutri, who farms and sells root vegetables as rations; Lata, who sells household tools and kits of various kinds; and Kurta, who sells camping supplies and other dry goods. Together, the three sell anything from the "equipment" section of the *Player's Handbook*, whose

cost is listed as 100 gold pieces or less, and which is *not* armor or weapons. (The market's prices, of course, are in jade mudras.) Other than those three booths, the other merchants sell junk—unappealing items, gathered from homes and sold in desperation.

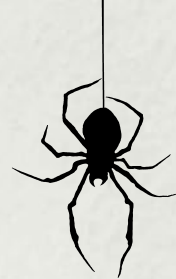
If the PCs enter the marketplace during the night, they find it empty.

A7. RANDOM HOUSES

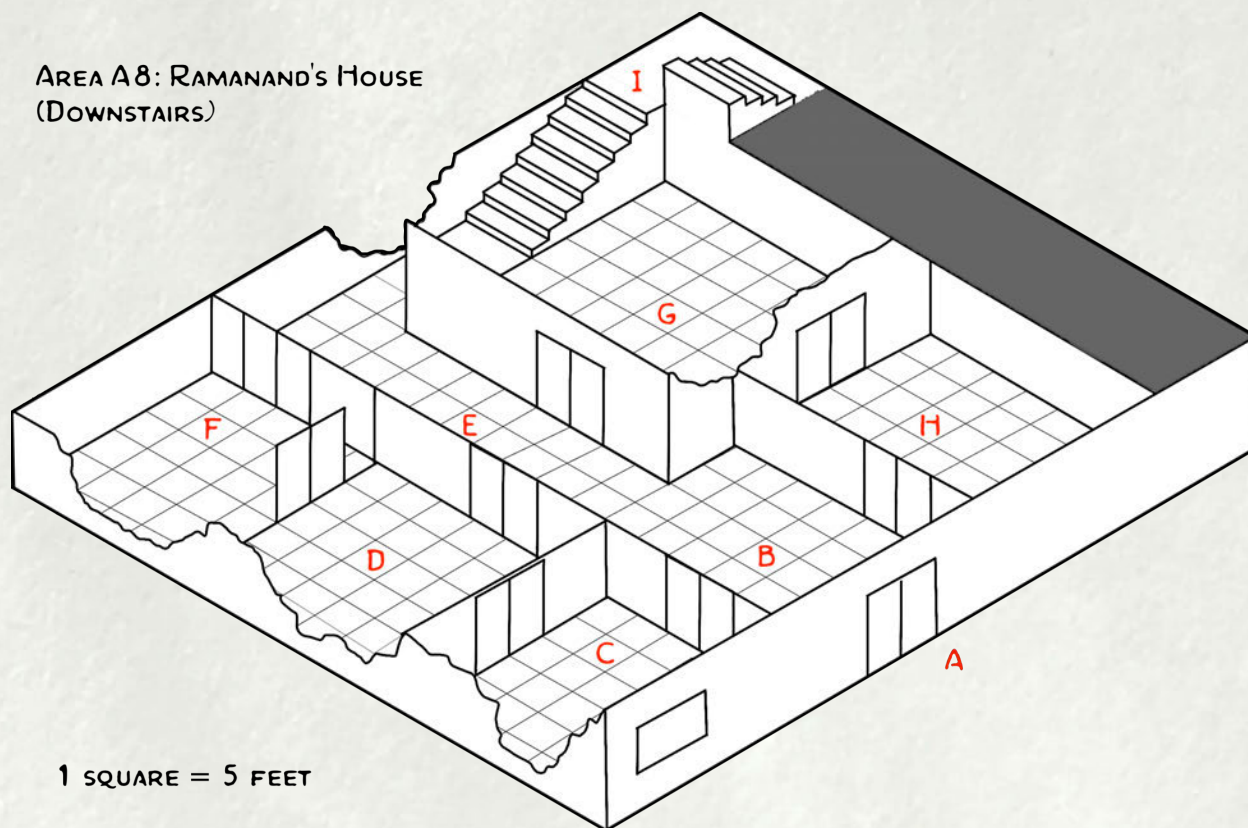
If characters explore any building besides the Laughing Deer, the Wall of Wonders, the jail, or the Temple of Shar, or Ramanand's house, roll a d20 to determine the house's occupant(s). On a roll of 1 - 17, the PCs find ordinary 1d4 **commoners**; on a roll of 18 - 20, they find 1d4 **auspex nothics**.

If the PCs discover ordinary townsfolk, and then make a successful DC 15 Charisma check of any kind to calm their inevitable panic, the citizens apologize and become friendly. In this friendly state, they tell the PCs of Ramanand's senselessly draconian laws, the terrifying pressure to report on each other, the Sisters' tyrannical aloofness, and other woes. They answer questions honestly. This whole time, of course, they have no wish to entertain guests; they attempt to "wrap up" the conversation as soon as is convenient, once they "vent" to the PCs.

If PCs fail the aforementioned check, then the citizens remain silent and frightened, eventually leaving to summon



AREA A8: RAMANAND'S HOUSE (DOWNSTAIRS)



1d4 **Sisters** as soon as they can. The Sisters arrive in 1d4 minutes.

Several citizens, in an effort to save themselves from the Sisters, have begun reporting innocent people for crimes. Those who repeat this are bound to attract the attention of the Dark Powers, who respond by transforming them into **auspex nothics**. Auspex nothics hide while using Weird Insight, surprising PCs whose passive perception is less than 16 before engaging.

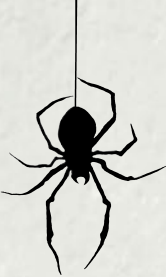
A8. RAMANAND'S HOUSE

Jagadeesh, chief of Pakat's Knives, was arrested while attempting to burgle Ramanand's house; he claims that magical surveillance must have lead to his capture,

and he is reluctant to enter again. The PCs should be required, therefore, to succeed at a DC 15 Charisma (Deception), Charisma (Intimidation), or Charisma (Persuasion) check to convince him to accompany them to Ramanand's, unless he is foretold by Madame Magda to be their ally.

The house is surrounded by a green yard, with several cloudy glass windows revealing its lower rooms, and with a smaller upper floor bearing a single bedroom. Ramanand lounges in this bedroom when the PCs enter, waiting until they reach the upper floor to attack.

The walls and floors are of painted wood, with ceilings capping the rooms at ten feet, and doorways standing four feet



wide by seven feet high. In the absence of window-borne sunlight, the rooms remain dark.

A8 – A. YARD

Read this text when the PCs arrive.

A crown of shrubbery, arising from a tract of mossy soil, surrounds the two-story wooden bungalow standing before you. The closed door sports a keyhole and brass thumb-latch. To your left, a cloudy window punctuates the wooden walls.

The windows have no moving parts; they are solid panes of glass, set into the walls of the house and much larger than their frames. Breaking them results in a 10% chance that 1d4 **Sisters** arrive to investigate.

The door is locked, although an appropriate check of DC 17 can be made to open it. Again, if the method is loud, this results in a 10% chance to bring Sisters.

The doors and windows have been enchanted with an *alarm* spell, which silently alerts Ramanand if anyone touches them. Ramanand's upper floor has been permanently warded against teleportation and extra-dimensional travel, per the *Mordenkainen's private sanctum* spell.

A8 – B. FOYER

Ramanand has cast *illusory terrain* on his foyer, causing it to look like a luxurious but otherwise ordinary room. Behind the illusion, Ramanand has summoned eight exotic **phase spiders** after coating the floor in webbing, making it difficult terrain.

Read the following when the PCs enter.

A chorus of hisses greets you inside the darkened house. A pack of spiders—each the size of a large dog—crouch menacingly. Their countless eyes glow like lanterns. As you move, you feel a glue-like pull on your heel: webbing! You barely have time to note the doors to either side of you.

Treasure. A search of the room, consisting of a successful DC 15 Wisdom (Perception) check, reveals a small bundle of webbing. Inside is a human skeleton, along with 3d12 jade mudras, plus any item that was foretold by Madame Magda to be in this room.

A8 – C. LARDER

Read the following as the PCs enter.

This room's odor burns your nostrils. Bottles, jars, and pouches sit on evenly-spaced shelves. Each looks partially filled with a liquid or a powder. Only one other door leads out.

Treasure. Because Ramanand eats his meals fresh and struggling, his “larder” is just condiments. It does, however, contain a pouch of *dust of sneezing and choking*, which PCs who meet a DC 15 Wisdom (Perception) check can find. With it, they can also find 1d4 *potions of greater healing*, 1d4 bottles of *Essence of Joy*, and any items that Madame Magda foretold would be here.



A8 - D. TORTURE CHAMBER

Read this text if the PCs investigate.

Various knives, hooks, needles, and pincer-like tools dangle from this room's walls. In the very center sits a long table with manacles attached to it. The table is stained a dark reddish-brown.

Ramanand's torture chamber is haunted by a **banshee**, who immediately materializes and wails before attacking. The banshee's true name is Nabhitha Acharya.

Treasure. PCs who meet a DC 15 Wisdom (Perception) check find a *+1 dagger* among the torture implements; all the others are useless except for actual torture. If Madame Magda foretold that a crucial item would be present in this room, it lies under the table.

A8 - E. HALLWAY

This hallway contains several *glyphs of warding*, which cast *phantasmal killer* on whoever enters the hallway. The first three PCs who enter while touching the walls or floors must succeed on a DC 18 Wisdom save or take 4d10 psychic damage and become frightened of the northernmost door for one minute. A successful save results in no effect.

A8 - F. SHRINE

Ramanand keeps a shrine to Arijani, both out of fear and also to demonstrate his fealty. Read this text if the PCs investigate it.

Evenly-spaced candles crowd this room's walls, illuminating a large brass statue. Its

shape resembles that of a muscular man with a tiger's head; a robe falls about his figure in carefully-sculpted ribbons. Both of his clawed hands are backwards, their six fingers curling outward rather than in, palms on top. At its feet sits an ornate wooden box.

Since Arijani conceals his true form with illusions, this statue is the most likely way for PCs to first view it. However, the statue is unlabeled, so without a spell like *legend lore*, PCs can only guess at the identity of its subject.

The statue has been enchanted with a *glyph of warding*; any PC that touches it must make a DC 18 Wisdom saving throw or take 4d10 psychic damage and become frightened of the statue for one minute. A successful save results in no effect.

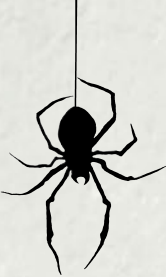
Treasure. The box is filled with *atma seeds*; buried beneath them lies any items, whose presence in the shrine was foretold by Madame Magda's Tarokka reading.

A8 - G. LIBRARY

Read this text if the PCs investigate Ramanand's library.

An ebony writing-desk, feet carved to resemble claws, crouches near a matching bookcase. A mere six volumes rest on its shelves, piled in a disorganized manner. Other than that, this room is empty, save for an ornamental rug that spans the floor.

Each of the six volumes is a former spellbook, which takes flight and attacks any PCs who approach; use the statistics for **spectators**, except they are constructs



rather than aberrations. They fight until destroyed.

Treasure. The desk's unlocked drawer holds parchment, ink, quills, and a forgery kit. Lifting the decorative rug reveals a trap door, under which lies a cache of 5000 jade mudras, along with whatever items Madame Magda prophesied would be here.

A8 – H. ORRERY CHAMBER

Read this text if the PCs investigate.

A soft, repetitive churning echoes in this candlelit chamber. Before you twirls a huge mechanism with many spinning parts. Multiple spheres of cloudy glass whirl on tilted axes, each suspended some six feet from the ground by a thin metal rod. The rods carry the spinning spheres in an elliptical path around a larger central sphere—one that glows green.

The Orrery. Stolen from a brigade of Ophslanders, the orrery once predicted the position of the Ophslander home-world, relative to its sun and neighboring planets. Its present position, however, is incongruous with the original setting. Wholly alien, the orrery does not represent Sri Raji, nor any world visited by any PC.

PCs who succeed a DC 17 Intelligence (Arcana) check realize that the orrery represents a solar system. A subsequent DC 20 Intelligence (Nature) check reveals that it does *not* represent their world; the number of planets is wrong, as is the sun's color.

The orrery cannot be stopped or dismantled by any spell below 6th level; its parts cannot be destroyed, even by magical weapons.

Its six “planets,” if examined closely, seem to contain small, wriggling shapes, faintly visible through the foggy glass.

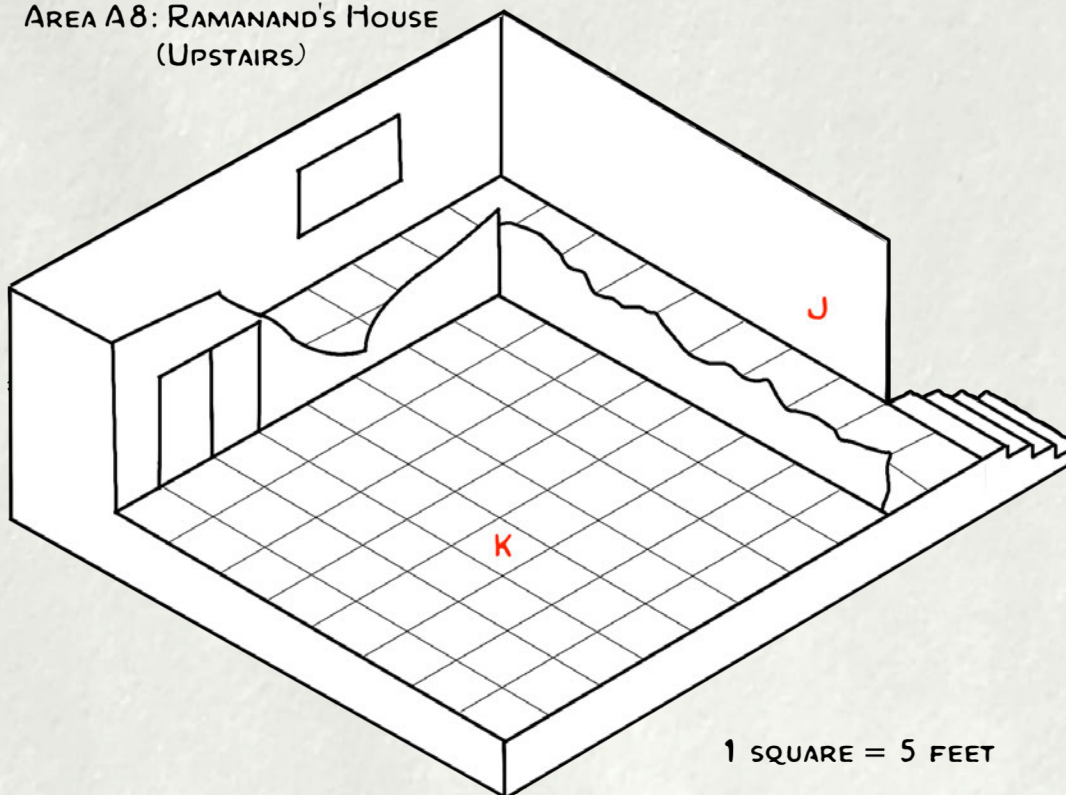
The orrery's “sun” is enchanted; anyone who touches the center sphere must make a DC 18 Wisdom save or be struck by visions of an alien world, where

...a greenish star gleams weakly against a violet-hued twilight, where towers of iron and glass rise from flattened stone pavilions for miles in every direction, each one teeming with serpentine creatures that gleefully torture one another in a series of hideous, exquisitely-timed rituals.

PCs who witness these visions contract a form of short-term madness, as outlined in chapter 8 of the *Dungeon Master's Guide*, concerning *snakes from beyond the stars*, in addition to the vision's other details.

Treasure. A casual search reveals a decorative box, left on the floor behind the orrery. Inside lies whatever items were foretold by Madame Magda, as well as a set of notes, written by Ramanand in Infernal. The notes concern the workings of the orrery; PCs who read the notes have advantage on associated checks when examining it.

AREA A8: RAMANAND'S HOUSE (UPSTAIRS)



A8 - I. LOWER LANDING

This hall terminates in a set of stairs, plunging upwards into the dark through an open doorway. There is nothing else of significance here.

A8 - J. UPPER LANDING

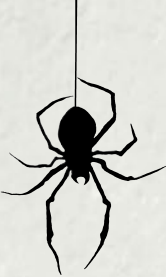
Ramanand has prepared for the PCs' arrival, notifying a pair of his personal servants and laying an ambush. Read the following text as the PCs ascend the staircase and look around the corner.

Around the corner, the hallway stretches on to further shadows. A single door waits at its end.

A *glyph of warding*, which requires a DC 20 Intelligence (Investigation) check to notice, has been carved into the floor just around the corner. When a PC activates it, the spell *darkness* is cast on the entire hallway.

Once the *glyph* is triggered, Ramanand (a **rakshasa** who can cast *web* three times per day, and who has the Spider Climb, Web Sensitivity, and Web Walker traits) flings the door open to cast *web* on the hall, as two Sisters are teleported into the hallway, one ahead of the PCs and one behind. These are not ordinary Sisters, however; Ramanand has transformed them into spider-like creatures with the statistics of **driders**, specifically those of the spellcasting variant. Upon reaching the hallway, they cast *faerie fire* and then make ranged attacks, as Ramanand either concentrates on *web* or attempts to charm or dominate the PCs.

The driders fight to the death; Ramanand in his true form attempts to flee once he has lost over half his hit points. He fears Arijani's wrath more than death itself, so he will not negotiate with the PCs.



Treasure. Each of the driders wears a *ring of spell storing* with a single expended slot (used for *teleport*) spell. Ramanand carries 100 jade mudras.

A8 - K. BEDCHAMBER

Read this text once the PCs enter or view Ramanand's bedchamber.

A spacious chamber opens before you. Stretching from end to end, from each corner to the next, hang cables of thick, sticky cobwebs, which glitter with stuck coins and jewels. Bones and tattered clothing litter the floor, which is stained reddish-brown.

Treasure. Any item, whose presence in this room Madame Magda foretold, can be found in Ramanand's web. Moving about the web is not only difficult terrain; a PC who fails a DC 12 Dexterity save while searching becomes restrained among its sticky fibers. In addition to items foretold by Magda's Tarokka reading, the nest also holds 410 jade pieces, 102 silver pieces, and 75 copper pieces.

AFTERMATH: RESCUED!

Once Jagadeesh is rescued from Pakat's jail, he pressures the PCs to help escort him to the metropolis of Tvashti. Since the PCs are also most likely wanted criminals, he reassures them of Tvashti's safety, in addition to the promise of decent shops, fancy food, a university full of books, and all the wonders a thriving city holds. (In fact he is mistaken; he does not realize the crises besetting Tvashti.)

If the PCs slayed Ramanand, Arijani hears of it within a day's time. He quickly doubles the number of Sisters present in Pakat and appoints a new overseer: a baboon-headed **rakshasa** named Vishwa, whose rule is no more benevolent than that of his predecessor.



MINJA



CHAPTER 4: THE UNIVERSITY AT TVASHTI

Disappearances and disasters strike Tvashti's bustling center, all secretly caused by the re-assembly of three powerful grimoires: *The Greater Raiments of Clarity*. The wealthy book-seller Sita Seth, having collected their lost pages, was struck dead when she finally rebound them a month ago. Now ownerless, the *Raiments* release waves of eldritch energy from Sita's former residence, awakening the restless dead and renewing their long-forgotten covenants.

In this chapter, PCs get a taste for real merchants and downtime—provided they can solve the city's mysteries. PCs may also find allies or crucial items for their quest, depending on Madame Magda's readings.

B1. TVASHTI'S GATES

As the PCs arrive, read the following text.

Pushing aside a jungle frond, you catch your first glimpse of a full-fledged city, spreading its stony girth across the valley below. Only the violet-robed acolytes patrolling its high walls show the city's kinship with the village of Pakat.

After reading the passage, call for Intelligence (Nature) or Wisdom (Perception) checks; PCs who score at least 15 can see a **macaw roc** resting in its nest several hundred feet away. Read the following text—or pass it as a note—to PCs who succeed.

Your attention turns from the city to a nearby hilltop, where an enormous pile of splintered trees interlock. A colossal bird with a hooked beak rests atop.



Treasure. The macaw roc defends itself if attacked, but otherwise ignores the PCs. Its nest can be reached with a DC 18 Dexterity (Acrobatics) or Strength (Athletics) check, and it contains whatever items Madame Magda foretold, in addition the remains of several adventurers. Scattered amid bones and torn clothing are a *ring of feather falling*, a *robe of useful items*, a *periapt of wound closure*, and 300 jade mudras.

When the PCs reach Tvashti's gates, they are watched by 4d4 **Sisters of the Maharajah**, one of whom, as soon as the PCs pass, teleports in a cloud of fire to inform Arijani. If the PCs are wanted criminals, they may need to succeed on a DC 18 ability check of their choosing, while explaining how the ability would help them pass through.

(PCs may also try fighting their way through; defeating an initial wave of Sisters and then taking the dash action will work. However, such an approach plunges them into perpetual battle; every ten minutes, there is a cumulative 10% chance that a band of 2d4 Sisters finds them and attacks. If more than thirty Sisters die, Arijani begins sending **erinyes** by the dozen instead.)

Once the PCs pass through the gates, read the following text.

A dense, robed crowd surges around a red building, from whose open doors the clatter of dishes echoes. Beyond it lies a spacious yet seemingly empty pavilion.

To your right, significantly fewer people bustle on a cobbled hillside, where a tower and a shuttered café both stand at the edge of an enormous garden.

To your left, behind tall, spiked gates, there rise several towers, whose windows display luxurious rooms like a silent boast.

Otherwise you see only clay brick towers, leaning and twisting in proportion to the warp of their misshapen beams.

If Jagadeesh or Nambala are with the PCs, they wonder aloud at the absurdity of so many people gathering at the town's entrance, where there's nothing important.

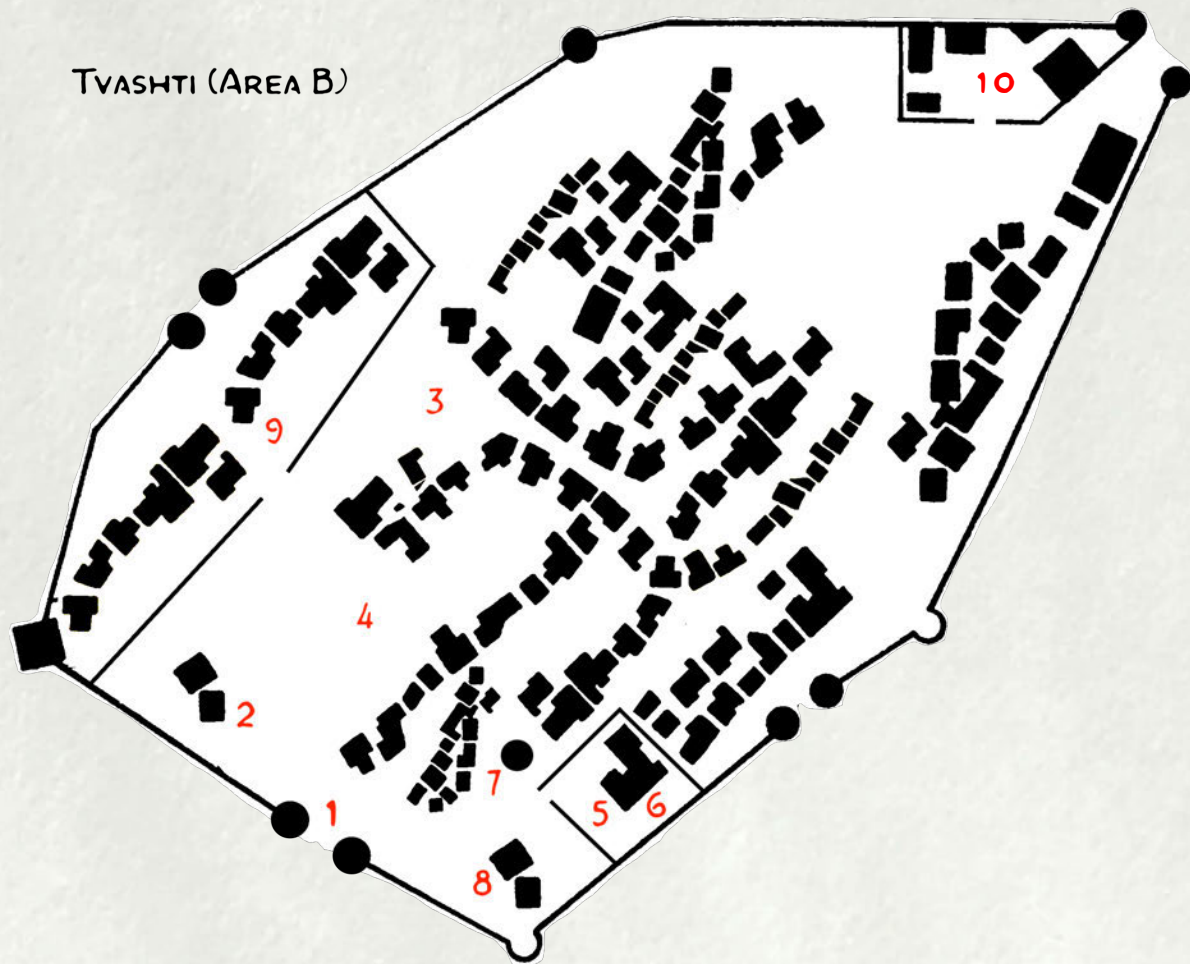
Ahead of the PCs, before the bazaar, there stands the Crimson Cot; to their left rises the Silver Seat, and the cluster to their right includes the apiary, Uma's laboratory, and the Maroon Baboon, in addition to Tvashti's university proper.

B2. THE CRIMSON COT

Since the bazaar's closure, patrons have overrun the Crimson Cot. As PCs approach, describe the bright red building as labeled "The Crimson Cot Tavern."

To enter the Crimson Cot, PCs must make a DC 12 check, using any of the following: Strength (Athletics), Dexterity (Acrobatics), Charisma (Persuasion), or Charisma (Intimidation). This allows PCs to push their way through, nimbly weave their way in, convince patrons to step aside, or scare them into doing so, respectively. Once PCs have entered, read the following text.





You finally push your way into the red building. It's a tavern so overcrowded that patrons stand shoulder-to-shoulder on what would otherwise be open floor. An overworked man takes orders at the bar, using quick gestures to direct over a dozen uniformed waitstaff—the only people for whom everyone else makes way.

The Crimson Cot's owner, Dinesh Prasad, is overwhelmed but serves the PCs, handing them menus from Appendix D. He is too busy to make conversation, telling the PCs to talk to someone else. "There's a thousand people in here, ask someone else," he pants.

Allow the PCs to ask for rumors by using the following tables.

First, let players roll a d6 to determine whose attention they manage to get, regardless of their efforts.

D6 Roll	The Speaker
1	A young citizen, who would have been selling goods at the bazaar.
2	A young citizen, who would have been buying goods at the bazaar.
3	A young citizen, who would have been working at the bazaar.
4	An older citizen, who would have been selling goods at the bazaar.
5	An older citizen, who would have been buying goods at the bazaar.
6	An older citizen, who would have been working at the bazaar.



Next, have those players roll a d20, to determine the rumor heard by the PCs, which may lead to a short conversation.

D20 Roll	Rumor
1	"Ophslander spies probably cursed the bazaar. That's why it's closed."
2	"Closing the bazaar was a Thriver plot. They want to shut down the city."
3	"I knew someone who tried exploring the bazaar by night. The Sisters found her body completely rotten the next morning."
4	"I can't even get treated for my leg now. Something's wrong with the hives at the apiary."
5	"Ophslander sabotage lies behind the trouble at the apiary."
6	"The apiary's owner is a witch. Her magic is probably failing, which explains her trouble."
7	"The Maharajah's Selection continues, despite all the emergencies. Maybe I'll be whisked away to live in his palace, instead of scraping by here."
8	"Someone is selling the Maroon Baboon. At a time, like this, when they could make so much money!"
9	"A whole family was carried off by a roc just outside town the other day!"
10	"There's a roc's nest at the city's edge, and the Sisters aren't doing anything about it!" The person looks around before wondering, in a rushed whisper, whether a change in power would improve things.
11	"My plumbing is broken. Where's the chief engineer when you need her? Probably playing with her jade man."

D20 Roll	Rumor
12	"The chief engineer refuses to do any work. It's been a few weeks, now! What's she doing, playing with her man made out of jade?"
13	"Between here and the Maharajah's palace there lie the ruins of a shattered city. I heard a gigantic serpent nests beneath the mountain, almost as large as the mountain!"
14	"Got any perfume? You know, that <i>Essence</i> ? I'll pay ten mudras for a bottle."
15	"The book-seller Sita hasn't visited in a while. That makes sense: if I lived the cushy life up on the Silver Seat, I'd stay in, too!"
16	"I'm not a Thriver or anything, but this is ridiculous; surely a change in power would help set things in order."
17	"I heard a band of the Maharajah's best Sisters were routed by Ophslander sorcerers just north of here."
18	"The town of Muladi has been completely cut off from the Maharajah. Now the Ophslanders control it."
19	"I ate some <i>atma seeds</i> yesterday. I saw an unspeakable thing. Big as a mountain, it tried to eat me! I'm never trying <i>atma seeds</i> again."
20	"Did they already sell the Maroon Baboon? It looks like the new owner's a pale man, from beyond the sea!"

If Nambala is with the party, he leaves to return home at the Silver Seat. The PCs may accompany him; if not, they find him horrifically transformed later.



If Jagadeesh is with the party, he urges them to leave the Crimson Cot and instead go to the Maroon Baboon. He assures the PCs that the Knives' headquarters lie in the Baboon's basement.

B3. DIRE STREETS

As the PCs make their way through Tvashti, use the following table for random encounters.

D10 Roll	Random Encounter
1	2d4 cultist fanatics and 1d4 gladiators —all Believers—approach the PCs, praising the Maharajah and asking them to do the same. If the PCs refuse, the Believers attack, fleeing when half fall.
2	A young mage in grey robes named Yushan approaches the PCs, claiming to be conducting research. He offers twenty jade mudras to any PC, who agrees to be a test subject for experimental magic. Any PC who takes the offer is then targeted by the spell <i>contagion</i> (mindfire), with a spell save DC of 20.
3	A spy named Cam approaches the PCs with a variety of brightly-colored rats. Explaining that they are dyed, he sells them as pets for a jade mudra each. (Though friendly, the rats are actually trained; any purchased rats will sneak away when the party rests, each taking something small and valuable with them.)
4	A spy named Avis approaches, offering to tattoo the PCs for 20 jade mudras each. He falsely claims that his tattoos prevent one's body from being transformed into an undead monster after death.

D10 Roll	Random Encounter
5	A commoner runs towards the PCs, yelling indecipherably. With a flash of fire, a pair of violet-robed Sisters suddenly appear in his path, in between him and the PCs. As he skids to a stop, they seize him, then teleport away in another flash of fire.
6	A well-dressed aristocrat approaches the PCs and asks a flirtatious question. As soon as anyone answers, the aristocrat collapses into a swarm of poisonous snakes , which then slither into the basket of a nearby flutist, who has the statistics of a druid . Named Qaadir, he requests 20 mudras per PC for his "performance." Qaadir pronounces a curse on any PC who fails to pay.
7	A mage named Zahoor entertains a crowd of admirers by casting <i>fly</i> from a cross-legged sitting position, thereby floating into the air. Noticing the PCs, the mage suddenly points and exclaims in Madame Magda's voice, "do not forget _____!" where the gap is one of the Tarokka cards that the PCs drew. If questioned afterward, the mage has no recollection of having ever seen or addressed the PCs before.
8	1d4 Sisters accost the PCs, asking their business in Tvashti. Should the PCs show anything less than perfect cooperation, the Sisters attack to kill, summoning another 1d4 Sisters every other round until the PCs retreat. A successful retreat, in this case, can be accomplished with <i>any</i> creatively-described ability check that meets a DC of 15. (The DM's goal for this encounter is <i>not</i> to capture or defeat the PCs; it is to remind the players that <i>the Sisters can be avoided, and should be avoided.</i>)



D10 Roll	Random Encounter
9	3d4 Ophslander oil-born approach the PCs, asking for perfume. They attack if not given <i>Essence of Joy</i> or distracted by its presence. If the PCs surrender at least one bottle of <i>Essence</i> or pass a DC 15 Charisma (Deception) or Charisma (Intimidation) check, the oil-born retreat, leaving the PCs in peace.
10	A PC notices someone staring at them from across the street. At a glance, the person looks exactly like the PCs' worst enemy! (It is Arijani .) Arijani nods at them, then disappears after passing traffic temporarily blocks the PCs' view. There is a 50% chance he will attack them shortly thereafter, just as the PCs suspect he is gone. When he attacks, he fights for exactly two rounds—or until reduced to half his hit points—before retreating. The DM should roll for this chance in secret.

PCs should have at least one random encounter each time they travel within the city. Players may take turns rolling for random encounters, re-rolling repeated results at the DM's discretion.

B4. THE BAZAAR

If the PCs approach Tvashti's bazaar by day, read the following text.

For at least a half-mile, the wide, cobbled pavilion holds nothing but empty tents and lonely banners. Thousands of merchants could sell wares here with ease. Why is it vacant?

Tvashti's bazaar is harmless while the sun shines, but at night the ghost of a bard named Viradha arises, and the bazaar

becomes a magical gateway to his haunted past.

Creatures that wander into the bazaar at night are teleported to a pocket dimension: a ghostly remnant of the music school, which once stood at the bazaar's location. In that pocket dimension, time moves more slowly; as one hundred years pass inside, only a night passes outside. At daybreak, the long-dead bodies of creatures who wandered in are finally ejected; their desiccated remains, usually decades rotten, are found by Tvashti's terrified people. The fact that the bazaar looks no different from the outside, even at night, adds to their deaths' mystery.

Should a PC approach the bazaar at night, read the following text.

The bazaar remains empty, but the air hangs thick with the deliberate suspension of activity. You feel as though you are expected to do something, specifically on the grounds that a counter-measure has been prepared in advance. Are you being watched?

By night, the area radiates an aura of enchantment. Casting *detect thoughts* reveals that *something* is thinking in the general vicinity, but all attempts to gain further information fail. Any creature who enters seems to vanish immediately, teleported to area B4 - A. Nonliving items, which are not worn or carried by a creature, remain without being teleported.

B4 - A. THE MUSIC STUDIO

Long ago, when Sri Raji still cooled from its violent, otherworldly extirpation, a small



sect of Tvashti's scholars embarked on a forbidden task: to bridge the gap between life and death, solely through the power of song.

Only one scholar—a sitar-player and singer named Viradha—brought a measure of success, and only at a terrible price.

With repeated human sacrifices, conducted in secret beneath his colleagues' notice, Viradha explored taboos in a way that virtually screamed for the Dark Powers' attention. Eventually, through the force of a ritual, whose power he could not contain, his entire studio became infused with Shadowfell magic, cursing him to be deathlessly bound to it. His life force was transferred into his arcane focus—a sitar carved from pale white wood. From then, on the pale sitar would be the haunted studio's heart.

For centuries thereafter, Viradha remained alone, dreaming in a semi-conscious undead state. This all changed last month, when the reassembly of the *Greater Raiments of Clarity* sent a wave of necromantic power across his former residence, catalyzing his studio's latent magics.

Because *The Greater Raiments of Clarity* were assembled a month ago, and because their reassembly brought the music studio and the bazaar to their current state, Viradha, who occupies the studio, feels like he has been trapped in the same few rooms for three thousand years, with only a small chance for some company once per century... and even then, the company dies during their stay.

If Viradha's pale sitar is destroyed, the curse is ended; Viradha either evaporates into nothingness—his soul finally laid to rest—or else (if he was chosen by Madame Magda's Tarokka reading to be the PCs' ally) he becomes mortal again.

Ending the curse is no easy task. The pale sitar, which Viradha keeps on his wall among other fineries, enjoys an Armor Class of 18 and can absorb 300 points of damage before being destroyed. Viradha knows the sitar's secret and does not divulge it, so it is up to the PCs to find the truth by examining clues in the studio.

Arriving at the Music School.

When the PCs first arrive inside Viradha's lair, read the following text.

Suddenly, you are no longer outside. Instead, cathedral-like ceilings stretch above for at least twenty feet. A hall plunges hundreds of feet ahead—nearly as long as the very bazaar, which, only a second ago, you thought you entered. Books cram the walls; candle-lit chandeliers hang brightly from the ceiling; the open floor, blanketed with plush carpet, sports a variety of free-standing sculptures. A closed pair of double-doors stands just behind you.

Your attention turns to a young man, who smiles at the head of a food-laden table. His eyes flash against copper-colored skin.

"You're just in time! I have prepared a feast, as you can see. Please sit!" He pauses for a moment. "I know this seems a little odd," he frowns. "But relax! You're in no danger! If you want to explore," he continues, "feel free. Just be careful, and listen if I say something's dangerous!"

Viradha. Bored of his confinement and desperate for another captive audience,





Viradha is delighted to see the PCs. He knows that they aren't going anywhere, so he waits as they explore his studio, panic, and die like so many victims. Meanwhile, he invites them to dine. For specific conversation, see “Viradha’s Revelatory Recital” and “Talking to Viradha,” below.

The food appears normal, both to the senses and to all magical tests; if eaten, it tastes delicious and its powers are rejuvenating; in fact it is a casting of *heroes’ feast*.

Attempting to leave. The music room’s doors are unlocked. Behind them, however, yawns a void of freezing darkness, which is unnavigable, impossibly cold, and utterly—*irreversibly*—lethal.

Any creature who extends a limb into the dark must make a DC 20 Constitution saving throw or else take 5d4 + 10 cold damage and 5d4 + 10 necrotic

damage, with a success allowing for half the total.

Any creature who makes a DC 12 Intelligence (Investigation) check knows that the void is incredibly dangerous, and that there is no way to travel inside it. A successful Intelligence (Arcana) check of 12 reveals that Viradha’s music studio must be a pocket dimension of some kind.

PCs who cast *detect magic*, or otherwise sense magical energies, find that Viradha, along with his studio and each of its contents, all radiate enchantment. A casting of *legend lore* reveals that, when Tvashti was a new city long ago, Viradha was a respected bardic scholar; that his music school once stood where Tvashti’s bazaar now does; and that some kind of experiment resulted in Viradha’s status. Casting *true sight* reveals Viradha as cadaverous and semi-transparent, floating



across the floor rather than actually walking.

Any creature who enters the void is forcefully ripped from the room, their surroundings, and detached from whatever holds them. (Ropes break, chains snap, hands are forced open.) The creature that enters immediately and permanently dies.

Viradha, not wanting to lose his guests, warns the PCs against opening the doors, and flies into a panic if they seem likely to start exploring the void. If necessary, he possesses a PC to deter them from doing anything dangerous.

No spell, not even divine intervention or *wish*, can transport the PCs back to the bazaar, or to anywhere else outside the studio.

Viradha's Revelatory Recital.

Once the PCs have eaten or demanded to know what is going on, Viradha asks the PCs to hear a song he composed. He leads them into an area of his studio, which has been set aside as a performance space. Once he does, he begins performing on a red sitar. Read the following text.

Viradha sings about a bard whose talents were so great that they attracted the powers of the netherworld. Unwilling to let him go, the netherworld powers kept the bard in a cage, forcing him to perform forever.

Suddenly Viradha stands...leaving his hands behind! He points a gory stump at you; meanwhile the severed hands, crawling like spiders, continue to play the red sitar.

"A hundred years," he grins. "That's how long you have to stay here." As he bows, his hands leap from the instrument, skitter up his legs, and reattach.

Returning to the table, he relaxes. "You may as well make yourselves comfortable.

You'll be here for the rest of your lives, after all."

Viradha expects the PCs to grow old and die before, eventually, a momentary haze signals their bodies' departure from his lair, and, once again, he may hope for the potential arrival of more "guests." Such is the passing of a whole day in Tvashti, when experienced from within the haunted studio.

Destroying the studio. If PCs attempt to destroy the studio indiscriminately, randomly, or without specific and deliberate attention to the pale sitar, they find the room *adapting* to their attacks, and then slowly *healing* from them. Torn books mend their ripped pages; furniture re-knits like troll's flesh. Viradha acknowledges that this happens, but claims to have no idea why. He is lying, as a DC 18 Wisdom (Insight) reveals.

The only exception to this regenerative magic is the pale sitar itself. Yet unless the PCs specifically mention that they are targeting it, assume that they do it no damage.

Just because his studio regenerates, however, does not mean that Viradha takes kindly to its destruction. He objects if the PCs destroy or vandalize anything; if the PCs begin to harm his pale sitar, he attacks. (See "attacking the pale sitar" below.)

Talking to Viradha. While mostly truthful, Viradha lies about his supernatural predicament; as far as his story goes, he is an innocent victim—a



bystander, whose curse is the result of an unrelated experiment. A DC 18 Wisdom (Insight) check is required to detect his lies.

*** “Where are we?”**

“This is my music studio. When I was working one day, someone cast a powerful spell—an experiment—nearby. I suppose this is an after-effect.”

This is a lie.

*** “What’s going on here?”**

“For every night that passes in Sri Raji, one hundred years pass here. For every day that passes in Sri Raji, I experience but a momentary dizziness.”

This is true.

*** “What happened to cause this?”**

“My college experimented in dangerous spell-craft. Some colleagues of mine—I don’t know who—must have cast a powerful ritual that they invented, unintentionally trapping me in my studio forever. I often wonder if they, too, are trapped in theirs.”

This is only a partial truth; Viradha is the only one afflicted with the curse of the ritual *he* concocted; his studio is the only such pocket dimension.

*** “How many times has this happened?”**

“From what visitors say, centuries have passed outside, between my own tenure in Tvashti and your current calendar year. Yet by my count, I have only been awake thirty of

your centuries—a mere *month* outside! Perhaps I have been here much longer, but I have gone mad. It is impossible to tell.”

Viradha is confused. He does not yet realize that, between his ritual’s conclusion and the beginning of last month, there were centuries that he spent unconscious. He was brought to consciousness one month ago, when the assembled *Greater Raiments of Clarity* released a shockwave of eldritch magic across Tvashti.

*** “How many other people have become trapped here and died?”**

“Hundreds. At first it was common to explore the bazaar, and on several early occasions I had whole regiments of people to keep me company. They all died, of course. More recently, people on the outside must have learned to avoid the bazaar; now only the occasional adventurer or two shows up. Before you arrived, I had spent some four hundred years alone!”

This is true; it has been four days since anyone entered the Bazaar. Viradha omits that he slaughtered many “guests” who tried to rise up against him.

*** “Has anyone escaped from here?”**

“Not unless you consider death an escape.”

This is true; Viradha has never seen any of his guests leave the room alive, and thinks such a thing is impossible.



*** “What did you do at the college?”**

“I was many things—thespian, sculptor, painter, and more.”

This is mostly true; he is concealing the fact that he is specifically a sitar-player.

*** “What can you tell us about the details of the magic, which caused all this to happen?”**

“Nothing, I’m afraid. Although magic is a beloved pursuit, I have no idea what my colleagues might have done to produce this situation.”

This is a lie; Viradha’s situation is the direct result of a ritual, which he researched, created, and cast in order to achieve immortality.

*** “So you’re all alone here?”**

“Yes. When people wander into Tvashti’s bazaar at night, I get some company, and it lasts for the rest of their unfortunate natural lives. Within this space, only I am deathless.”

This is true.

*** “What if someone lives longer than a century? Would they live to see the bazaar again?”**

“I suppose it is possible. I have never witnessed such a thing.”

This is true. In fact, such a person *would* live to see the bazaar, despite Viradha’s skepticism.

*** “Did you abduct us on purpose?”**

“Absolutely not. I have no control over who enters the bazaar.”

This is true. Although Viradha would abduct more people if he could, he is powerless to do so.

*** “What happens if we destroy your studio?”**

“You cannot destroy my studio. Believe me, many have tried, and so have I. No matter what damage you do, it will regenerate. That being said, please don’t destroy my things. You wouldn’t think it permissible to harm an innocent, just because the wound will heal?”

Technically, Viradha’s studio is indestructible, with the crucial exception of his pale sitar.

*** “What about meals or hygiene?”**

“Surely one among you possesses the magic, which is necessary to create food and water. If not, I just so happen to. A few spells should take care of everything.”

This is true. If the PCs become uncooperative and lack these abilities, Viradha uses them for leverage.

*** “What do you know about Ophslanders, or about the war?”**



"I have never heard of the people you speak of. Shortly before my accident, there was talk of war, although I don't know with whom... some foreign nation."

This is true. In fact, the Ophslanders would attack Sri Raji shortly after Viradha's curse.

*** "What do you know about the Maharajah?"**

"When I was mortal, the Maharajah was a young man named Arijani, although we dared not speak his name, for fear of his spies. I don't know the present Maharajah."

This is true. Viradha is surprised to hear that Arijani remains the Maharajah, but not to the point of disbelief. After all, his own existence was prolonged through enchantments, so why couldn't the lord of the land do the very same?

Attacking Viradha. If the PCs attack Viradha, they find that their weapons pass through him harmlessly. In addition, all spells that target Viradha fail, even divine intervention and *wish*.

Viradha wants his prisoners enjoy his music while they stay. He has no interest in attacking or tormenting them directly, unless they begin to destroy his pale sitar; at that point he gives no quarter, using all his abilities, including Possession.

Statistically, Viradha is a **ghost** who is *immune to all conditions, damage, turning, magic, and effects*; three times per day as a bonus action, he can summon 1d4 + 5 **wraiths**, each of which has a single hit

point. (Any **specters** created by these wraiths similarly have one hit point.) He cannot use this action if any wraiths are present in the battle. Viradha is defeated exactly when his pale sitar is destroyed.

CLUES TO VIRADHA'S FATE

Viradha knows what sustains his existence, and he has no interest in telling the PCs. He may be bored, but he does not want to be slain. His undead compulsion is to *entertain*. As long as the PCs live, he attempts to play the host, offering to tell them stories, serve them refreshments, and the like. If it seems like the PCs plan to escape, Viradha makes sure that they are unable to rest, interrupting them with conversation.

Clues to Viradha's curse lie scattered about his studio.

Clues to Viradha's Fate: Books.

Viradha's personal library contains thousands of books. Most of them pose no interest to the PCs whatsoever, and are not even worth mentioning. If PCs search, however, players may roll a d20 and add half their character's Intelligence bonus (rounded down); the DM defers to the table below and reads the descriptive text.

Viradha remains unconcerned if the PCs carry them around; again, he is certain they cannot leave.



D20 Roll	Book Discovered
1	<i>Editing the Stone</i>
2	<i>Let Not the Page Replace the Arch</i>
3	<i>Sculpture With Words</i>
4	<i>Horror Alone Set Her Sandal on Stone</i>
5	<i>Van Richten's Guide to the Rakshasa</i>
6	<i>Lunar or Later</i>
7	<i>History of the Great Pandemonium</i>
8	<i>Hyskosa's Hexad</i>
9	<i>The Madrigorian</i>
10	<i>Spinal Chords</i>
11	<i>Write-Minded: Principles of Calligraphy</i>
12	<i>The Marcusen Manuscript</i>
13	<i>Confronting the Dawn to Extinguish the Day</i>
14	<i>The Wrath of Savitri</i>
15	<i>Ancient Markovian Sculpture</i>
16	<i>Whence the Mists?</i>
17	<i>More Chains Than Clank*</i>
18	<i>Irregular Necrologies*</i>
19	<i>Principles and Bylaws of the Veiled Order of the Occluded Sun*</i>
20	<i>On the Musickal Transubstantiation of Haecceities*</i>

* This book contains a clue for PCs to escape.

1. *Editing the Stone.*

This book argues that, far from contributing anything *positive* to the world of beauty, the sculptor creates art by *removing* what is inert or ugly. The sculptor “liberates” the statue from the stone. Their work, as such, is more deleterious than aggregative.

If asked about this book, Viradha says that the observations do not apply to painting. For although it is true that, when one paints, one thereby covers up the canvas, the real artistic character of painting lies in the colors and textures, whose positive presence cannot be reduced to the canvas’ absence alone. For similar reasons, he claims, the analogy does not apply to tonal music, although it may apply to percussion.

2. *Let Not the Page Replace the Arch.*

The author of this piece argues that, since the truest and most basic expression of creativity lies in building, and since that expression reaches its zenith in architecture, it follows that we should be suspicious of this newer medium—a medium known as “writing”—which threatens to eclipse it. The book includes a chapter, explaining why its argument is not self-undermining.

If asked about this book, Viradha explains that, although he sympathizes with the book’s main thesis, the work is undermined by the very fact of its being a book and not a building. He elaborates on the final chapter’s philosophical failings.

3. *Sculpture with Words.*

This book presents the idea that, to achieve literary beauty, an author must first begin with a mass of verbiage, and then carefully cut certain elements away while “polishing” others. The whole process is likened to that of sculpture.



If asked about this book, Viradha says its analogy is imperfect. He refers the PCs to his book on sculpture.

One of the book's pages functions as a scroll of *erupting earth*. A PC can discover it by being a bard or making a DC 15 Intelligence (Arcana) check.

4. Horror Alone Set Her Sandal on Stone: Ruins and Prehistory.

The very first architectural structures, according to this book, could not have been built by human beings. Their complexity was far too great; their magical properties were too potent.

If asked about it, Viradha says the book fascinates him, but its conclusions are too speculative to be credible.

5. Van Richten's Guide to the Rakshasa.

This self-published study by Dr. Rudolph van Richten has very few pages. It concerns a brief and unexpected battle with a fiend—a devil with the head of a beast and the body of a large man. With illusions it disguised itself to walk among mortals, killing and eating them in secret. Van Richten notes, importantly, that the devil was recognized by a tell-tale sign: no matter what its shape, its hands were on backwards. The creature was defeated, he writes, when he pierced its heart with “pale silver.”

If asked about this book, Viradha notes that, in Sri Raji, rakshasas are feared to stalk the night; the most powerful rakshasa lords, he claims, can only be slain by a piercing weapon forged of magical platinum, wielded by someone who is pure of heart. He is telling the truth, but DMs

should call for a Wisdom (Insight) check anyway, should PCs scrutinize him.

6. Lunar or Later.

The author of this piece —Malphas Al-Junūn —discusses the origins of a myth, which said that Sri Raji's night sky had no moon. Though implausible, it was strangely accepted by scholars of Barovia.

If asked about this book, Viradha praises its scholarship, dismissing the myth as foolish. After all, he explains, it's ludicrous to suppose that lands, which share an ocean, do not also share a sky.

7. History of the Great Pandemonium.

This old chronicle discusses the few known details of an event, which took place more than four thousand years ago. Called “The Great Pandemonium,” it began with a war between men and devils, which culminated in a powerful shockwave of magic sweeping the land. Some accounts claim that this shockwave came from a single source—a powerful wizard among devils, who pronounced an apocalyptic curse. Whether curse or accident, nearly all known civilization was obliterated as a result. The book abruptly ends mid-sentence.

If asked about this book, Viradha recalls how some of his colleagues attempted to explore the lost city of Bahru, where these events were said to have taken place, but they never returned. He adds that the place is full of monsters.

If asked about the book's ending, he explains that it is a well-known and frequently-debated scholastic curiosity. He is telling the truth, but DMs should call for



a Wisdom (Insight) check anyway, should PCs scrutinize him. The half-sentence, which ends the book, is “The ultimate origin of this catastrophe, therefore...”

8. Hyskosa’s Hexad.

Written by an oracle from a land called “Barovia,” this scroll is nothing more than a poem of seven stanzas, each a rhyming couplet. Grime and age have rendered much of the text unreadable, although you can still read its preamble: “The vilest night will descend on the land / when this hellish hexad of signs is at hand...”

If asked about the scroll, Viradha says that, for a while, his colleagues were very excited about it, making numerous copies to disseminate. It was said to foretell some world-changing event, he explains, yet, as he knows, the scroll never accurately foretold anything. He is telling the truth, as far as he knows it. PCs who have survived *Curse of Strahd* immediately know from the script that it was written in Barovia; otherwise this knowledge is only knowable with a DC 20 Intelligence (History) check. Nobody can recognize the prophecies themselves, however.

9. The Madrigorian.

This heavy collection of sixteen volumes stretches across an entire shelf. It appears to have been written by a single family, the Madrigores, across several generations. Each volume outlines the details of a sadistic philosophy, which describes violence as a metaphysical purgative. It claims, first, that violent thoughts are inevitable; second, that violent thoughts bring corruption to one’s soul; and third, that it is only by *acting* on those violent

thoughts that one can be cleansed of their corruption. Thus, all mortals must do violence unto each other, in order to be cleansed. This work is truly evil.

If asked about this book, Viradha says that he found it both disturbing and disappointing. Other than its hideous world-view, and a detailed metaphysical system justifying it, the volumes hold no magical secrets. He adds, as an afterthought, how strange it is for a whole family to write in the same sermonizing, monotonous style. He is telling the truth, but DMs should call for a Wisdom (Insight) check anyway, should PCs scrutinize him.

10. Spinal Chords: Music to Frighten and Horrify.

This is book of sheet music, penned by “the Meistersingers of Kartakass.”

If asked about this book, Viradha says that he learned some magical spells from studying it in his youth, when he first arrived in Tvashti from Pakat. A successful DC 15 Intelligence (Arcana) check reveals that one of the book’s pages is a scroll of *power word stun*. PCs have advantage on this check if Viradha has told them about the book. Bards automatically succeed on this check.

A successful DC 15 Wisdom (Perception) check reveals that the parts for sitar-players have been circled and marked in the margins.



11. Write-Minded: Principles of Calligraphy.

This book contains the principles of calligraphy, or the art of writing beautifully. It includes numerous exercises and samples of the owner's handwriting.

If asked about this book, Viradha says that he studied the art of calligraphy, as all bards of the University must. If asked, he admits that the writing is his, but assures the PCs of his penmanship's improvement since then.

One of the book's pages functions as a scroll of *illusory script*. A PC can discover it if they make a DC 15 Intelligence (Arcana) check, or if they are a bard.

If the PCs have already discovered and read *On the Musickal Transubstantiation of Haecceities*, a DC 10 Wisdom (Perception) check reveals that the author's handwriting matches Viradha's handwriting in the calligraphy book. If pressed on this point, Viradha maintains that his friend Annelle wrote the occult manuscript, and that the similarity of their penmanship is due to their taking the same calligraphy classes. A DC 18 Wisdom (Insight) check reveals that he is lying.

12. The Marcusan Manuscript.

The pages of this thick tome appear to be blank.

If asked about this book, Viradha laments that he cannot read it. Its secrets, he claims, are only revealed by the light of a

candle, whose wax is carefully distilled from the fat of black foxes and infused with essence of deadly nightshade. By all accounts, Viradha explains, the book contains a map and a travel guide for those, who wish to reach the land of fairies. Although he attempts no deception, Viradha is incorrect about the book's contents (it discusses the internal politics of the Feywild's Seelie and Unseelie Courts). He is correct about the book's legibility. however.

13. Confronting the Dawn to Extinguish the Day.

Written by Firan Zal'Honan, this book details various ways in which an undead spell-caster might stalk a city undetected, raising a cadaverous army from within.

Reading this book requires PCs to succeed a DC 17 Wisdom saving throw, or else contract a form of short-term madness as described in the *Dungeon Master's Guide*.

If asked about this book, Viradha says that he found the book here, and that its contents frighten him. He claims not to understand its contents. He is telling the truth, but DMs should call for a Wisdom (Insight) check anyway, should PCs scrutinize him.

14. The Wrath of Savitri.

This book contains a fable: a company of weary travelers prayed to Savitri the sun for healing. Savitri healed them. When the company prayed a second time, however, Savitri incinerated them for their arrogance.



If asked about this book, Viradha says that it's a well-known nursery story. The lesson, he explains, is to be gracious when a divine power gives respite; don't ask for more.

15. Ancient Markovian Sculpture.

According to this report, there exists a storm-swept island called "Markovia," where no humans exist, although the land is festooned with colossal monuments of human shape.

If asked about this book, Viradha says that he wished he could have visited Markovia, but he never even left the University, let alone the land of Sri Raji. He cites an interest in ancient ruins as a reason why. He is telling the truth, but DMs should call for a Wisdom (Insight) check anyway, should PCs scrutinize him.

16. Whence the Mists?

This book conjectures that the thick, gloomy fog, which encircles Sri Raji and occasionally permeates it, is some kind of creature.

If asked about this book, Viradha admits that he has never traveled much outside Tvashti, and so he has never seen the mists that allegedly encircle the land. He is telling the truth, but DMs should call for a Wisdom (Insight) check anyway, should PCs scrutinize him.

17. More Chains Than Clank.

This book describes how certain undead spirits cannot be forced to interact with physical objects or magical energies. If such a spirit wishes to remain untouchable, it can

only be harmed by attacking its anchor to the physical world.

If asked about this book, Viradha says that he found it here and has been reading it. He claims that, by reading, he now understands why he cannot be killed or be harmed in his studio. He also claims that, according to the book, his spirit must be tied to something outside the studio, somewhere else in Tvashti. He is lying, as is revealed by a DC 18 Wisdom (Insight) check. (Specifically, he is lying about his anchor.)

18. Irregular Necrologies.

This manual naturally falls open to a specific page. It explains how an undead spirit remains tethered to the physical object, whose power allows it to subsist beyond death in the first place.

If asked about this, Viradha says that an accident happened outside his studio, which resulted in his imprisonment. This means, he explains, that the anchor to his existence must lie outside there as well. His lies are revealed with a successful DC 18 Wisdom (Insight) check.

19. Principles and Bylaws of the Veiled Order of the Occluded Sun.

This heavily-annotated volume appears to catalogue a series of requirements for joining a secret society—the Veiled Order of the Occluded Sun. Membership is said to require a thorough dedication to the exploration of netherworld powers, and an oath to keep their secrets.



If asked about this book, Viradha says that he heard of the organization, but never associated with it while in the University's employ. He is lying, as is revealed by a DC 18 Wisdom (Insight) check.

20. On the Musickal Transubstantiation of Haecceities.

This hand-written manuscript has several page numbers circled. The selected pages discuss the idea that a true artistic genius can reach into the netherworld, fusing their tools with eldritch power.

If asked about this book, Viradha says that it belonged to a colleague—a sorceress named Annelle, whom he befriended as a young musician—and that he tried to read it but could not fully understand its contents. He is lying, as is revealed by a DC 18 Wisdom (Insight) check; the book is his, and it details the ritual he used to enchant his pale sitar and achieve undeath.

Clues to Viradha's Fate: Art.

Viradha collects rare art and relics, which can be found throughout his studio. PCs who search his art collection find results with on a d10 roll on the following chart.

D10 Roll	Item Discovered
1	An oblong mask hung on the wall
2	An ornate wall tapestry
3	A gigantic egg in a brass sconce
4	A toy werewolf on a plush armchair

D10 Roll	Item Discovered
5	A pan flute adorned with feathers, hung on the wall
6	A sculpted doorway, placed in the hallway's center
7	A pumpkin in a glass case
8	A life-sized sculpture of a young woman dancing with a well-dressed skeleton
9	A tiny ox-cart
10	A pale white sitar, hung on the wall

1. An oblong mask hung on the wall.

A long wooden mask, adorned with tufts of hair and bone, grimaces from a nearby wall. It seems to be the stylized face of a beast.

If PCs ask Viradha about the oblong mask, he says that it comes from a distant land, where the rats outnumber humans threefold, and where the cities' sewers teem with their swelling ranks.

2. An ornate wall tapestry.

This ornate, threaded tapestry depicts a tiny nightingale, singing atop an impossibly huge pile of human bones.

Viradha says that he adores this work, finding it highly symbolic. It was among his first possessions at the University.

3. A gigantic egg in a brass sconce.

A large egg—easily large enough to hold an armored dwarf—sits suspended in a brass frame two feet from the carpeted floor.



If the PCs ask Viradha about the egg, he explains that it was laid by a colossal two-headed bird, whose kind terrorize sailors along Sri Raji's coasts. "Don't worry; it won't hatch," he adds, telling the PCs that it has been magically petrified. He is telling the truth.

4. A toy werewolf in a plush armchair.

This soft toy is made from real fur. A snarling, anthropoid wolf, it has a tag with the words, "Is no fun? Is no Blinsky!"

Viradha says that the toy was brought to his studio by an adventurer and given to him as a gift. He is telling the truth, although DMs should call for a Wisdom (Insight) check if PCs question this.

5. A pan flute adorned with feathers, hung on the wall.

An ominous-looking set of pipes, tied together with twine, is ornamented with blood-red feathers and shining black beads.

The pipes are actually *pipes of haunting*. Viradha claims that the pipes are magical, conjuring netherworld powers to affect the listener. Technically this is true, but a DC 18 Wisdom (Insight) check reveals that he knows more.

6. A sculpted doorway, placed in the hallway's center.

This ponderous, free-standing arch sports a pair of closed doors. Over ten feet high, its edges teem with tiny, struggling limbs. Naked human beings reach out from the frame, their faces twisted in anguish.

Gargoyle-like torturers squat at the edges, jabbing with forks and spears. Above the doors, a sign reads "Forsake all hope beyond these gates."

If the PCs ask, Viradha explains that his colleagues constructed the sculpture; it represents the fabled gates to the netherworld. Viradha assures the PCs that, though evocative, the sculpture is not magical. He is telling the truth, although DMs should call for a Wisdom (Insight) check if they question him.

7. A pumpkin in a glass case.

A round, orange gourd, about the size of your head, rests beneath a glass case.

A DC 5 Intelligence (Nature) check reveals that the item is a pumpkin. Viradha says that it was once the arcane focus of an adventurer, and that a plant-centered version of the spell *gentle repose* has been cast on it so many times as to become permanent. He is telling the truth.

8. A life-sized sculpture of a young woman dancing with a well-dressed skeleton.

This sculpture is so life-like that you are almost moved to concern, wishing to save the young lady from the grim reaper who holds her close. "It's symbolic, of course," interrupts Viradha. "Life and death, always in the midst of each other. It's no truer than here."

If asked Viradha boasts of participating in the sculpture's construction, but in a



strained, exaggerated way. When scrutinized, he admits that he only showed up to assist his colleague, the actual sculptor, with supplies. He tells the truth.

9. A tiny ox-cart.

Other than its size, this mundane cart looks out of place. It seems to be an ordinary toy, resting on a bookshelf, hewn from thread-tied twigs atop a pair of wooden wheels. It has tiny bridles; you could hitch a pair of mice to this thing.

The cart is actually enchanted: it is a *mouse cart* (see Appendix B). Viradha explains its function if asked, but requests that the PCs not use it; he fears it would damage his studio to drag a full-sized ox-cart around, even if adorably drawn by mice.

10. A pale white sitar, hung on the wall.

A bone-white sitar hangs heavy and still, like the pendulum of a stopped clock, or the tongue of a dead man. Its pale wood and silvery strings give it an otherworldly look.

Viradha says this is a piece of the University's equipment, and that he thinks about it often, since he was the University's first appointed musician. He does not admit to playing the sitar as a specialty. A DC 17 Wisdom (Insight) check reveals that he is nervous when asked about this object.

Anyone who approaches the sitar, or proposes to interact with it, receives a series of requests to leave it alone. Fearful that the PCs might discover that the sitar

bears unique importance, Viradha phrases his requests in more general terms, e.g. "let's stop touching things for now."

If PCs begin to destroy the sitar, Viradha attacks. See "Attacking Viradha," above, for the details of this eventuality.

Attacking the pale sitar. When PCs attack the sitar, which has an Armor Class of 18 and 300 hit points, Viradha summons 1d4 + 5 **wraiths**, each of which has a single hit point. He repeats this action as soon as the initial wave of wraiths are dead, and then once more. Meanwhile he immediately attempts to possess the PCs, beginning with whoever has the lowest Charisma. He may threaten to jump out of the room while still possessing one of their bodies, thereby instantly and irreversibly killing them. (This is a bluff, as a DC 18 Wisdom (Insight) check reveals; doing such a thing would destroy Viradha as well.)

When Viradha's sitar is finally destroyed, read the following text.

With an ear-splitting *crack*, followed by a shrill, tinnitic whine, a white glare floods your vision. For a moment you see nothing but light. Then darkness and cold. Hard stone slams into your face and chest—a wall? No. You're lying face-down; you're outside. Moving to a crouch, you realize that you're back in the darkened bazaar!

It is night when the PCs return; only a few minutes have passed, regardless of how long they spent in Viradha's studio.

If Viradha was foretold to be Arijani's enemy, he is present as well.



Having returned to life, he can be persuaded to join the PCs. His statistics are found in Appendix C.

The only items from Viradha's studio, which show up with the PCs, are the ones that they either wear or carry themselves.

THE BAZAAR RETURNS

Once Viradha's curse has been lifted from Tvashti's bazaar, the crowd at the Crimson Cot thins, and rumors shift their focus to remaining matters. PCs, who take credit for the deed, may soon find bands of **Sisters** attempting to apprehend them; if their attempts succeed, the PCs are jailed and then taken to Bahru and abandoned.

Within three days, the bazaar returns to its normal state: a busy bustle of merchants, who together sell any non-magical equipment, whose cost is listed in the *Player's Handbook*.

In addition to any number of merchants, PCs may find the following important NPC **commoners**:

- **Paqui**, a student who can identify magical items for 100 jade mudras.
- **Sidrathi**, a scholar whose specialization includes monsters and magical beings. He suspects that the Ophslanders are monster-tamers, who have brought their trained creatures to fight in Sri Raji.
- **Kopa**, a talented blacksmith. He claims to be the only blacksmith, who can restore warped or broken

magical weapons. He possesses the ability to re-forged *Shar's Bane*.

All three are secret Thriver sympathizers and express concerns about Muladi to the PCs, if the PCs gain their trust.

B5. THE APIARY

Tvashti's main source of medicine is a vast apiary; rather than potions, pills, or powders, citizens' tonics are small vials of magical honey.

The honey is enchanted by its presence in a druid's sacred grove. The druid, Bhrimani, is Tvashti's lead medical authority and also a secret Thriver sympathizer.

For the last month, however, as a result of *The Greater Raiments of Clarity* being reassembled, an eldritch fungal curse has spread across Bhrimani's hives, converting the bees into undead thralls, who, directed by the fungus itself, produce poison in place of honey.

In the apiary, the PCs meet Bhrimani. She if she can magically shrink them down to the size of bees, then send them into the hive's center to battle the fungal infection. If Madame Magda chose her to be the PCs' ally, she insists on this.

B5 - A. THE APIARY'S FOYER

The apiary lies behind a tall fence with an unlocked gate. Read this text when the PCs arrive.

Behind an unlocked gate lies an enormous garden, blooming with huge flowers in



innumerable varieties. Short stacks of wooden boxes lie among them. Each box issues a faint greenish glow and a buzzing noise. A trail of slime, glowing the exact same color, flows in between the boxes.

A DC 12 Intelligence (Nature) or Intelligence (Arcana) check reveals that the wildflowers grow with a supernatural luxuriance. A similar Intelligence (Nature) check or Wisdom (Animal Handling) check reveals that the boxes are bee-boxes, and that the bees are inactive.

A DC 15 Intelligence (Arcana) or Intelligence (Nature) reveals that the trail of glowing fluid is some kind of magical fungus. Contact with the fluid causes 1d4 points of poison damage. The fluid cannot be cleaned up from the garden by any means (until the PCs venture inside a hive themselves).

Read the following passage after the PCs react.

Your attention moves from the flower-wreathed boxes to the elderly woman, stooping and cursing as she cautiously prods the ribbonlike trail of slime. “By the backward claws of hell,” she mutters angrily. “By the naga’s rebirth!”

Bhrimani. Bhrimani the arch-druid is inspecting the fungal infection, which proves resistant to her magics. Though startled by the PCs, she is friendly. She has the statistics of a **drow priestess of Lolth**, with the following exceptions:

- She is a human rather than an elf.

- Her alignment is lawful good.
- She lacks the *sunlight sensitivity* trait.
- She can summon a **treant** instead of a yochlol, and does so without a chance of failure.

Bhrimani explains that a magical fungus has taken over her apiary, killing many of her bees and rendering honey collection impossible. According to her research, she explains, the fungus must be attacked from the inside, at a minuscule level. If it were possible to shrink down to the size of bees, and travel to the source of the infection, it could be destroyed.

At this point, Bhrimani proposes a quest for the PCs. Producing as many vials of fluid as there are PCs, Bhrimani claims that she has concocted a rare and powerful elixir: anyone who drinks it magically shrinks to a bee’s size while being teleported inside the hive, near the infection’s source.

Once the source of the fungus is defeated, explains Bhrimani, she promises to return the PCs to their former location and size. (She adds that, even without her magic, the elixir’s effect would fade in two days; however, the hive’s toxicity makes a prolonged stay unwise.)

Bhrimani also warns that, at its core, the fungus can only be harmed by light, sound, and magical force, although other weapons may be necessary to breach the core’s defenses.

Everything Bhrimani says is true, as is revealed by a DC 15 Wisdom (Insight)



check. In exchange for their help, Bhrimani is prepared to equip them with ten *potions of greater healing*'s worth of magic honey.

B6. INSIDE THE HIVE

PCs arrive as tiny versions of themselves, with their equipment and clothing shrunk as well. Creatures and objects that are magically summoned by the PCs (such as *conjure woodland beings*) are proportionately shrunk, too. Teleporting outside the hive ends the PCs' shrunk condition.

The hive has the following features and occupants.

General structure. Relative to the PCs' size, the ceilings are ten feet high and the hallways are ten feet wide. All corridors, arches and doorways are hexagonally-shaped.

The hive's tunnels are sculpted from magical beeswax; it is harder than wood or bone, but softer than metal. With enough sustained heat it can be melted. (Doing so is unwise, however; see "oozing walls" below.)

The tunnels' walls are divided into hexagonal, shelf-like compartments, each large enough to hold a crouching (shrunk) human PC. Ordinarily, these compartments would be filled with honey or larvae.

Oozing walls. The walls and their hexagonal compartments drip with poisonous, corrupted honey. Except when otherwise noted, touching the walls results in 1d4 poison damage per minute. PCs

may avoid this damage by making a DC 12 Constitution saving throw each minute.

If the walls are ruptured or burned, venom-filled fungal bulbs explode, spraying toxins and causing 4d4 poison damage to all creatures within five feet of the damaged area. PCs who make a DC 12 Dexterity saving throw take half damage.

Volatile floors. The floors are covered with spores. Any PC who is knocked prone must succeed a DC 12 Constitution saving throw or else acquire the Poisoned condition, as fungal clouds arise to infect them. During their next short rest, the PC may attempt another DC 12 Constitution saving throw for as many hit dice as they spend; a roll of 12 or more means that the PC is cured. Taking a long rest automatically cures this condition. The condition is also cured with standard antitoxins and spells such as *protection from poison*.

Myconids. The fungal infection, relative to the PCs' magically reduced size, manifests as an army of **myconid sovereigns** and **myconid adults**, who communicate to each other and to their minions telepathically, and whose alignment is chaotic evil. They do not communicate with the PCs.

Giant myconids. The area B6 - H contains several large-sized myconids. For these creatures, use the statistics of a **treant**, except that their alignment is chaotic evil and they can communicate with other chaotic evil myconids telepathically. Describe them as resembling oversized myconids.

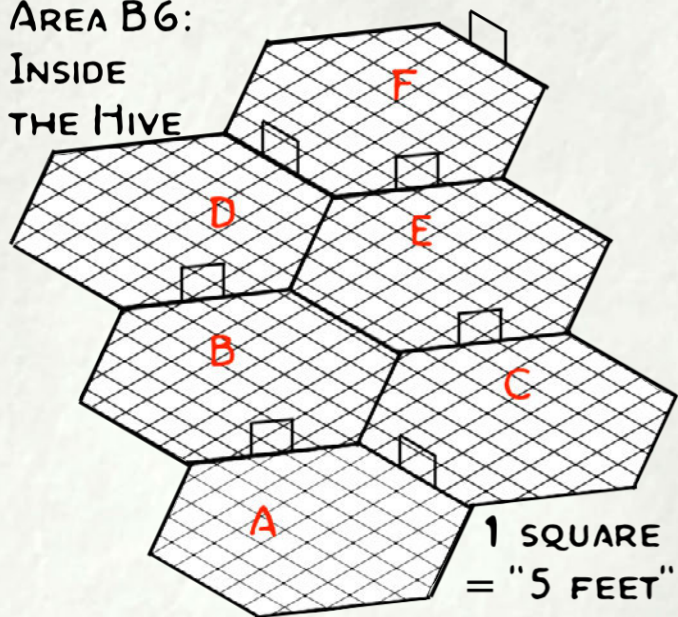


Giant bees. Compared to the PCs' magically reduced size, each of the hive's bees is a *large beast* the size of an ox. A giant bee has the statistics of a **manticore**, with the exception that its alignment is lawful neutral and that it has the beast creature type rather than a monstrosity.

Patrols. Pairs of myconid sovereigns, occasionally with an undead giant bee (see below), patrol the hive. There is a 25% chance that a short rest fails due to a patrol's arrival, with a 50% failure rate for long rests.

Undead giant bees. The myconids use their animating spores to convert dead bees into flightless undead minions. These minions have a fungal-based petrifying breath attack; an undead giant bee has the statistics of a **gorgon**, except that its creature type is undead, and it obeys any chaotic evil myconids that give it orders.

AREA B6: INSIDE THE HIVE



B6 - A. HIVE GOT BAD NEWS

Read this text when the PCs arrive.

A greenish glow fills this otherwise lightless chamber, emanating from the slime that drips from its honeycombed walls. You stand up, smacking your lips to banish the elixir's taste. Behind you lies a dead end; ahead, the path forks in two. In the hexagonal room's center lies a single honeybee. Relative to you, it's the size of a fully-grown ox. It is completely motionless.

The bee is long-dead. It is also infected with toxic fungus: striking it releases a cloud of spores. All PCs within 10 feet of the corpse, when struck, must make a DC 12 Constitution saving throw or else acquire the Poisoned condition, as described under "volatile floors," above. Otherwise this room holds no additional dangers, except for the aforementioned environmental conditions.

The left fork leads to area B6 - B; the right leads to area B6 - C.

B6 - B. BLIGHT ZOM-BEE

Read the following text when the PCs arrive.

This room is crammed with immense, mold-encrusted bee corpses. In the distance, further down the passage, you hear a faint, thrumming noise—or several such noises.

Some thirty corpses fill the chamber, piled into desperate heaps; they all share the same infected feature as the single bee corpse in area B6 - A. The passage continues to area B6 - D, where several





myconid sovereigns attempt to animate a bee's corpse. (This is the source of the thrumming noises.)

B6 – C. HOW MUSHROOM?

Read this text when the PCs arrive.

A vaguely humanoid figure, naked, spins around to face you as you enter the next room. As it points a single finger at a nearby bee corpse, the folds beneath its domed, mushroom-shaped head glow green. As if in response, corpse glows too, leaping to its feet and charging with a low, gibbering buzz. Behind your attackers, hall continues.

This is a **myconid sovereign**, who has resurrected an **undead giant bee** (see above) to attack the PCs. The passage ahead continues to B6 - E.

B6 – D. HERE COMES TRUFFLE

Read this text when the PCs arrive.

A group of pale grey humanoids—each crowned with an umbrella-shaped head, a that of a toadstool—stand behind a pair of desiccated bee corpses. Looking up in unison, their eyes, along with the gill-like folds beneath their domed skulls, all glow green. The two bee corpses instantly clatter to their feet, poised for battle, glowing with a matching green light of their own.

Six **myconid sovereigns** and two **undead giant bees** attack the PCs. The passage ahead continues for a distance, which amounts to fifty feet for the PCs, before leading to area B6 - F.

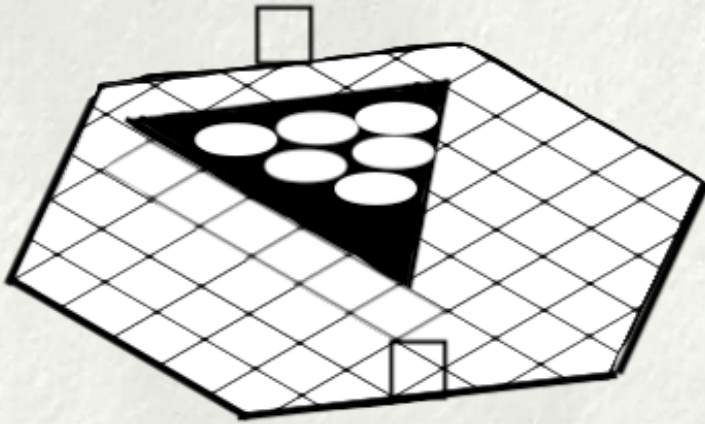
B6 – E. BEE, WHICH?

Read this text when the PCs arrive.

In this spacious, hexagonal chamber, a single fungoid creature throws handfuls of mist or smoke towards a small, frightened bumblebee, which clings to the ceiling. Relative to your magically-altered size, the bee is just smaller than a pony, but It flinches from the creature's attacks.



AREA B6 - G



The **myconid sovereign** is attempting to kill the **giant bee** with its spores. The bee, in turn, clings to this chamber's ceiling, which, relative to the PCs, is fifteen feet high. If the PCs kill the myconid, they may befriend the bee with a DC 12 Wisdom (Animal Handling) check. Though small for its species, the bee fights alongside the PCs, regarding them as allies and therefore fighting to the death; it only flees a battle if the PCs flee first. The passage ahead continues for fifty feet to B6 - F.

B6 - F. SPORED TO DEATH

Read the following text when the PCs arrive.

Another open chamber, this one overflows with the piled corpses of honeybees. Spore-clouds arise from their exoskeletons' greaves in phosphorescent wisps. A doorway leads ahead.

These corpses match those from B6 - A and B. When the PCs approach the room's center, five **undead giant bees** animate and attack, surprising any PC whose passive Wisdom (Perception) is less than 16. The doorway leads to areas B6 - G.

B6 - G. SOLVE THE BUZZ-LE

Read this text when the PCs arrive.

The hexagonal corridor gives way to an open space, on whose floor ten circular disks lie, arranged in a triangular pattern. A single disk several feet wide closest to you; two disks lie behind and next to it, each touching the first from an equal distance; then three more disks lie behind the first two, and a row of four behind the three. Together, the ten disks make up a triangle, whose point is toward you and whose base facing the far wall, into which a closed hexagonal door is set. Three short, vertical scratches above the door resemble tally marks.

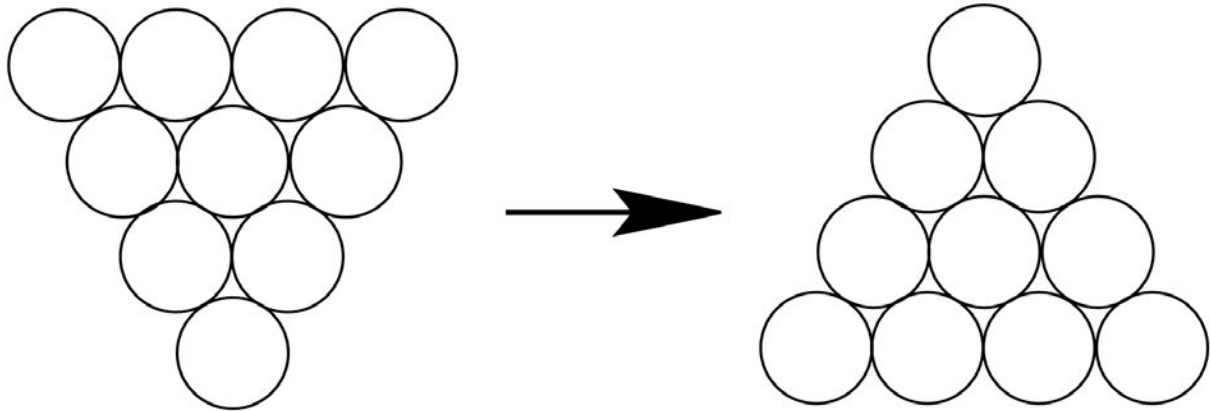
The disks constitute a moving coin puzzle or "coin-sliding puzzle," whose solution opens the door. The door, moreover, is encrusted with fungus, which makes it resistant to all spells below 6th level, and which imposes a disadvantage on the DC 20 ability checks, which are required to open it in any way.

A DC 10 Wisdom (Perception) check reveals that each disk touches at least two others.

If a PCs' Intelligence (Investigation) check meets or exceeds a 12, the PC learns that, no matter which disk is moved, it must be slid into a position that touches at least two other disks, and that moving one disk renders the others immobile; only



B6 - G. SOLVE THE BUZZ-LE



TURN THE TRIANGLE AROUND (3 MOVES)

one can be moved at a time. If a PCs' Intelligence (Investigation) check meets or exceeds a 15, the PC also learns that, to solve the puzzle, one must reverse the triangle, so that it points at the door. Finally, if a PCs' Intelligence (Investigation) check meets or exceeds a 16, the PC also learns that, to solve the puzzle, one must do it within three moves. (This is indicated by the tally marks above the door.)

If three moves are made, which do not solve the puzzle, the disks automatically move back to their original location, which resets the puzzle.

Assuming the perspective of the PCs who first enter the room, the puzzle is solved as follows. First, move the disk from the upper-right corner counter-clockwise, so that it touches and lies above the middle two disks of the original triangle's far side, i.e. the base. Second, move the disk that is closest to the PCs (the one that points at them) counter-clockwise, so that it touches and lies to the lower-right of the remaining

two disks, that made up the original triangle's lower-right side. Finally, take the upper-left-most disk and move it counter-clockwise to complete the new triangle, whose orientation is opposite the original. These moves in any order open the door to area B6 - H.

B6 - H. FUNGAL CELL HALLS

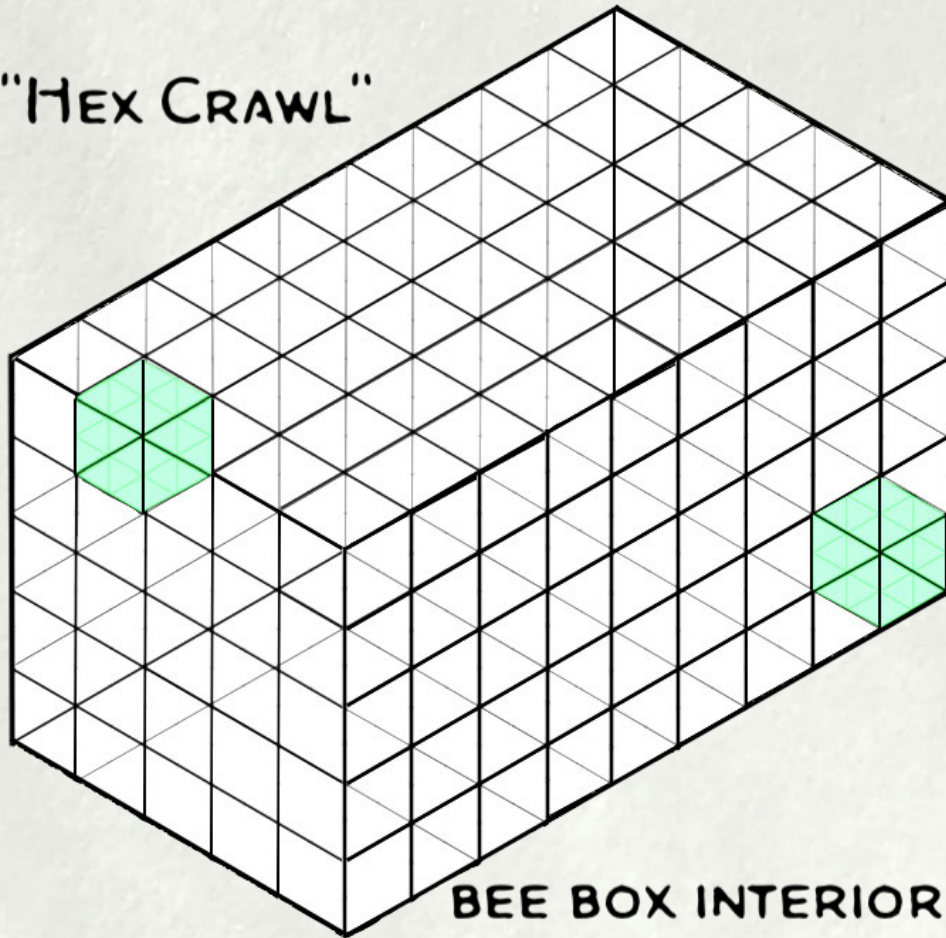
Read this text when the PCs arrive.

A trio of passages greet you, their entrances side by side. Each one curves so as to prohibit an easy view of its destination.

Two winding, non-branching passages, each a hundred feet long, lead to dead ends: hexagonal rooms just like B6 - A, except that their ceilings are twenty feet high, and they each contain $1d4 + 1$ **giant myconids**. If Madame Magda foretold artifacts being here, they lie on the corpses of a giant myconid. A third passage leads to area B6 - I.



"HEX CRAWL"



B6 – I. HEX CRAWL

At this point, the passage opens up to the larger corridors and chambers of the bee box. Assume that the remainder is a hex crawl through a three-dimensional rectangular space, five hexes high, five hexes wide, and nine hexes long—a total of 225 hexes, arranged in a 3d square grid (for DM's convenience). Read the following text as the PCs enter.

A series of hexagonal rooms lies ahead. Each one sports a ramp-way leading up, another leading down, and doors leading left, right, and straight. Another room, exactly similar, waits beyond each ramp and doorway.

The hexagonal room ahead lies at the very end of the bee box, lengthwise, and at the very center of the box's width and height. Thus, it is the third room up, the third room over, and there are eight other rooms ahead.

Every room has doors leading to the rooms immediately above, below, to the left, to the right, behind, and ahead.

The core of the fungal infection—the PCs' destination—lies at the far corner of the box: the room on the bottom level, on the opposite sides of the box's length and width from the PCs' location.

Use a d20 roll, on the following table, as soon as PCs enter a chamber to determine its contents.



D20 Roll	Encounter
1 - 5	Nothing
6 - 9	A bee corpse, like that in B6 - A
10 - 13	2d4 bee corpses, like that in B6 - A
14	A bee corpse, which animates and attacks as an undead giant bee
15	2d4 myconid adults and 1d4 giant myconids
16	2d4 myconid sovereigns and 1d4 undead giant bees
17	4 shambling mounds disguised as piles of mold
18	An arcanaloth named Määlzoloach, who is researching the fungus' necromantic properties. He attacks the PCs with spells, then casts <i>dimension door</i> as soon as his health is reduced by half. PCs may encounter him more than once.
19	A clean room without corruption, whose hexagonal, shelf-like components include enough enchanted honey to function as one <i>potion of greater healing</i> per PC.
20	Replace the room with B6 - J; the PCs have found the fungal core.

B6 – J. BOSS BLIGHT

Read this text when the PCs arrive.

Finally, the hypnotically uniform pattern of rooms gives way to a simpler chamber, like the one to which you were first transported. It seems unusually dark and quiet.

The floor of the chamber is actually false; it is nothing more than the stretched appendage of the **brood fungus blight** (see Appendix C) nesting in a pit twenty feet below, along with 1d4 + 1 **myconid adults** under its control. When all the PCs,

or at least most of them, have entered the room, the floor suddenly retracts, causing non-flying PCs to fall into the pit, at which point combat begins. All PCs, whose initiative is less than 12, are surprised for the combat's first round. Read the following text to announce the event.

Suddenly, the floor gives way! You plummet into a dark pit, filled with a greenish, fungal mold, pulsing, glowing, and churning. Your ankles sting. Fungal humanoids approach from the shadows with a sloshing noise.

The brood fungus blight acts on initiative count 20.

Defeating the brood fungus blight. When the PCs defeat the brood fungus blight, describe it as hissing and bubbling away, as the greenish glow fades from the halls and the remaining monsters perish.

Treasure. Two large, unusual mushrooms, differently colored, sprout as soon as the fungus blight evaporates. The cap of one mushroom is the size and shape of a hat, and it is too rubbery to eat. It functions as a *cap of water breathing* if removed and worn. The other mushroom's cap is not so shaped, but smells delicious. It acts as a *potion of growth* if sampled, and can be sampled four times. Their effects can be identified with a DC 19 Intelligence (Nature) check. When the PCs return to their normal size, each of these mushrooms, if carried, grows with them.



THE APIARY RETURNS

Once the PCs defeat the fungus and search a bit, Bhrimani uses a spell to accelerate the PCs' return. Read the following text.

With a sudden, explosive *pop*, you once more find yourself standing among flowers and bee-boxes. The glowing green slime, however, is gone. Leaping from seemingly nowhere, Bhrimani rushes in between each of you, dispensing grateful hugs and heartfelt, teary-eyed thanks.

Within a couple of days, the apiary becomes functional and Bhrimani resumes her sale of the items listed in Appendix D.

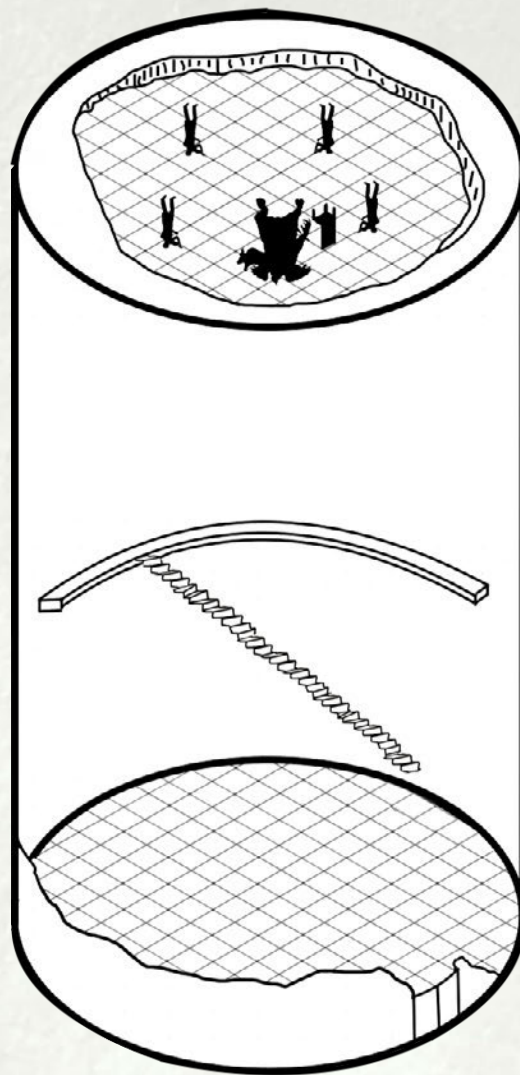
If Madame Magda foretold that Bhrimani would be Arijani's enemy, then she turns her business over to an assistant, Yrma, before joining the PCs. As she journeys with the PCs and they earn her trust, she reveals that she is a member of the Thrivers. (She voices concern for the town of Muladi, as well.)

B7. THE LABORATORY

A talented engineer and artificer, the neutral **archmage** Uma has studied in Tvashti since her youth. Her greatest creation—the jade golem Maniyanta—has earned her some admiration—and even more fear—from her fellow citizens.

Recently, in an effort to bind a spirit to Maniyanta, thereby imbuing it with intelligence, she became possessed by a demon named Malistroi. Sadistic and self-important, Malistroi now masquerades as Uma.

AREA B7: THE LABORATORY



1 SQUARE = 5 FEET

Uma's laboratory rests on a hillside, next to the apiary and the Maroon Baboon. If PCs approach, read the following text.

A narrow tower points skyward, as if warning you to look up. From inside there drones an unwholesome sound: the gibbering of beasts mixed with the whine of stringed instruments. A sign above the tower's entrance says, "Uma the Inventor."



The din is caused by Malistroi's "entertainment," which is singing along to an undead stringed quartet. A DC 17 Wisdom (Perception) or a DC 14 Charisma (Performance) check reveals that, somehow, the musical notes are being played *backward*, with each note building gradually from silence until a sudden, echoless release. A DC 16 Intelligence (Nature) check reveals that the animal noises are ape, swine, and vulture.

The door is unlocked. Should the PCs knock, Malistroi calls out in Uma's voice to please come in.

Read the following text to players, once the PCs open the front door.

The tower's dirty floor is completely bare. Yet affixed to the ceiling, upside-down, there rests a whole room's worth of neatly arranged furniture! A woman lounges in an armchair. Standing nearby, also on the ceiling, four well-dressed men play stringed instruments.

Malistroi, disguised as Uma, has enchanted the tower's first floor so that its gravity is reversed. If any PC walks inside without looking, they "fall" 50 feet upward, taking 5d6 bludgeoning damage upon hitting the ceiling, or half as much with a DC 16 Dexterity saving throw. In addition to casting spells, PCs may climb "down" to the ceiling if they meet a DC 15 Dexterity (Acrobatics) check.

The musicians are actually a quartet of **mummies** under Malistroi's control. They wear normal clothing, but a DC 15 Wisdom (Perception) reveals that

they are unnaturally stiff, their skin is withered, and that they smell of the grave.

A DC 15 Wisdom (Perception) check reveals that the floor is stained with blood. (It is the blood of Malistroi's victims.)

If the PCs do not immediately fall or otherwise travel twenty feet up to Malistroi, he calls to them, inviting them up to listen to music. He pretends to be Uma for the sheer humor of doing so, asking questions but making no effort to fully play the part. Occasionally he speaks in his own bestial voice. A DC 12 Wisdom (Insight) check reveals that some creature is pretending to be Uma.

After a few moments, Malistroi transforms Uma's body into his own monstrous shape and attacks. He is a **nalfeshnee** with three uses of legendary resistance. The four mummies attack as well, revealing their undead nature.

Malistroi fights to the death, at which point he vanishes in a surge of fire and brimstone, leaving Uma's injured body behind. His departure also returns the room's gravity to normal. All creatures in the area must make a DC 16 Dexterity saving throw, or else take 5d6 bludgeoning damage as they fall to the floor and furniture crashes down on them.

If the PCs revive Uma, she thanks them and offers to provide them with shelter and some supplies. She allows the PCs to sleep in her tower for a full week, and she also sells them discounted items as listed in Appendix D.



If Maniyanta was foretold to be Arijani's enemy, and if Uma is revived, she wakes up her creation and instructs it to follow the PCs loyally. Maniyanta has the statistics of a **stone golem**, despite being made of jade.

If Maniyanta was foretold to be Arijani's enemy, and if Uma was either killed or could *not* be revived, then the PCs find written instructions, somewhere in the room, for waking up Maniyanta. Upon waking, it follows the PCs loyally.

If Maniyanta was *not* foretold to be Arijani's enemy, then Uma eventually excuses herself to work on her creation, explaining that it has not worked in days.

Treasure. The remains of Uma's shattered furniture contain 1d4 intact flasks of alchemist's fire and a single use of *oil of sharpness*. Uma eagerly parts with them as part of her reward to the PCs.

B8. THE MAROON BABOON

Masquerading as a small tavern, the Maroon Baboon hides Sri Raji's largest thieves' guild in its basement: the official headquarters of the Knives.

The guild chief, Jyosita, has disappeared. In a recent heist, she acquired an expensive portrait: an oil-painting of a wizened nobleman, produced somewhere beyond the sea. Jyosita hung it in her office, unaware of its curse.

As detailed in Appendix B, a *portrait of Tindafulus* traps anyone who stares at it for an hour, allowing a

simulacrum of Tindafulus—which inevitably calls itself “Tindal”—to materialize in the place of the victim.

As Jyosita stared at the painting one night, the archmage became flesh as Jyosita vanished. Since then, the painting represents a horrified Jyosita.

With Jyosita missing, “Tindal” took control of the Knives' operations. Using mind-controlling magics, he directed guild members to harvest rare spell ingredients from the jungle, while attempting to sell the Maroon Baboon for even more treasure. (He intends to leave for Bahru, leaving the *portrait* far behind.)

The doors are unlocked. When the PCs enter the Maroon Baboon, read the following text.

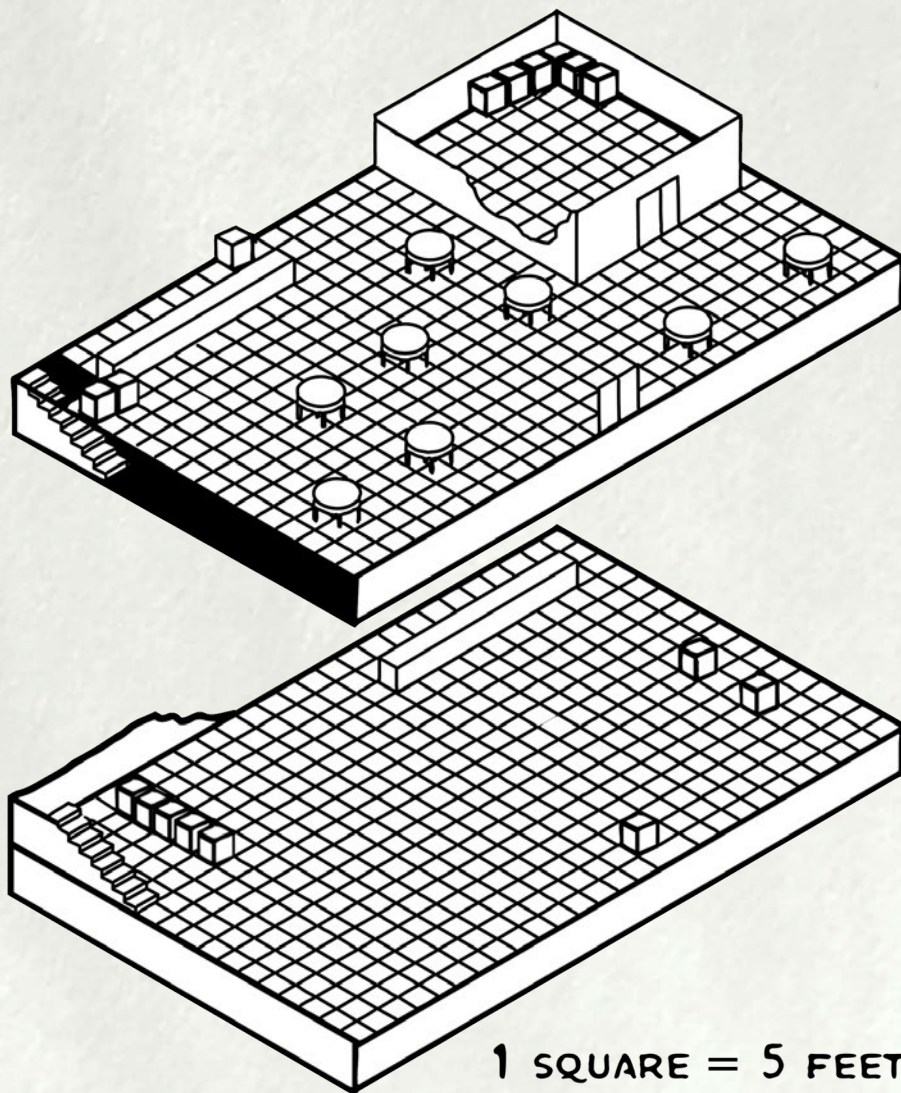
Grimy windows permit only the faintest sunbeams into this tavern. The *least* unpleasant odor you smell is that of stale alcohol. A tough-looking man with red-rimmed eyes and a facial tattoo stands behind the bar. Nobody else seems present.

If the PCs do anything other than leave, the bartender—an **assassin** for the Knives named Bert—tells them the price of drinks. If asked about a thieves' guild or the Knives, he asks “what's the password?”

If the PCs have Jagadeesh or Ramkamar with them, they make a hand sign that only Knives know. If the PCs are on their own, then Bert accepts any use of thieves' cant. Otherwise, only a DC 20 Charisma skill check persuades Bert to allow the PCs downstairs, where the thieves' guild meets.



AREA B8: THE MAROON BABOON



1 SQUARE = 5 FEET

SECRET GUILD HALL OF THE KNIVES

Failing to answer Bert correctly does not result in any hostility; he simply won't reveal the trap door behind the bar, which leads to the guild hall in the basement. He sells the PCs drinks at double their normal cost, however.

Should the PCs become hostile, Bert stomps on the floor five times in a specific rhythm. Twelve seconds later, a dozen **gladiators** emerge from the trap door behind the bar, ready to fight.

B8 - A. THE KNIVES' HALL

Tvashti's Knives still boast of some hundred active members, but their presence in the guild hall dwindles. At most hours, the guild would host a fence, a coin clipper, a pickpocket coach, and a dozen guards. Right now, however, there are only a dozen guards.

If Jagadeesh or Ramkamar is with the party, they display surprise at how few people are present.



Tindal. Pacing the center of the room is Tindal (or more correctly, *one of the Tindals*), a pale **archmage** with a pointed white goatee and curled mustache. His statistics have the following changes:

- He has *hallucinatory terrain* memorized instead of *fire shield*.
- He has *dominate person* memorized instead of *scrying*.
- He has memorized *weird* instead of *time stop*.

Tindal is frustrated with the rate at which guild members have gathered spell components. He presently waits on rare and valuable gems, which he ordered various guild members to retrieve.

When he notices the PCs, Tindal impatiently orders them to bring him a ruby larger than his fist, claiming the matter to be of supreme cosmic importance. He attacks the PCs if they display outright hostility or noncompliance, but does not attack if they simply wander or explore the area. If they bring up the *portrait*, he attacks immediately.

The twelve **gladiators** are not entirely loyal to Tindal, who has assumed the position of guild chief. Only 1d4+1 of them assists Tindal in combat; the rest go upstairs as Tindal shouts insults after them.

Jyosita's office. Jyosita's office holds a number of letters and documents, including maps and written plans for recent burglaries. A DC 15 Intelligence (Investigation) check reveals that Jyosita's

most recent burglary yielded several works of art, one of which she describes as "a fascinating painting of a wizardly man, set in a blood-red frame." She refers to the *portrait of Tindafulus*, which hangs nearby in the aforementioned blood-red frame.

Since the portrait now traps Jyosita, it depicts her instead of Tindal, horrified and screaming. This should signal to the PCs that something is amiss.

The *portrait* radiates an aura of enchantment, and a DC 15 Intelligence (Arcana) check reveals it to be a powerful artifact of some kind. A DC 15 Wisdom (Perception) check reveals that the person depicted in the portrait is holding a letter, which is sealed with the symbol of the Knives, and even a casual glance reveals that the person represented in the portrait is distressed. These should all be clues that something is amiss.

Defeating Tindal. Tindal attempts to escape when reduced to a third of his hit points; if he succeeds, Jyosita cannot be rescued from the *portrait of Tindafulus* until the PCs find him again, or if they use divine intervention or *wish*. (They can find Tindal as a random encounter in the jungle or Bahru.) If Tindal is defeated, however, the portrait's magic is destroyed and Jyosita is freed; returned to her human **assassin** form, she sneaks out from her office with a poisoned weapon. She speaks upon seeing the PCs and the dead wizard.

THE GUILD RETURNS

If Jyosita lives, she thanks any friendly PCs who claim to have defeated Tindal, offering



them an opportunity to join the Knives (see “The Silver Seat,” below).

If Madame Magda foretold that Jyosita carries a powerful artifact, she relinquishes it as a sign of personal gratitude.

If Tindal escapes and the PCs have either Jagadeesh or Ramkamar with them, then one of those NPCs declares themselves to be the new chief. Otherwise a young thief named Jahed shows up in a short time, claiming the position of chief with overwhelming guild support. Jahed proposes various changes to the guild name, but none are adopted.

Regardless of who claims the position of chief, they resume normal guild activity. Foremost among their renewed plans is a burglary: the home of the wealthy book-collector, Sita Seth. They want the PCs to assist.

Returned to its normal status, the guild sells equipment to its members, as documented in Appendix D.

B9. THE SILVER SEAT

Home to Tvashti’s wealthiest, the Silver Seat is a collection of spacious homes, stacked on top of one another in a series of towered suites. Many of the privileged citizenry are human merchants or land-owners; others are **rakshasas** who live in hiding, secretly feeding on Tvashti’s poorest to avoid detection.

The Silver Seat’s gates are closely-guarded by **Sisters** day and night, but there are two easy ways for the PCs to enter: by allying with the Knives, who have

found a gap in the Sisters’ coverage, or by accompanying Nambala, after rescuing him from Pakat’s jail.

Entering with Nambala. Nambala attempts to return home as soon as the party arrives in Tvashti, inviting the PCs to accompany him. If they decline, he leaves the party to return home, promising to meet them later.

In the former case, Nambala provides the Sisters with a secret password, permitting him entrance and allowing the PCs to accompany him. When he reaches area B9 - A he panics, then runs screaming to area B9 - K, where he is hideously transformed.

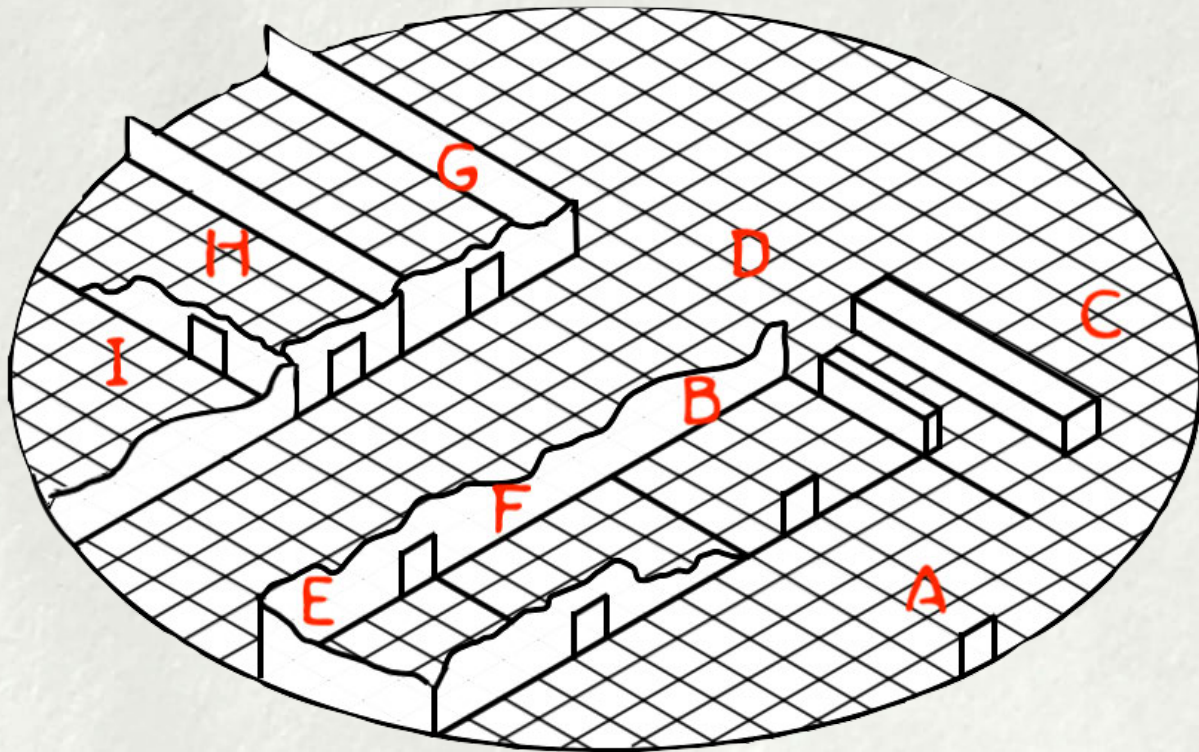
In the latter case, he writes a note for the PCs before leaving, which contains the secret password; PCs may give the note to the Sisters and enter that way. When the PCs eventually show up, they find Nambala hideously transformed.

Entering with the Knives. As chief thief, Jyosita has selected the Seth home for burglary; she wants the gold-plated, jewel-encrusted volumes, which Sita is rumored to own. As a token of her thanks, Jyosita offers the PCs the honor of carrying out the burglary, which would allow them a hefty portion of the spoils.

Random Suites. The Seth residence should be the PCs’ focus, but if they explore another suite instead, use the following table to reveal what they find.



AREA B9: THE SETH RESIDENCE



1 SQUARE = 5 FEET

D6 Roll	Suite's contents
1	A young noble tends to a monstrous lashweed , which she handles without danger. She feeds the plant huge cuts of meat. If she detects the PCs, she demands their departure, ordering her pet to attack if they do not comply.
2	A party of 3d4 Believer nobles discuss whether the Sisters can do more to stop the Thrivers. If they detect the PCs, they announce that the PCs have the wrong house; they call for 2d4 Sisters if the PCs do not leave.
3	A drunken noble lies comatose on a sofa. Nearby, two younger nobles laugh as they take turns sipping from a green bottle. It is <i>Essence of Joy</i> . If they detect the PCs, they cry out to be left alone, although the sleeping noble does not stir. The nobles call for 2d4 Sisters if the PCs refuse to leave.

D6 Roll	Suite's contents
4	An older noble scolds two young commoners about the maintenance of his boots. If any detect the PCs, they threaten to call 2d4 Sisters .
5	The suite is protected by a recent casting of <i>home to stone</i> .
6	A crocodile-faced rakshasa ritualistically prays before an altar to a tiger-headed man (it is Arijani). If she detects the PCs, she adopts the shape of a frightened crone and demands their departure. She calls for 2d4 Sisters if the PCs refuse.

B9 - A. SETH HOME FOYER

The Seth residence is the ninth story of the Silver Seat's central tower. It is guaranteed to be unlocked, either because



Nambala accompanies the PCs or else because he left the door unlocked.

Shimmering orange curtains drape the foyer's walls. A low table waits at the center, surrounded by plush cushions. Nearby, a single wooden cabinet sports an ornately-decorated keyhole. To your right, the foyer opens up to a larger area. Just ahead of you stands another pair of doors. A low humming noise emanates from behind one.

The curtains are worth 20 mudras each, although removing them is a time-consuming and noisy task.

The humming noise comes from the nearby closet (area B9 - B). The cloakers have sensed the PCs and are making noise to lure them closer.

The real treasure lies in the cabinet, which is trapped with a poisoned, spring-loaded needle (DC 17 to detect and to disarm), and a lock of excellent construction (DC 18 to pick). Inside the cabinet lies a jewel-encrusted, gold-accented book, entitled *Great Goon*. The book tells a story of pirates, who kidnap a giant ape in order to profit from its public display in a cold, foreign city. The story ends with the ape's tragic death, as it plummets from a vertiginous tower in the city's center. The book includes delicate illustrations, hand-painted onto rice paper. It is worth 600 mudras to the right buyer.

B9 - B. CLOAK(ER) CLOSET

When PCs open the doors to the coat closet, read the following text aloud.

The humming noise abruptly ceases when you open this door. It's a small closet. Three rows of iron hooks line each wall. Four dark capes hang nearby. Several pairs of boots crowd the floor along the wall. Otherwise, this room seems empty.

Eldritch magic has transformed the four capes into four **cloakers**. The boots have become transformed into fleshy beasts as well; they now have the statistics of eight **crawling claws**, except that they can only deliver bludgeoning damage, and they have the aberration creature type. They wait to ambush the PCs when the moment is opportune. There is nothing else of value in this room.

B9 - C. KITCHEN

Read the following text aloud.

A long countertop of blue marble cuts this room in half, separating the chef's area from where guests would sit. The kitchen on your left holds a fireplace crowned with cupboards. Pots hang from nearby hooks; nearly a dozen knife-handles protrude from a slotted wooden block on the counter. The path curves past the kitchen to a parlor.

The knives were animated by eldritch energy, and now have the statistics of eight **flying swords**. They attack when a PC is within 10 feet.

As soon as the flying swords attack, the fireplace blazes to life: a creature appears, which is exactly like a **fire elemental**, except for the following.



- The creature looks like a flaming skeleton.
- It has the paralyzed condition, which cannot be removed.
- It has *twice* the average hit points.
- At the beginning of every even-numbered combat round, the creature spawns a cadaverous-looking **hell hound**.

The creature stops spawning hell hounds when it is killed.

Treasure. The kitchen cupboards hold fine porcelain dishes. An entire set can fetch 100 mudras, but they cannot be stuffed into a bag; transportation requires a set of blankets or clothes, in which they can be individually wrapped. The kitchen contains any number of non-magical cooking tools and ingredients.

B9 – D. THE PARLOR

Read the following text aloud when PCs approach the parlor.

The polished, wooden floor mirrors a scenic view of the city, which can be viewed through the wall-sized window before you. A cupboard stands nearby.

Just past the entrance, between the doorway and the polished floor, lie two **rugs of smothering**, which attack when the PCs approach.

Treasure. The cupboard holds a bottle of liquor brewed from mango and rice, worth 5 mudras, along with a set of jade mugs worth twice as much.

B9 – E. THE GUEST BEDROOM

Read the following text when PCs enter this room.

This room holds a single bed draped in rose-covered linen, flanked by two camphor night-tables. Above the bed, suspended like a painting, hangs an enormous silk fan, which, outstretched, depicts a celebration.

The enormous fan has been altered by *The Greater Raiments of Clarity*. If a PC examines it closely, they find that it does not depict a celebration, but rather a mob of ghouls laying siege to one. At the scene's center there floats a trio of glowing books; the ghoul closest to them points out at the viewer.

Any PC who examines the fan closely and sees this must succeed on a DC 17 Wisdom saving throw or acquire a form of short-term madness as outlined in the *Dungeon Master's Guide*. The madness either emphasizes the idea that *the dead eat the living*, or perhaps more abstractly (and less gruesomely) the idea that *death is a page-less book*.

Treasure. The fan is cursed; anyone who carries it cannot recover health or spells from resting until they discard it. The night-tables have drawers, and one holds a small pouch of *atma seeds*; the other holds a magnifying glass, vial of ink, and ten sheets of parchment.



B9 – F. BATH CHAMBER

Read the following text aloud when the PCs enter this area.

A heavy bathtub stoops on sculpted, clawed feet, next to an elevated basin in a similar style. Above the basin, a small mirror adorns the wall. A wicker rug stretches from the doorway to the tub, passing by a cubical basket with a closed lid.

Casual inspection reveals that the bathtub seems full of blood. In fact it is a **blood elemental** (see Appendix C), who attacks as soon as one of the PCs is within 5 feet.

Treasure. The basket contains a *wand of prestidigitation*, along with an unlabeled pouch of *atma seeds*, plus several delicately-scented soaps that are collectively worth 10 mudras.

B9 – G. LIBRARY

Read the following text when PCs enter this room.

Small, pentagonal shelves divide this room's walls like a honeycomb. Many of them hold neatly-curved scrolls. Several cushions surround a low, empty table.

The library may contain items, which Madame Magda foretold to be here. If the *Ishvara Sutra* was foretold to be here, it is on one of the shelves; if *Selûne's Murti* or *Shar's Bane* was predicted to be here, it is on the table.

When PCs approach the table, 2d4 + 1 animated scrolls fly out from the shelves and attack. They each have the

statistics of a **spectator**, except for having the construct creature type. They fight until destroyed.

Treasure. The scrolls are mostly useless and uninteresting, although a DC 15 Wisdom (Perception) check reveals a spellbook, which has the following spells memorized: *disguise self*, *crown of madness*, *suggestion*, *hypnotic pattern*, *dream*, and *eyebite*.

B9 – H. TROPHY ROOM

Read the following text when PCs enter this area.

This room's walls, bathed in the pulsing, purple light that spills from the bedroom ahead, sport a series of framed letters. You make out the words "thank you for teaching my family" and "best book collector."

The letters change their appearance at random intervals due to *The Raiments of Clarity* in the master bedroom. If a PC examines the letters a second time, read the following.

A second glance reveals them to say "thank you for *eating* my family" and "*flesh hook* collector!" The words are written in blood! You look away. Glancing back a third time, the letters seem normal.

A DC 17 Wisdom (Perception) check reveals that one of the framed contributions is unusually well-painted and realistic: a smiling woman descending a staircase. A DC 20 Wisdom (Perception) check reveals that the portrait's eyes follow



the PCs about the room, and her teeth are fangs. In fact, the portrait is a hostile **scarequo** (see Appendix C).

B9 – I. MASTER BEDROOM

Read the following text as the PCs enter the room.

A vile purple glow spills from the pages of three open books, which float mid-air at the room's center. Airborne furniture surrounds them, bobbing in the gloom. Before them crouches a spindly, man-shaped thing. Expensive clothes hang in charred tatters as it spins around; beneath a single glowing eye, its fanged maw shrieks, "no one will know that you died here!" A dead body lies nearby.

If the PCs helped Nambala escape from Pakat, and if he also left their company since (either upon entering Tvashti or upon entering the Seth residence), he is here; he has transformed into an **auspex nothic**. Otherwise the **auspex nothic** is some other NPC—another member of the Seth family. It attacks the PCs immediately.

Meanwhile, at the room's center, the *Raiments of Clarity* float in a ring-like formation; a malevolent eye glows at their center. The books collectively take on the statistics of a single **beholder**, who attacks immediately and fights to the "death." Dungeon Masters, who have access to *Mordenkainen's Tome of Foes* or *Descent into Avernus*, may give the animated *Raiments* a **sibriex's** statistics instead.

When defeated, the books—three in all—simultaneously close and fall to the floor, as does the furniture. All remaining

monsters in the Seth residence are reduced to 0 hit points, and the residence otherwise returns to normal.

Treasure. Sita's body lies nearby; her pockets contain a forgery kit, calligrapher's supplies, and scrolls of *illusory script*, *identify*, *legend lore*, and *truesight*. She also has 100 jade mudras in a pouch attached to her belt.

The Greater Raiments of Clarity are also present. Now closed and inert, their horrid properties are described in Appendix B.

B10. THE UNIVERSITY

Guarded by high gates and an army of Sisters, the various colleges, which constitute Tvashti's great university, have been ordered to remain closed to non-scholars. PCs, therefore, are not admitted (unless the Dungeon Master chooses to add content themselves), and an endless supply of **Sisters** engage with the PCs to deter any attempts to enter. The Sisters fight to the death and aim to kill, but do not pursue PCs who flee.

AFTERMATH: CLOSING THE BOOKS

Defeating the animated *Greater Raiments of Clarity* does not stop or affect any other of Tvashti's supernatural problems, even if it caused them.

Leaving the Silver Seat is not quite as difficult as getting in; the Sisters generally do not question those who leave the Seat, only those who enter. Therefore a



DC 12 Charisma skill check is required to avoid suspicion, made at a disadvantage if the PCs are especially suspicious (say, if the PCs are covered in ash, as the former Seth residence is on fire). Failure means they are attacked by 1d4 + 1 **Sisters**, as described in random encounter 8 in section B3.



THE GREATER RAIMENTS
OF CLARITY (ANIMATED)





CHAPTER 5: BAHRU

Verga, a medusa who uncovered the secret of lichdom many lifetimes ago, has trapped an ancient red wyrm—a dragon—beneath Bahru’s shattered streets. As she experiments on it, the wyrm Azi-Vritra rages against his bonds. Their struggle rocks the former city with literal earthquakes, and the remains of its inhabitants—now undead monsters—stalk empty spaces.

Meanwhile, Arijani’s Sisters keep watch from high on the mountain slope above, warding the palace from visitors.

To reach Arijani’s palace, PCs must somehow cross this area. As they do, the necropolis resounds with echoes of its grisly past.

APPROACHING BAHRU

As PCs approach the ruined city, read the following text aloud.

Something about these sprawling ruins—something more than their absolute silence—makes you feel like an intruder. Miles of shattered streets lie strewn with charred brick fragments.

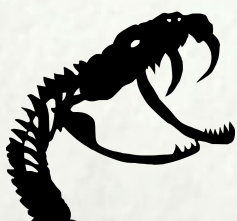
An open pavilion lies ahead; overlooking it, an enormous crouching tiger has been carved into the mountainside.

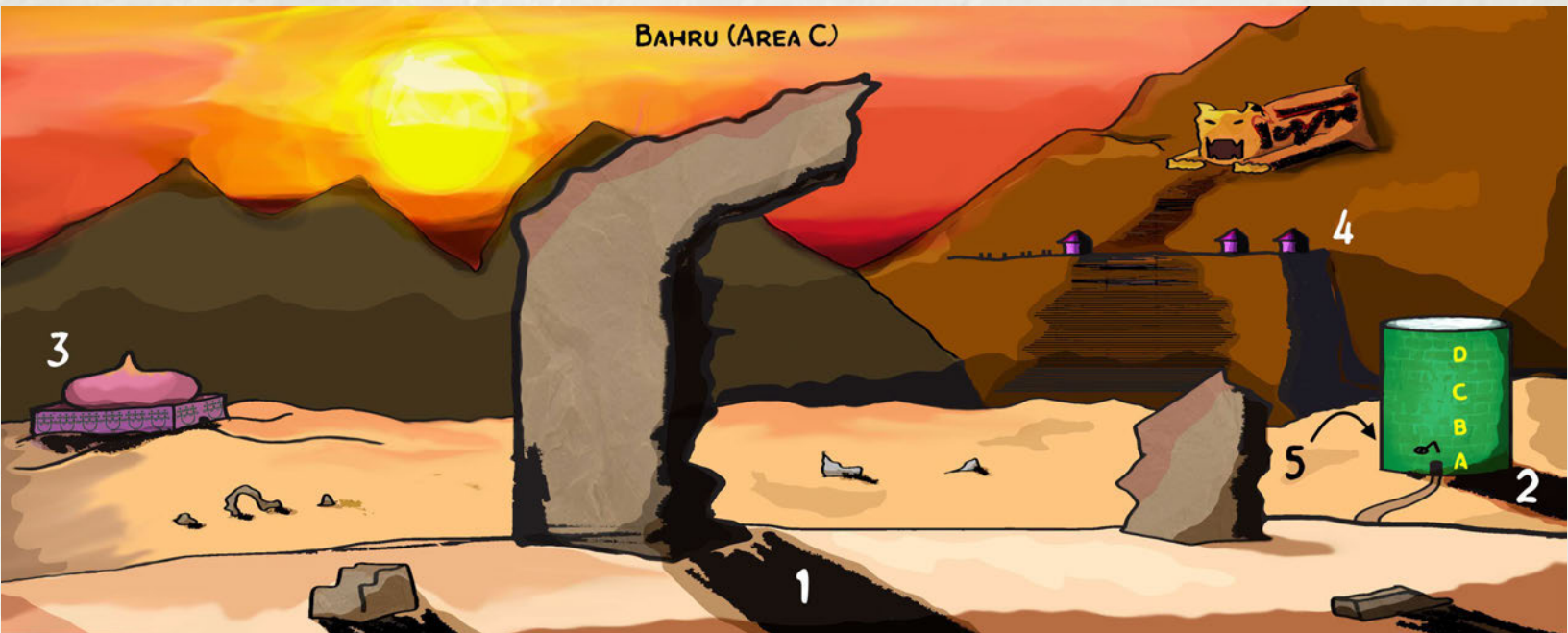
To your left, past what seems to be a mile or more of broken buildings, there rises the remains of a multi-chambered temple.

To your right there stretches a relatively clear alley-way, free from rubble or even dirt. It slopes down to a tower, intact and of a markedly different construction than anything else.

The “tiger” past the pavilion is Arijani’s palace, Mahakala; the temple to the left is the temple of Graz’zt; the tower to the right belongs to the medusa lich, Verga.

No matter which direction the PCs choose, add the following detail once they react to the setting.





The hot earth burns your heels, like coals of a fire not yet dead.

The heat's source is the same as that of Bahru's occasional earthquakes and fiery geysers: the **ancient red dragon** Azi-Vritra, struggling against his magical bonds.

Extreme Heat. While in Bahru, PCs suffer the effects of extreme heat, as described in the *Dungeon Master's Guide*.

C1 - THE PAVILION

Read the following as the PCs approach.

The sun is merciless. Clouds of steam waft among the ruins, vaguely resembling lost pedestrians.

A road snakes up the mountain for miles beyond, climbing what must be tens of thousands of stone steps until reaching the carved tiger. A battalion of violet-robed soldiers camps on a plateau halfway up.

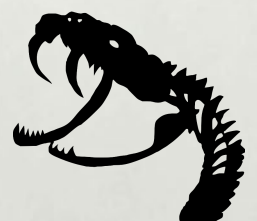
Those are no wisps of air; each one is in fact a **bhoot**, the eldritch remains of a rakshasa obliterated by magic. Specific encounters with these ones, which look

like human-shaped clouds of mist, are detailed below, under "phantasms." (Others are described in the random encounter table.)

Treasure. The contents of the pavilion are ancient, more fitting for an archaeological expedition than for foraging mercenaries. Nonetheless, a PC who succeeds a DC 20 Wisdom (Perception) check, who also spends more than an hour searching, finds an intact *sword of life stealing*, which a rakshasa once wielded.

THE BATTALION

The battalion consists in some two hundred **Sisters**, whose ranks are not easily dispersed. They are poised to intercept any would-be invaders or unwanted petitioners, with many of them able to fly, in addition to wielding a long-range *eldritch blast*. Arijani's palace lies one mile up the slope from them. Dungeon Masters should describe the encampment in a way that presents it as a serious obstacle, which cannot be overcome with a quick battle or pair of skill checks.



Arijani's powerful magics, moreover, forbid any teleportation past their ranks. If a PC attempts to do so, their spell fails.

The battalion does not send Sisters down to Bahru's pavilion; they know what dangers lurk below, and they do not break their ranks simply to expose themselves. For this reason, it should be impossible for PCs to lure the battalion away from their camp with any quick or simple plan.

There are several ways for PCs to disperse the battalion, three of which are described in "Aftermath: Getting Past the Battalion" at this chapter's end. One is to defeat Verga, thereby freeing Azi-Vritra; another is to bribe Verga with artifacts (such as the *Greater Raiments of Clarity*); a third is to clear the Temple of Graz'zt and rally a ghostly army. PCs must explore Bahru to discover these options, and Dungeon Masters are encouraged to entertain other plans of equal scale.

PHANTASMS IN THE PAVILION

The cataclysmic blast of magic, which shattered Bahru, left spectral traces of the rakshasas, who were the city's original inhabitants. These are **bhoots**, as described in Appendix C.

Conventional combat encounters with bhoots are found in the table under "random encounters," but in addition, certain encounters with bhoots—*phantasms*—are described below.

A phantasm begins when the PCs approach one of many humanoid-shaped clouds of mist, which flit throughout the

ruins. Roll on the following table to determine the results.

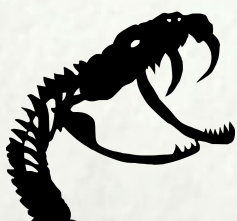
D4 Roll	Phantasm
1	Hurled high
2	Faster and faster
3	Covered in claws
4	Who's that behind you?

Each time a PC approaches a humanoid-shaped cloud of mist, it manifests a spectral arm with a backward, clawed hand, grabbing them and transporting *the entire party* to a pocket dimension. There, the PCs play the part of the creature's killers, as it recalls its final moments on Bahru's last day.

Each time this happens, either read or paraphrase this introductory text aloud.

Blood-chilling screams intermingle with the clash of battle as, all around, the ruins melt away to show an entirely different scene. The air brims with smoke; buildings stand in flames; the streets teem with armored human soldiers, who stab beast-headed devils as they fall to magic.

In each case, they fight the bhoot's former self—a **rakshasa**—to the death. When the rakshasa is defeated within its hallucinatory environment, a blinding flash returns the PCs to the pavilion, and the bhoot is slain.



1. Hurled high. In this encounter a **rakshasa** uses a fiendish spell to fling the PCs high in the air. Read the following paragraph aloud after reading or paraphrasing the introductory text.

Just ahead of you, a devilish, elephant-headed creature points an outward-curling finger from a backwards hand at you.

PCs must succeed on a DC 20 Constitution saving throw, or else be flung one hundred feet up in the air, taking 10d6 bludgeoning damage from the fall if they cannot stop themselves. The rakshasa then attacks.

2. Faster and Faster. This encounter consists of a **rakshasa** beating an accursed drum, in an attempt to kill the PCs by exhaustion, as another acts as a guard. Read the following aloud after reading or paraphrasing the introduction.

Just ahead of you, a leopard-headed creature beats a large, painted drum. Its rhythm pounds in your head and chest. To your horror, you realize your heart is racing in time with the beat! A second, vulture-headed fiend steps into view, hissing and brandishing talons. "Faster and faster," the fiend smirks.

Each round, instead of taking an action, the leopard-headed rakshasa beats the drum, forcing the PCs to succeed on a DC 12 Constitution saving throw or else gain one level of exhaustion. As the leopard-headed rakshasa attempts to kill the PCs

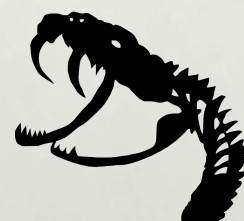
by doing this, the vulture-headed one tries to prevent the PCs from intervening. The phantasm ends when the leopard-headed rakshasa is killed.

3. Covered in claws. This phantasm consists in a **rakshasa** using a fiendish spell to collapse the ground below the PCs, burying them in **swarms of crawling claws**. Read the following aloud after reading or paraphrasing the introductory text.

Just ahead, a devilish, spider-headed creature points with a backward-curling talon. The ground below you gives way to a deep chasm!

PCs who cannot fly immediately fall into the pit, which is fifty feet deep. Once at the bottom, each PC takes 5d6 bludgeoning damage as they are attacked by 1d4 **swarms of crawling claws**, which materialize at the pit's mouth before falling down. This process has a 10% chance of repeating every round thereafter. The spider-headed rakshasa, if not engaged in combat, stands at the pit's edge, cackling at the PCs' fate.

4. Who's that behind you? In this phantasm, a **rakshasa** emulates a banshee's wail using a fiendish spell. Read the following aloud after reading or paraphrasing the introductory text.



Just ahead of you, a baboon-headed creature smiles. Blood stains its teeth. "Who's that behind you?" The creature asks.

Shortly after the rakshasa asks, PCs must succeed on a DC 13 Constitution saving throw or drop to 0 hit points, as something behind them issues a banshee's wail. A successful save nonetheless results in 3d6 psychic damage. Any PC, who turns around, sees an impossibly huge, hideously cadaverous version of their own face, which leers as it wails. Seeing this illusion grants a PC disadvantage on the saving throw against the wail.

RANDOM ENCOUNTERS IN THE PAVILION

In addition to phantasms, Bahru's pavilion creeps with other activity. Undead prowl the streets, and seemingly natural disasters, brought on by Azi-Vritra's imprisonment, endanger all who explore.

In the event that PCs slay Verga and free Azi-Vritra, all the following random encounters (with the possible exception of 18) cease. Otherwise, PCs have a random encounter on a d20 roll of 15 or higher, each time they move from one labeled location to another. Every time a 1 - 12 is rolled, PCs must roll *another* encounter from the table. (This may happen several times in a row.)

D20 Roll	Encounter
1 - 4	Earthquake
5 - 8	Fire geyser
9 - 12	Earthquake and fire geyser
13	2d4 minotaur skeletons
14	1d4 + 1 bone nagas
15	1d4 helmed horrors
16	1d4 invisible stalkers
17	1d2 bhoots
18	1 mummy lord and 1d4 + 1 mummies
19 - 20	Vision of Azi-Vritra

1 - 4. Earthquake. As this event occurs, allow for non-flying PCs to make a DC 15 Wisdom (Survival) or Intelligence (Nature) check to avoid being knocked prone. Read the following text aloud.

The ground heaves beneath you. An earthquake!

Those who are knocked prone take 1d4 bludgeoning damage.

5 - 8. Fire geyser. As this event occurs, allow for a DC 17 Wisdom (Survival) or Intelligence (Nature) check; success grants advantage on the Dexterity saving throw that follows. Read the following text aloud.

Fiery plumes, ten feet high, erupt from the nearby ground!



All PCs who are not flying must succeed on a DC 18 Dexterity saving throw, or else take 4d6 fire damage, with success allowing for half.

9 - 12. *Earthquake and fire geyser.* As this event occurs, allow for a DC 17 Wisdom (Survival) or Intelligence (Nature) check to avoid being knocked prone and thereby accruing disadvantage on the Dexterity saving throw that follows. Read the following text aloud.

Jets of fire erupt from the heaving ground!

All PCs who are not flying must succeed on a DC 18 Dexterity saving throw or else take 1d4 bludgeoning and 4d6 fire damage, with success allowing for half.

13. *2d4 minotaur skeletons.* Verga's enchantments grant these creatures an armor class of 18, along with the maximum number of hit points. They attempt to slay the PCs and drag their bodies to Verga. As the following event occurs, read this text aloud.

Tall, horned skeletal monsters strike out from the dark! Although cobbled from ancient, mismatched bones, these things wield newly-forged weapons.

If PCs examine the weapons more closely, they see a stylized letter "V" in draconic, which stands for "Verga." The medusa lich conjured these weapons into existence.

If PCs examine the skeletons, they notice that the "bones" seem constructed of solid stone, as though petrified. In fact they are.

14. *1d4 + 1 bone nagas.* Verga's enchantments grant these creatures an armor class of 18, along with the maximum number of hit points. They attempt to slay the PCs and drag their bodies to Verga. As this event occurs, read the following text aloud.

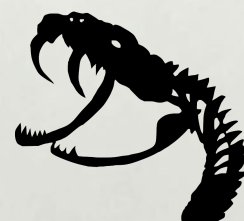
Fleshless, skeletal serpents attack, springing from the shadows! Their bodies are immense; their skulls, humanoid.

Again, PCs find a stylized letter "V" in draconic, which stands for "Verga," if they examine the creatures' skulls. PCs who investigate also notice that the bones are petrified, possessing the hardness of stone.

15. *1d4 helmed horrors.* As this event occurs, read the following text aloud.

The rhythmic clank of armored boots: before you march empty suits of bronze scale mail. Hoisting swords, they advance.

The helmed horrors wield patas rather than longswords, which prevents them from wielding their weapons with two hands. They try to subdue and drag the PCs to their master, Verga.



16. 1d4 invisible stalkers. As this event occurs, read the following text aloud.

A momentary breeze provides relief from these ruins' merciless heat.

The "breeze" is in fact the presence of the **invisible stalkers**. They attack in one round, having been sent by Verga on a regular patrol for intruders.

17. 1d2 bhoots. As this event occurs, read the following text aloud.

Glowing, translucent figures, with devilish bodies and bestial heads, arise from the searing ground!

These **bhoots** attack immediately, fighting until destroyed.

18. 1 mummy lord and 1d4 + 1 mummies. As this event occurs, read the following text aloud.

A desiccated corpse, clad in the remains of royal armor, lurches towards you. Similar, less decorated corpses follow. It groans a hideous pronouncement in an ancient language as they advance to strike.

King Rana accompanied his human troops in their fatal assault on Bahru; those events' apocalyptic conclusion left him a **mummy lord**. He curses those who disturb the ruins, speaking an ancient version of Common. A successful DC 15 Intelligence (History) check allows a PC to

discern the words' meaning: "impure men who walk this place, now succumb to incurable blight."

Rana fights as though the area is his lair. He carries a *staff of withering*, as well as an *amulet of proof against detection and location*.

19 - 20. Vision of Azi-Vritra. As this event occurs, read the following text aloud.

You stop in a daze. In the heat of the empty air, you envision a gigantic crimson serpent, looming like a mountain or a castle.

You *do not see* this thing; the air is empty. Yet you *imagine* it with such force and vivacity, against all intention, against your own choosing, that it is *as if* you see it. As scarlet wings unfold from its scaly girth, and as it rasps a deep, susurrus hiss, you wonder whether you have gone mad.

"Unshackle me: slay the witch!" Its baritone thunders in your mind.

Before you can say anything, it is gone.

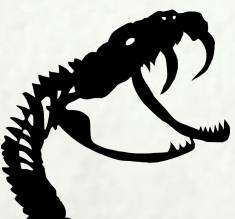
All PCs receive the same vision at once, sent deliberately by Azi-Vritra. In subsequent encounters, the wyrm mentions Verga by name, commanding her destruction.

C2 - VERGA'S TOWER

Read the following as the PCs approach.

The slick, green cubes of heavy stone, which make up the tower ahead, are each as tall as a man. A large stone eyestalk is set into the closed doorway; its crystal eye watches you.

The eyestalk has an armor class of 20, as well as 300 hit points, and is resistant to



all damage; a permanent *clairvoyance* spell allows it to function like a security camera for Verga, who watches its transmissions through a crystal ball in her observatory.

The door is not only unlocked; it swings open as the PCs approach. Verga knows that adventurers often carry magic items, and she plans to take them.

C2 - A. BARRACKS

The tower's lowest level functions as a lab for Verga's experiments in skeletal reanimation and petrification. Read the following text aloud as PCs enter.

Mountains of bones—skulls, ribs, spines, and more—fill this hundred foot long circular room. At the center stands a large iron cauldron, next to an iron podium. Beyond, a staircase spirals upward.

The bones are not enchanted yet. As part of her ritual for creating minions, Verga places bones in the cauldron and chants from the podium. She is careful, however, never to leave any components here in her absence; both the cauldron and podium are empty.

The cauldron and podium both have an armor class of 20; the cauldron can absorb 400 points of damage and the podium can absorb 50. Destroying them is sure to arouse Verga's wrath.

When fighting in this chamber, Verga can telekinetically move a collection of bones into the cauldron as a lair action, which immediately animates as a **minotaur skeleton** with maximum hit

points and a natural armor class of 18, acting on Verga's initiative.

Verga's phylactery—a silver sphere, which is mildly yet painfully toxic to dragons and also magically warded against their attacks—lies beneath the floor, in the cavern that holds Azi-Vritra.

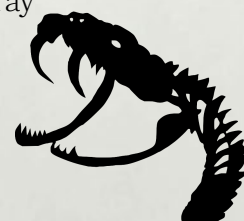
The stairs lead to area C2 - B.

C2 - B. LABORATORY

The tower's second floor is Verga's laboratory. Supremely paranoid, Verga keeps her tomes and spellcasting components hidden away in a pocket dimension. Nonetheless, the room holds dangerous treasures. Read the following as PCs enter.

Angry burn-marks and angular diagrams scar this room's stone floor. Several large tables lie at the edges, along with a closed trunk. A warped painting hangs nearby. The stairway continues to spiral upward. You hear a fire crackling on the next level up.

The tables are empty, but the trunk holds a number of broken experiments and other items that Verga finds useless. They include a quill that cannot stop dripping ink; a skull that screams and flashes bright red when touched; a book whose pages display a different string of gibberish every time it is opened; several nails that soften when struck by a hammer; a dried-up severed tentacle; an iron ball that confers a disadvantage on the Constitution saving throws of whoever carries it; a *bag of devouring*; and the *Cat of Felkovic*, as described in Appendix B. Finally, stray



scrolls of *Leomund's tiny hut*, *eyebite*, and *incendiary cloud*—one each—can be found at the trunk's bottom. Except for the scrolls and the quill, none of these items' magical properties are immediately apparent; PCs must investigate them or interact with them to discover their properties.

Disturbances do not draw Verga or Milan downstairs; they already know of the PCs' presence, and would rather wait.

If PCs investigate the painting, read the following passage.

The painting, though faded, depicts a young couple; the woman has snakes growing from her head in the place of hair, and the man points a single finger upward, on whose tip a tiny fire dances.

The painting depicts Verga and Milan long ago, before either had fully realized their magical powers.

The stair continues up to C2 - C.

C2 - C. MILAN'S ROOM

While Verga spends her sleepless undeath in the observatory or laboratory, Milan, an **archmage**, still ekes out a semblance of human routines here. Read the following as the PCs enter.

A goateed man in a turban and dark robes reclines on a couch. Turning a page in his book, he sounds bored as he speaks. "Upstairs," he sighs. "She's waiting." He nods to the stairs' continued upward path.

Milan avoids conversation for now, unless he was selected to be Arijani's chosen

enemy during Madame Magda's Tarokka reading. If he was selected, he introduces himself and gives a brief description of the tower before urging them to meet Verga upstairs.

PCs who examined the painting in the laboratory can identify Milan as one of its subjects, provided they succeed on a DC 12 Wisdom (Perception) check.

Milan is more conversant once the PCs have interacted with Verga. With a successful DC 18 Charisma (Persuasion) check, Milan shares his discontent, saying he misses the mortal creature Verga used to be, however monstrous. PCs, for whom Milan was selected as an ally during Madame Magda's Tarokka reading, automatically succeed on this check.

The stairs continue to area C2 - D.

C2 - D. OBSERVATORY

Verga waits here to offer the PCs a trade: her pick of their magical items—one per adventurer—in exchange for her assistance in reaching Mahakala, past the battalion of Sisters guarding it. Read the following as PCs enter.

The ceiling of the tower's uppermost floor is glasslike in its transparency. The heat is unbearable. A woman draped in a star-covered robe, stands amid various telescopes and crystals. As she turns, you see that her face is pale grey, thinly stretched out over her skull; where her eyes should be, there are only two pinpoints of red light. Most gruesome of all, however, are the numerous skeletons of snakes, which protrude from her skull in the place of hair. Each one sways and coils, as if still endowed with life.



Verga, a **medusa lich** (see Appendix C), quickly explains her proposition: she knows that the PCs aim to reach Mahakala, and she knows they cannot do it without help. She offers to escort them to Mahakala's gates, using spells unknown even to Arijani, in exchange for some of the PCs' most powerful magic items. (See "Trade with a Medusa Lich" under "Getting Past the Battalion," below.) After delivering her offer, she orders the PCs to leave her observatory, returning only if they accept her offer.

If PCs return to the observatory but reject her offer, she attacks immediately with the intention to kill, attempting to call Milan to her aid.

The air in this chamber is stifling; if combat occurs here, each PC faces a cumulative 10% chance per round of needing to succeed on a DC 15 Constitution saving throw, or else gain one level of exhaustion.

Treasure. Verga wields a *staff of the magi* and carries a *bag of holding*, along with a scroll of *dispel magic*. When she dies, her spellbook materializes from the pocket dimension in which it was hidden, along with a *Tome of the Stilled Tongue*, a copy of the *Codex Serpantum*, and a scroll of *resurrection*. Her spell book contains the spells that she had memorized. Most importantly, however, Verga wears an amulet, which is a red jewel in a silver locket. The jewel is cut to resemble a rough outline of a winged snake, and the locket is cut to resemble a

cage; the jewel shines through the bars. Opening the locket frees Azi-Vritra and distracts the battalion. (See "Releasing the Wyrms" under "Getting Past the Battalion," below.)

C3 - TEMPLE OF GRAZ'ZT

Read the following as the PCs approach.

Amid the destruction, this enormous temple seems out of place. Or more appropriately—since its architecture shares a style with the ruins—it seems out of *time*. The huge double-doors stand closed.

The doors are unlocked and open easily, leading to area C3 - A.

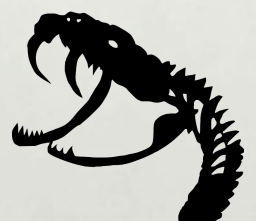
C3 - A. FOYER

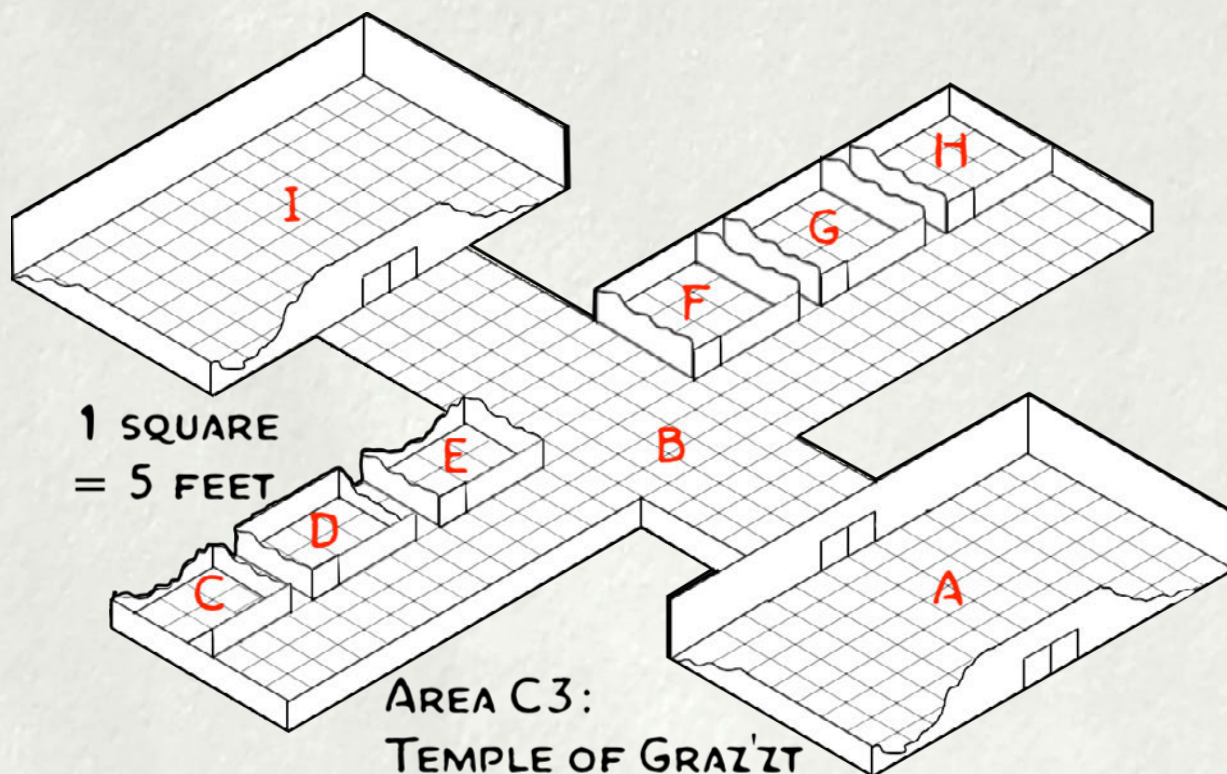
This foyer holds thirteen **lamias**, all priestesses of Graz'zt. They disguise themselves as soon as anyone approaches the temple. Read the following as the PCs enter.

Very much to your surprise, the temple's interior seems not only intact, but clean and functioning. Candles glow brightly in their sconces, incense flavors the air, and water flows from metal spouts into wall-affixed basins.

A woman in a rose-colored robe approaches. "Welcome to the temple of Graz'zt," she beams. "Please make yourself at ease." Her arms open, gesturing to a room full of similarly-dressed priestesses behind her. Though tending various tasks—book-binding, praying, and burning incense—they watch you with interest.

At the room's far end lies the only other door you can see; a bronze plaque adorns it.





The thirteen **lamias** in this room remain disguised as priestesses, inviting the PCs to rest. They claim to be a small religious community, who traveled to Bahru from Tvashti years ago after learning of this temple. A DC 18 Wisdom (Insight) check reveals they are lying.

If the PCs take a short rest, the lamias do nothing; if, however, the PCs take a long rest without anyone standing guard, the lamias attack, fleeing the temple when half fall in combat.

The lamias describe Graz'zt as a god of joy, with the temple devoted to his secret, pleasurable rites. The monsters are likely to describe this in a suggestive way, deliberately in an attempt to pique PCs' curiosity. They promise that one can see—and participate in—the rites, if only one

solves the puzzles beyond the door. (In truth, the lamias plan on letting the temple's traps kill the PCs before eating them.)

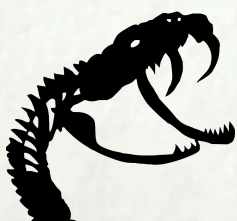
The plaque on the door reads, "Graz'zt is rapture, and therefore truth." It is unlocked, leading to area C3 - B.

C3 - B. MAIN HALL

Read the following as the PCs enter.

The candle-lit hallway ahead is windowless, yet a feeble draft carries an unwholesome mixture of odors to your nose.

"Scents of the six," interrupts a priestess behind you. "Flesh, fruit, and fire; sickness, steel, and shadow," she recites.



The lamia provides no additional information, raising a finger to her lips with a knowing wink instead.

As PCs continue into the hall, read the following.

You enter a hallway about twenty feet wide, stretching more than a hundred feet to either side of you. In each direction, a trio of doorways punctuate the far wall, about fifty feet apart. Immediately across the hall, in front of you, there halts a pair of sealed doors; another brass plaque decorates its surface.

The doors ahead are magically sealed; the only way to open them is to complete the puzzles in areas C3 - C through H.

The plaque offers a clue to solving the puzzles: it reads, “the name of our lord.” The phrase refers to Graz’zt, whose name the PCs must spell out, with one letter traced in each of the six adjoining rooms using those rooms’ distinctive magic.

C3 – C. FIRST CHAMBER

The door to the first chamber, like its counterparts, is dark, plain, and unlabeled; it opens with a thumb-latch. Read the following as the PCs enter.

The scent of living things—the smell of unwashed bodies—fills this square room, forty feet on a side. Yet it seems empty. Its floor is divided into a series of square tiles, each five feet wide.

Any PC, who enters the room, appears to grow a sixty-foot snake tail, which trails behind them, following their exact path.

These “tails” cannot be damaged or even physically touched; they are purely visual illusions. A PC’s tail vanishes as soon as they step out of this room, and returns when they do. If targeted with *dispel magic*, a tail vanishes until its owner leaves the room and then returns.

By moving about the chamber, a PC can arrange their tail so that it spells out a certain letter or character. If a PC uses their entire tail to spell the letter “G,” they hear a distant churning followed by a click; at that point, this room’s puzzle is solved, and the snake tail that spells “G” remains in place, regardless of where its owner moves. Other tails vanish.

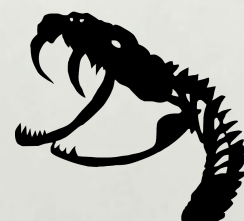
Right after this room’s puzzle is solved, the door slams shut, as a statue of a **marilith** rises from a compartment in the floor, then becomes flesh.

Once the marilith is summoned, the door to the chamber can only be opened with a DC 20 ability check or else with magic. The door opens and closes freely once the marilith is slain.

If Madame Magda foretold any artifacts would be here, they are found on the marilith.

C3 – D. SECOND CHAMBER

Read the following as the PCs enter the second chamber.



You smell flowers and fruit; the sweet odor is as welcome as it is out of place. Yet this room appears empty: nothing but a square chamber. The floor is made of square tiles, each about five feet across.

The room's interior is difficult terrain. Any PC, who enters the room, finds fruit bushes immediately sprouting in any five-foot square, which bears more than five pounds of weight. The bushes bear 3d4 sweet fruits; each one acts as an enchanted berry per the *goodberry* spell.

A fruit bush immediately withers, dies, and crumbles into a puff of ash when weight is removed from the tile on which it grows.

If a PC moves onto a tile, picks all the fruit, leaves, then moves on to the tile again, the fruit is replenished. Thus, for a time, a party may find an infinite supply of fruit. However, per the spell *goodberry*, no fruit can last longer than twenty-four hours. At the end of a full day and a night, any carried fruits become useless and rotten.

By moving and placing objects about the chamber, PCs can spell out a certain letter or character in fruit bushes. If the PCs spell the letter "R" in any language across the room, they hear a distant churning followed by a click; at that point, this room's puzzle is solved, and neither more bushes nor more fruit grow. The bushes that spell "R" remain in place, regardless of where anyone else moves.

Right after this room's puzzle is solved, the door slams shut, as a pair of

lashweeds grow from unoccupied tiles and attack.

Once the lashweeds appear, the door to the chamber can only be opened with a DC 20 ability check or else with magic. The door opens and closes freely once the lashweeds are slain.

If Madame Magda foretold any artifacts would be here, they are found on one of the lashweeds' carcasses.

C3 - E. THIRD CHAMBER

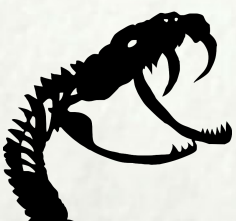
Read the following as the PCs enter the second chamber.

A campfire's scent fills this room despite its apparent emptiness. You see nothing but a square chamber, forty feet on a side. Its tiled floor is a simple grid of five-foot squares.

The room's interior is difficult terrain. Any PC, who enters the room, finds a campfire immediately flaring up on any tile, which bears more than five pounds of weight. The fire causes 1d4 points of fire damage per round, in addition to igniting flammable items it touches.

A fire burns as long as weight remains on its tile, and is snuffed out when the weight is removed.

By moving and placing objects about the chamber, PCs can spell out a certain letter or character in flames. If the PCs spell the letter "A" in any language across the room, they hear a distant churning followed by a click; at that point, this room's puzzle is solved, and no more fires arise from the tiles. The fires that



spell “A” remain in place, regardless of where anyone else moves.

Right after this room’s puzzle is solved, the door slams shut, as three **fire elementals** arise from unoccupied tiles and attack.

Once the elementals are summoned, the door to the chamber can only be opened with a DC 20 ability check or else with magic. The door opens and closes freely once the elementals are slain.

If Madame Magda foretold any artifacts would be here, they are found among the ember and ash that constitute the elementals’ “corpses.”

C3 – F. FOURTH CHAMBER

Read the following as the PCs enter the second chamber.

The stink of illness permeates this area, despite no signs of contaminants. There’s nothing but a forty-foot square room, evenly split into eight rows and eight columns of perfectly square tiles.

Any PC, who enters the room, finds that any tile, which bears more than five pounds of weight, begins to bleed and fester. Any PC who touches the blood with bare skin must succeed on a DC 15 Constitution saving throw or else be afflicted with slimy doom (per the *contagion* spell) until cured. A success grants immunity to the blood’s poison for twenty-four hours.

A tile bleeds as long as weight remains on it, and immediately stops when weight is removed. Once the weight is

removed, moreover, all signs of blood immediately vanish.

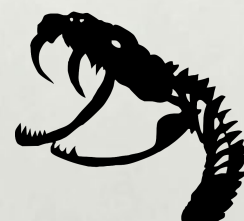
If a PC attempts to bottle the blood, they must succeed on a DC 20 Dexterity (Sleight of Hand) check to avoid making contact with the blood. The blood acts as a contact poison, which afflicts the target with slimy doom per the *contagion* spell, provided the target fails a DC 15 Constitution saving throw.

By moving and placing objects about the chamber, PCs can spell out a certain letter or character in blood. If the PCs spell the letter “Z” in any language across the room, they hear a distant churning followed by a click; at that point, this room’s puzzle is solved, and no more tiles ooze blood. The blood that spells “Z” remains in place, regardless of where anyone else moves.

Right after this room’s puzzle is solved, the door slams shut, as four **gibbering mouthers** arise from unoccupied tiles next to the PCs and attack. They surprise any target whose initiative is less than 15.

Once the gibbering mouthers appear, the door to the chamber can only be opened with a DC 20 ability check or else with magic. The door opens and closes freely once the gibbering mouthers are slain.

If Madame Magda foretold any artifacts would be here, they are found among the gibbering mouthers’ putrid remains.



C3 – G. FIFTH CHAMBER

Read the following as the PCs enter the second chamber.

This seems to be an ordinary room, perfectly square, forty feet on a side. Square tiles, five feet across, evenly cover the floor. Yet the air carries a metallic scent.

The room's interior is difficult terrain. Any PC who enters the room finds jagged rocks sharply jutting from any tile, which bears more than five pounds of weight. Any PC who steps onto such a tile must succeed on a DC 15 Dexterity saving throw or else take 1d8 magical piercing damage from the spikes. Any item, which is heavier than five pounds and can be destroyed by being stabbed with 200 points of force per square inch, is destroyed.

The spikes remain as long as weight remains on it, and immediately retract when weight is removed. The spikes cannot be removed or destroyed.

By moving and placing objects about the chamber, PCs can spell out a certain letter or character in spikes. If the PCs spell the letter “Z” in any language across the room, they hear a distant churning followed by a click; at that point, this room's puzzle is solved, and spikes no longer arise from tiles when stepped on. The spikes that spell “Z” remain in place, however, regardless of where anyone else moves.

Right after this room's puzzle is solved, the door slams shut, as five **xorns**

arise from unoccupied tiles next to the PCs and attack.

Once the xorns appear, the door to the chamber can only be opened with a DC 20 ability check or else with magic. The door opens and closes freely once the xorns are slain.

If Madame Magda foretold any artifacts would be here, they are found on one of the xorn's corpses, conspicuously stored in its jaws.

C3 – H. SIXTH CHAMBER

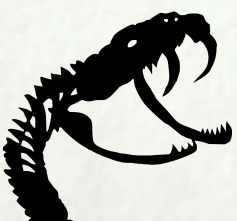
Read the following as the PCs enter the second chamber.

The air in this chamber smells both clean and burnt, like before a lightning strike. However, you see nothing in this square room but the empty, tiled floor.

If any PC steps on a tile, the spell *darkness* is immediately cast on it, cloaking the space from floor to ceiling in magical darkness. The darkness does not spill over into the space of any other tile; it appears to be a dark, squarish pillar with sharp boundaries. This magical “pillar of *darkness*” also appears on any tile, which bears more than five pounds of weight.

The darkness remains as long as the weight on its tile remains; it immediately dissipates once the weight is removed.

Any pillar of *darkness* can be dispelled with a *daylight* or equivalent spell, but it re-appears as soon as the



associated tile is released and then pressed again.

By moving and placing objects about the chamber, PCs can spell out a certain letter or character in pillars of *darkness*. If the PCs spell the letter “T” in any language across the room, they hear a distant churning followed by a click; at that point, this room’s puzzle is solved, and no new darkness arises from tiles. The pillars of darkness that spell “T” remain in place.

Right after this room’s puzzle is solved, the door slams shut, as six **shadows** arise from unoccupied tiles next to the PCs and attack. The shadows are invisible when occupying a tile shrouded in magical darkness, and they make tactical use of this fact.

Once the shadows appear, the door to the chamber can only be opened with a DC 20 ability check or else with magic. The door opens and closes freely once the shadows are slain.

If Madame Magda foretold any artifacts would be here, they are found in the spot where a shadow once stood, as soon as that shadow is slain.

C3 – I. FINAL CHAMBER

Read the following passage as the PCs enter or examine this area.

The spacious room at the hallway’s end seems constructed of pure jade, embroidered with jewels and gold. Lavish, upholstered couches line the walls. Numerous fruits and wine-bottles lie in ceremonial bowls. A series of detailed friezes decorates the walls.

The effects of a *major illusion* present the room as it is described. In fact, the fruit is long-rotten, the wine is stale vinegar, the gold and jewels are long-stolen, and the couches lie in shambles.

The friezes, however, are quite real; together, they tell the story of Sri Raji’s creation.

On the left half of the far wall, where an infernal symbol of Graz’zt glitters to indicate a starting-point, the frieze shows Bahru intact, populated by rakshasas. Their heads are of jaguars, crocodiles, elephants, spiders, and apes. A series of arrows, stylized like the infernal symbol, point to the right in between each frieze.

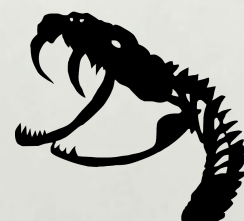
Just to the right of this, the next frieze depicts Graz’zt— then an arch-devil—bleeding from a wound while delivering a young, tiger-headed Arijani to the city. PCs can recognize Graz’zt with a successful DC 17 Intelligence (Arcana) or Intelligence (Religion) check.

On the left half of the eastern wall, immediately to the right of the last frieze, Arijani is represented as a young adult, attacked by the other rakshasas.

The right half of the eastern wall shows Arijani praying in the dark.

The southern wall’s eastern half, standing to the left of anyone facing the door from the inside, shows Arijani taking on the appearance of a human man.

Continuing clockwise, the western half of the southern wall shows Arijani in



his human disguise, speaking to a room full of human men with crowns.

The penultimate frieze on the western wall's southern half depicts Bahru in flames, with rakshasas and humans slaying each other. Arijani stands laughing in the foreground.

In the final frieze on the western wall's northern half, Arijani stands alone in what is clearly Sri Raji's jungles. His head and hands are flung upward to the sky in anger.

Read the following passage once the PCs have moved into the room and looked about.

Suddenly, a ten-foot fiend in royal clothes materializes in a flash of fire. His jet-black face is terrifyingly handsome, with full lips curling downward beneath a sharp nose, and eyes staring out at you with a kind of seductive contempt. His elegantly-clawed hands sport six fingers each. "A curse of his own making," he begins, laughing, "that's what my son has."

"The soul cannot ascend to that, which it worships so fiercely," the devil continues. "Think of the devotion, whose strength inspires the slaughter of cities." He grins. "Such devotion weighs heavily on the soul, forbidding ascendency."

"Arijani will never have the enlightenment he craves," the devil laughs. "He cares too much about getting it."

In the the midst of Arijani's war, which destroyed Bahru, Graz'zt could not help leaving a permanent *programmed illusion* of himself, to ensure that his son's mockery has no end. A successful DC 17 Intelligence (Arcana) or Intelligence

(Religion) check reveals the figure to be a programmed illusion of Graz'zt.

(Ambitious Dungeon Masters with access to *Mordenkainen's Tome of Foes*, who want to maximize the number and the difficulty of this module's combat encounters, may substitute a *simulacrum* of Graz'zt for the *programmed illusion*.)

The illusion vanishes after delivering its message. It can be made to re-appear every twelve hours.

Once the PCs have a chance to react to the programmed illusion, at least seven of the temple's thirteen **lamias** charge into the room and attack. (They realize they must kill the PCs themselves if they are going to eat.) They fight until reduced to half their hit points, then retreat down the hall to regroup with the other five, who wait in ambush.

If the PCs listen to Graz'zt's programmed illusion and defeat the lamias, they attract the attention of the ghosts of human soldiers, who were slaughtered in the temple during Bahru's destruction. See "Army of Rana" under "Getting Past the Battalion," below.

C4 – BATTALION'S EDGE

The battalion of **Sisters**, which stand between Bahru and Mahakala, constitute a veritable army. Read the following if the PCs choose to get closer to them.

Halfway up what must be miles of mountain-carved stairs, there swarm hundreds of violet-robed acolytes. Armed with coiled, edged weapons, some hurry amid tents and store-houses while others



stand at observation posts. Doubtlessly armed with magic, this army is neither easily routed nor circumvented.

There is no limit to the number of **Sisters**, who defend themselves from the PCs or who attack when the PCs get closer than 120 feet.

Wholly devoted to their vigil, they do not respond to messages, letters, or any other communication. They know that, if Arijani expects guests, he tells them.

They use *truesight*, use the help action to grant each other advantage on all skill checks, and the entire mountain has been warded in such a way that only Arijani himself can teleport into or out of the mountain's top half.

C5 - AZI-VRITRA'S LAIR

This area can only be accessed if the PCs slay Verga and release Azi-Vritra (see "Releasing the Wyrm" under "Getting Past the Battalion" below).

Read the following text after Azi-Vritra escapes and the PCs approach the exposed subterranean cavern.

A blast of searing air nearly hurls you from your feet. As the colossal red serpent spreads its mammoth wings, taking flight like an airborne galleon, you stare at the cavernous pit it left behind. More than a hundred feet down, it terminates in a mound of glittering coins.

There are more than glittering coins. The contents of Azi-Vritra's hoard can be determined by rolling on the tables listed

in Chapter 7 of the *Dungeon Master's Guide* for a Challenge Rating of 17+. In addition, Verga's phylactery lies among the treasure (a large silver sphere, sculpted into the shape of a woman's head wrapped in snakes, which is mildly toxic to dragons), and a *rod of resurrection*.

To safely descend the hundred-foot drop without spellcasting, PCs must succeed on two DC 15 Dexterity (Acrobatics) or equivalent Strength (Athletics) checks. PCs who fail both take 35 or 10d6 non-magical bludgeoning damage; PCs who fail only one take 18 or 5d6.

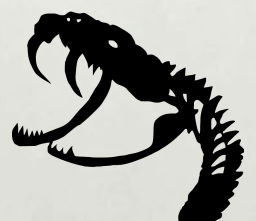
Azi-Vritra will speak haughtily with the PCs; now freed, he wishes to build an army of worshippers. Any suggestion that he owes thanks to the PCs enrages him. If he discovers them looting, he is enraged.

AFTERMATH: GETTING PAST THE BATTALION

To reach Arijani's palace, PCs must somehow get past the battalion. Three ways to do this are outlined below. Players are likely to concoct plans not listed here; Dungeon Masters are encouraged to be permissive, provided the plan involves some difficult task and the help of a party not already aligned with the PCs.

ARMY OF RANA

PCs, who make their way through the temple of Graz'zt and purge it of lamias, attract the attention of a spectral army:



ghosts of hundreds of soldiers, who perished at this temple.

When PCs slay or drive off the lamia cultists, read the following text.

Abruptly, the room's temperature falls. Every candle winks out, plunging it into darkness before another light replaces it.

There slowly rises an immense host of luminous, cadaverous shapes. First one, then ten, then twenty, then a hundred, filling the room and halls beyond, shoulder to shoulder. Broken mail shows fleshless ribs; skeletal hands clutch snapped and splintered weaponry. A haunting, silvery glow streams from hollow skulls.

"Fiends! We are betrayed!" Every specter wails in unison. "They lay waste to our souls, lost in the endless dark!"

They shriek together for several moments.

Then they fall silent. "He Towards Whom the Shadows Move," laments one ghost.

"We were drawn here like dogs," weeps another.

"He Towards Whom the Shadows Move," begins a third.

"Spoke of riches!" finishes a fourth. In unison they continue, reciting like a prayer, "luring us to battle as the deadly sun's warmth lures the sprout to open air, and like that sprout we were burned. Ripped. Seared and slashed, dazzled and dead."

If the PCs appeal to the ghosts with a successful DC 18 Charisma (Persuasion) or Charisma (Deception) check, they can be made to attack the battalion, throwing it into chaos so that the PCs can reach Mahakala. After six hours, Rana's Army vanquishes the battalion and wordlessly turn to their final rest. The battalion takes 2d4 + 2 hours to reconstitute itself, posing an obstacle of the same sort as before.

RELEASING THE WYRM

Once she is defeated, Verga's locket can be opened, which causes earthquakes to rock the tower. Milan flees, helping the PCs if he is not hostile to them.

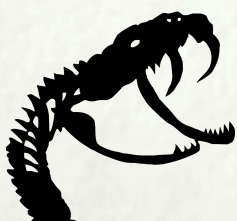
PCs, who cannot immediately leave the tower by magical means, must succeed at least *three* DC 18 checks of *different abilities*—each one of the player's choosing—to escape the tower before it collapses. Any skill is allowed, so long as the player explains how it assists their escape. The Dungeon Master is the final arbiter for whether a skill can be used. Again, no skill may be attempted twice to escape the tower.

Any PC, who fails three of these checks before making three of them, cannot escape the tower in time; they take 20d6 bludgeoning damage, or half with a successful DC 18 Dexterity saving throw.

Once the tower collapses, the **ancient red dragon** Azi-Vritra arises from the wreckage, exposing a hoard of treasure as he takes flight.

Azi-Vritra terrorizes the battalion for two hours, then returns to his lair for two hours, traveling back and forth. PCs can get past the battalion while the wyrm attacks.

If Azi-Vritra finds the PCs stealing treasure, he attacks them; only a DC 20 Charisma (Persuasion) check stops him.



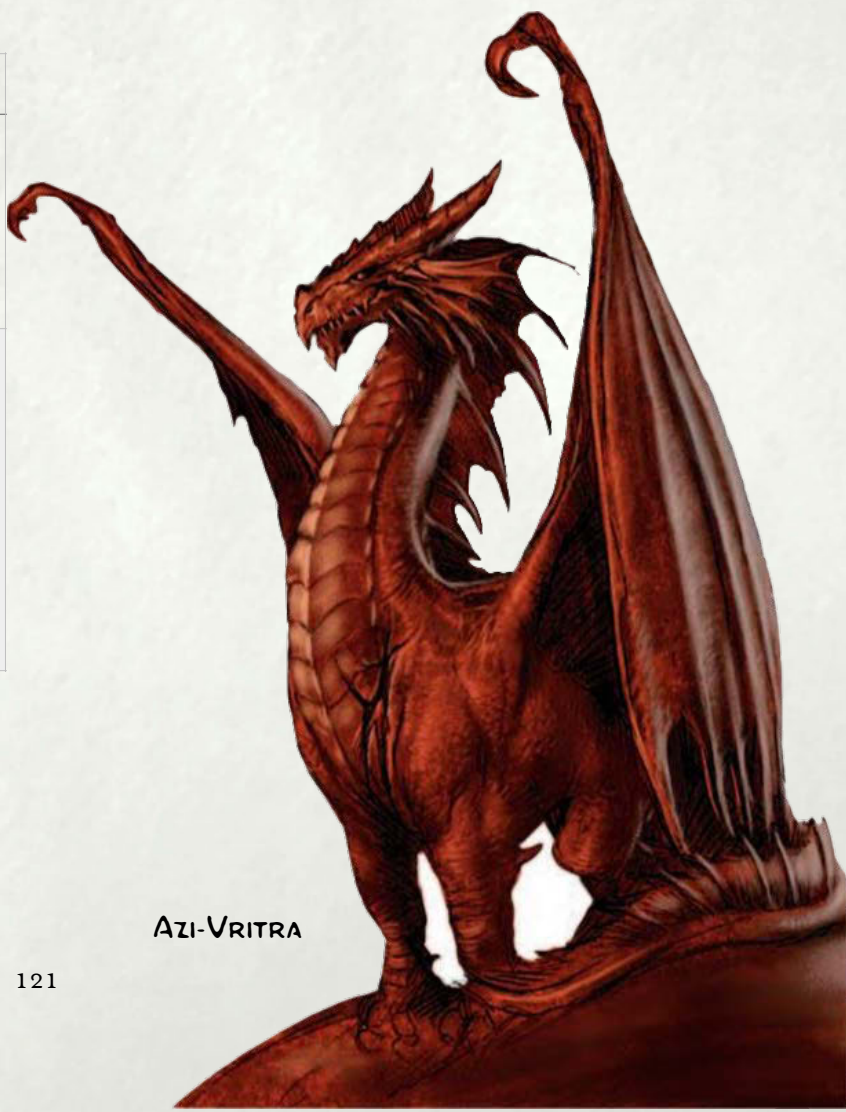
TRADE WITH A MEDUSA LICH

In exchange for weaving a powerful spell that throws the battalion of Sisters into disarray, Verga takes as many magical items as there are PCs, choosing among the most valuable or the most evil, but showing no interest in the artifacts foretold by Madame Magda.

Use the following table to determine which manner of spell Verga uses to disperse the brigade. Whatever the spell's effects, PCs are subjected to them, too, as they hurry through the panicked plateau. The spells last for eight hours. Once the spell ends, the battalion regroups in $1d4 + 2$ hours, at which point it returns to the sort of obstacle that it was when the PCs first arrived.

D4 Roll	The Results of Verga's Ritual
1	Blood-red rain, smelling of rotten meat, pelts the Sisters' plateau, inflicting 17 or $3d10$ points of acid damage per round to any creature in a hundred-foot radius that fails a DC 20 Constitution saving throw.
2	A colossal fist the size of a house, completely skeletal, repeatedly strikes the earth from the heavens. The magical shockwave inflicts 17 or $3d10$ points of force damage per round to any creature in a hundred foot radius that fails a DC 20 Dexterity saving throw. The fist is attached to a bony, jointed limb, which stretches impossibly skyward.

D4 Roll	The Results of Verga's Ritual
3	A thousand small fires explode onto the plateau's surface. Each one grows into a flaming human skeleton, which shrieks as it attacks whatever it can see, wailing like a banshee. Their wails deal 17 or $3d10$ points of psychic damage per round to any creature in a hundred foot radius that fails a DC 20 Dexterity saving throw.
4	The entire sky grows black; stars and sun are blotted out. Meanwhile, a glowing mist arises in the dark, growing and shaping into a ghostly, skeletal-looking tarrasque , which terrorizes the plateau. The creature's spectral body radiates the chill of the grave, inflicting 17 or $3d10$ points of cold damage per round to any creature in a hundred foot radius that fails a DC 20 Charisma saving throw.



AZI-VRITRA



CHAPTER 6: MAHAKALA

Arijani has two palaces: the first is Mahakala, his physical lair and visible home in Sri Raji. The second is an ever-shifting series of labyrinths, conjured by his illusory magic. Any hero, who would traverse the former, must first brave the latter.

APPROACHING THE PALACE OF MAHAKALA

As PCs ascend the nethermost slope of Bahru, read the following text.

An enormous stone tiger rises from the sculpted mountainside. Vines drape its crouching girth; only the head, carved from a single giant agate—its jaw low to the ground—seems free from age. Through its open mouth you spy a pair of double-doors, each ten feet wide and taller still. This is no sculpture; it's a castle.

Enormous, orange, and ribboned with stripes of black and white, this sixty-foot agate is indeed a single stone. Perfectly-shaped, it fell from the heavens upon Sri Raji's formation. Arijani still hopes it to be a gift from Shar, but it functions more to stoke his doubts than to assuage them.

The doors ahead are not the only way inside. In addition, the rear of the building conceals a secret entrance. This entrance is carefully disguised, requiring a DC 22 Intelligence (Investigation) check to notice it.

In addition to being disguised, the door's enchanted lock cannot be forced open or targeted by spells below 6th level, and the lock's excellent construction confers a DC of 20 to any Dexterity-based check to open it. This check must be made with a disadvantage, moreover, on account of a permanent illusion, which has been cast on the lock itself.



Simply *attempting* to open the lock, moreover, triggers a *glyph of warding* that requires an additional DC 20 Intelligence (Investigation) check to notice. This *glyph* summons a pair of attacking **horned devils**.

Finally, at any given time, the secret entrance in back is guarded by 1d4 + 2 **Sisters**, who have cast *invisibility* on themselves.

D1. THE MAW

Read the following text if the PCs approach the front doors.

As you approach the tiger's jaws, the two huge green gems resting in its eye-sockets—each as large as a crouched man—flare with brilliant light. Laughter echoes around you.

The “gems” are really polished bits of green-tinted glass. The light and laughter are each a *major image*, triggered by subtle glyphs inscribed near the PCs' path.

An additional illusion has ensured that, once the PCs are within fifty feet of the front doors, the surrounding area appears to get darker as the PCs approach. The closer the PCs get, the more extensive the darkness; when the PCs stand right at the front doors, the full effects of a *darkness* spell takes effect. Throughout this process, however, the front doors themselves—along with the green “eyes”—remain visible.

When any PC touches the front doors, whether physically or through *mage*

hand, there is a brilliant flash of light as every PC is teleported to area D2.

D2 - THE HEDGE MAZE

Arijani's hedge maze is the entrance to a multi-sectioned pocket dimension, which he fashioned out of powerful illusions. He calls it his “second palace,” and it was specifically designed to torture and destroy adventurers.

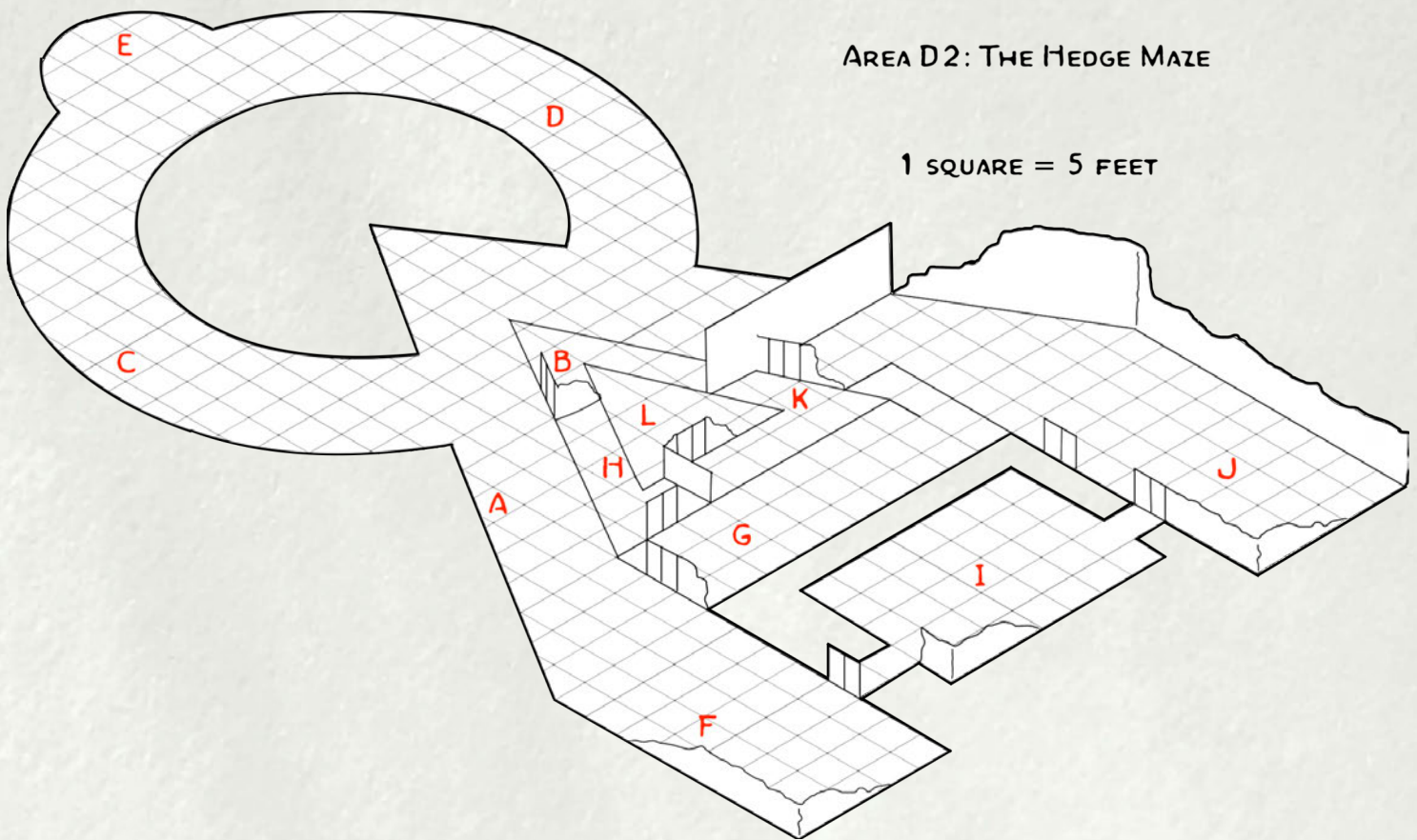
Trees. The hedge maze is lit by the magical blossoms of various **awakened trees**, which shed bright light in a fifty foot radius and dim light for another ten feet. Stepping into their light prompts an ability check, which must be repeated every round of combat they remain in the light, or else accrue some condition conferred by the blossoms. The awakened trees behave exactly like normal trees unless attacked, at which point they collectively defend themselves.

Environment and movement. The hedge maze appears to be open to a dusky sky, in which the stars are barely visible. However, an unassailable *wall of force* prevents any character from ascending further than twenty feet upward.

The walls of the hedge maze appear to be thick, ordinary hedges, but they too are disguised *walls of force*.

Resting. Any rest in the hedge maze carries a cumulative 15% chance of being interrupted by 1d4 **shambling mounds**. An interrupted rest takes the usual amount of time but confers no





benefits. Spells such as *Leomund's tiny hut* may prevent such interruptions.

The grove to the PCs' left is area D2 - C; the one to their right is area D2 - D.

D2 - A. ENTRANCE

Upon touching Mahakala's front doors, the PCs are teleported here. Read the following as they arrive.

You stand in a carefully-manicured garden, enclosed by high, wall-like hedges. A grove of trees with luminous blossoms grows to your left, continuing around a bend; to your right lies another such grove, with two doors set into the hedge's far wall. A third door lies just ahead, near two statues.

The statues are petrified adventurers, so they look unnervingly life-like; casual examination shows terrified expressions and defensive body language. A successful DC 13 Intelligence (Arcana) or Wisdom (Insight) check reveals the truth.

D2 - B. COCKATRICE DEN

Opening the door closest to area D2 - A releases a swarm of nine **cockatrices**, who attack immediately.

D2 - C. NORTHWEST GROVE

The light from these blossoms blinds anyone who approaches, and who fails a DC 17 Wisdom saving throw. Those who fail cannot see anything *except* the trees and the blue blossoms.

Your vision blurs as you near the luminous grove. The trees' eerie blue blossoms fascinate you. The path ahead branches, curving in two opposite directions.



The forks connect at D2 - E, one of them crossing D2 - D first.

D2 - D. NORTHEAST GROVE

The blossoms of these trees confer the effects of a *haste* spell on anyone, who fails the DC 17 Charisma save associated with being hit by their bright light. The effects of the spell last for one minute.

You stride energetically along the next path, practically leaping. The glowing red blossoms in the grove just ahead excite you. Beyond it, the curved path continues.

The path leads to area D2 - E.

D2 - E. THE DARK SPHINX

This area is the lair of a sphinx, who has been corrupted by Arijani's magic.

An extraordinary creature paces in the spacious chamber ahead. It resembles a huge winged lion with a human face. Its color, however, is a charcoal grey, tinged with violet.

Tefmakhet is an **androsphinx**, whose alignment is lawful evil, and he is quite insane. He craves conversation but deliberately misconstrues anything said to him, so that it sounds incorrect. If the PCs endure his conversation for a full minute or more, he mentions that Arijani's palace has a golden room, whose magic is as generous—and as vengeful—as the sun.

Ultimately, Tefmakhet plans to eat the PCs. However much he craves conversation, and however much he enjoys

company, he would never let such pursuits get in the way of a good meal. If the PCs do not attack Tefmakhet, he attacks them when there is a lull in the conversation.

Treasure. Tefmakhet possesses a scroll of *heroes' feast*, stashed in his mane.

D2 - F. SOUTHWEST GROVE

This grove's blossoms are particularly deadly. Every round the PCs spend in it, they must succeed on a DC 17 Constitution saving throw or else accrue 1d4 points of necrotic damage.

A wave of nausea crashes against the shores of your consciousness. Your feet drag. The luminous violet blossoms somehow exhaust you. A nearby door promises escape. Another lies further into the grove.

The nearest door leads to area D2 - G; the one further away leads to D2 - I.

D2 - G. GORGON RUN

This hallway seems to continue around a far-flung corner, but actually dead-ends immediately after turning.

Several enormous elk-like creatures charge as soon as you open the door! Their green, scaly bodies glisten like metal. A hedge-grown hallway plunges ahead, stretching around a corner. Meanwhile, a closed door stands to your left, just inside the one you opened.

1d4 + 2 **gorgons** charge towards the PCs and attack. Arijani prefers his gorgons to resemble deer more than bulls.



D2 - H. DEAD END

This closed room contains a magical cauldron, which periodically generates a **shambling mound** to roam the hedge maze. Exactly one shambling mound is present when the PCs open the door, attacking immediately.

The cauldron weighs one thousand pounds, has an armor class of 18, and can absorb 200 points of damage before being destroyed. Each time the cauldron is struck, there is a cumulative 2% chance that it spawns another shambling mound.

If the cauldron is destroyed, PCs can take a long rest in the hedge maze without interruption.

D2 - I. LOST BLINK DOG

One group of adventurers, who died in the hedge maze, brought a **blink dog** with them. It has remained hidden in this room for a long time, feeding on the occasional wayward cockatrice and waiting for its former companions. Read the following text as PCs enter.

A colorful, fluffy animal bounds towards you. It has the body of a wild dog or hyena, but the striped head of a badger. Its fur sprouts in a variety of bright hues, including blue, green, and purple. It wears a collar around its neck.

The collar has a tag that says “Putter.” The blink dog answers to that name, and joins any PCs who address him as such.

D2 - J. SOUTHEAST GROVE

Confusion affects PCs who are touched by this grove’s light, unless they succeed on a DC 17 Intelligence saving throw.

A gleaming yellow light blazes from the blossoms of the nearby trees. You feel dizzy.

Suddenly, a group of reptilian creatures approach, creeping low to the ground on eight legs. Each is the size of an overfed crocodile, and their pale marbled hides are ribboned with gray.

Six **basilisks** approach the PCs and attack. They attempt to retreat when their health is reduced by half.

Should the PCs head north, they find a door leading to area D2 - K. The closest doors are fake and will not open.

D2 - K. MEDUSA SUITE

A trio of starving **medusas**—Chuda, Churra, and Däayi—wait behind the door, which connects this room to area D2 - J. They attack any PCs who open it.

D2 - L. THE FIENDISH RIDDLE

The following riddle is a logic puzzle of no small complexity; *Dungeon Masters, who find it poorly-suited to their table, should substitute another, simpler riddle.*

When the PCs approach the door leading to this room, read the following.

An elaborate inscription has been written on this door. It looks like some kind of poem.



Hand the players a *written* copy of the following. It is important to hand them a *written* copy, due to the riddle's complexity.

*Asuras and devas resemble exactly;
You can't tell one apart from another.*

*Sane and mad ones are like this too, actually;
Looks do not lead to madness discovered.*

*Asuras will always attempt to tell lies;
If they think it's false, it's what they'll assert.*

*Devas, however, will give honest tries;
If they think it's true, they'll say it for sure.*

*But asuras and devas come in two kinds:
Those who are mad and those who are sane.*

*Mad ones think that all false claims are right,
And see all the true ones as wrong, such a pain!*

*Sane ones, however, see true claims as true;
A sane deva, therefore, truths would report.*

*A deva with madness speaks falsely; her view
Will swap truth with lies. (It's tragic, of course.)*

*Ahead of you wait just two of these beings:
One asura, one deva—but maddened or sane?*

*Use only their statements; that's the key thing.
Say who is what, mortal! Now use your brain!*

Ideally, players should conclude the following, after some minutes of discussion: in the next room, they find two creatures, one of which is an asura, and one of which is a deva. These creatures look exactly alike. Depending on whether they are an asura or a deva, however, along with whether they are mad or sane, they will only speak the truth, or else only speaks in lies.

A core principle, and a key to solving the riddle, is the following: *sane devas and insane asuras must always tell the truth, while insane devas and sane asuras must always tell lies.*

Based on what the creatures say, the PCs are tasked with identifying which creature is an asura or a deva, and which is mad or sane.

When the PCs open the door and enter area D2 - L, read the following text aloud.

Behind the door sit two exactly similar figures, cross-legged. Blue-skinned, flexing multiple arms, and sporting the heads of eight-eyed leopards, they stand at your approach.

The one on your left intones, "both of us are insane."

The one on your right shakes its head vigorously, responding, "that's not true; it's not the case that both of us are insane."

Neither creature says anything besides these specific utterances. They have been warded with innumerable enchantments, so they cannot be targeted by spells, forcibly moved, or harmed by any means.

There are three steps to solving the puzzle: (1) list all the possible options for what each creature could be; (2) narrow down those options based on what's consistent; (3) choose a remaining option.

First, it helps to make a list of options. The following table presents all of them.



Option	Left creature, who says “we are both insane”	Right creature, who says “it is not the case that we are both insane”
1	Sane deva	Sane asura
2	Sane deva	Insane asura
3	Insane deva	Sane asura
4	Insane deva	Insane asura
5	Sane asura	Sane deva
6	Sane asura	Insane deva
7	Insane asura	Sane deva
8	Insane asura	Insane deva

Once all the options are listed, the next task is that of narrowing them. To do so, it is important to remember, again: *sane devas and insane asuras always tell the truth; insane devas and sane asuras must always tell lies.*

Note that the creatures are saying contradictory things. They can’t *both* be telling the truth. This allows us to rule out possibilities (2) and (7).

Nor can both creatures be lying, for that would be another contradiction. So we can rule out possibilities (3) and (6).

Once (2), (3), (6), and (7) are ruled out, we have the following left over.

Option	Left creature, who says “we are both insane”	Right creature, who says “it is not the case that we are both insane”
1	Sane deva	Sane asura
4	Insane deva	Insane asura
5	Sane asura	Sane deva
8	Insane asura	Insane deva

At this stage, we can rule out possibility (1). For if (1) obtained, the creature on the left would have to be telling the truth (since it would be a sane deva). However, the creature on the left also *couldn’t* be telling the truth, since not both of the creatures in (1) are insane. Since it leads to a contradiction, we may dismiss (1).

(Likewise, we could rule out (1) by noting that, if it obtained, the identity of the creature on the right—a sane asura—would require it to tell only lies; yet the creature on the right could not be telling lies, since their statement, in (1), would be true.)

We can rule out possibility (4) on similar grounds. If (4) obtained, the creature on the left would be speaking falsely (since it would be an insane deva). However, the creature on the left also *couldn’t* be speaking falsely, since both of the creatures in (4) are insane. So (4) is ruled out, too.

(Likewise, we could rule out (4) by noting that, if it obtained, the identity of the creature on the right—an insane asura—would require it to tell the truth; yet the creature on the right could not be telling



the truth, since their statement, in (4), would be false.)

Having ruled out (1) and (4), only two options remain. No matter what, the creature on the left is an asura, while the creature on the right is a deva. The only remaining question is whether *both are sane* or *both are mad*. Either answer counts as correct.

Any incorrect answer results in the PCs being targeted by a *chain lightning* spell with a save DC of 20. Once the PCs provide a correct answer, they are immediately teleported to area D3 - A in a flash of light.

D3 - THE MIRROR MAZE

Beyond the hedge-maze lies a labyrinth of mirrors, with the following characteristics.

Mirrors. Nearly every wall is covered in rectangular, oblong mirrors, which stretch from floor to ceiling. Unless otherwise specified, these mirrors are magical, and cannot be moved or damaged by any means.

Despite this, every mirror, whether magical or not, is under the permanent effect of *Nystul's magic aura*, so as to seem completely nonmagical if examined with *detect magic* or other divinations.

Furthermore, every mirror is enchanted with a *glyph of warding*, which casts *hypnotic pattern* in response to being targeted by *dispel magic*. Noticing each glyph requires succeeding on a DC 18 Intelligence (Investigation) check, and resisting the effects of the *hypnotic pattern*

requires succeeding on a DC 18 Wisdom saving throw.

Environment and lighting. The ceilings are twenty feet high. Every twenty feet, along the high ceiling, a **will-o'-wisp** sheds bright light below. (It illuminates the fog made by the *guards and wards*, but does not dispel it.) These will-o'-wisps have been magically commanded to remain in place, even if attacked.

Guards and wards. The maze is affected by a *guards and wards* spell, which has the following effects:

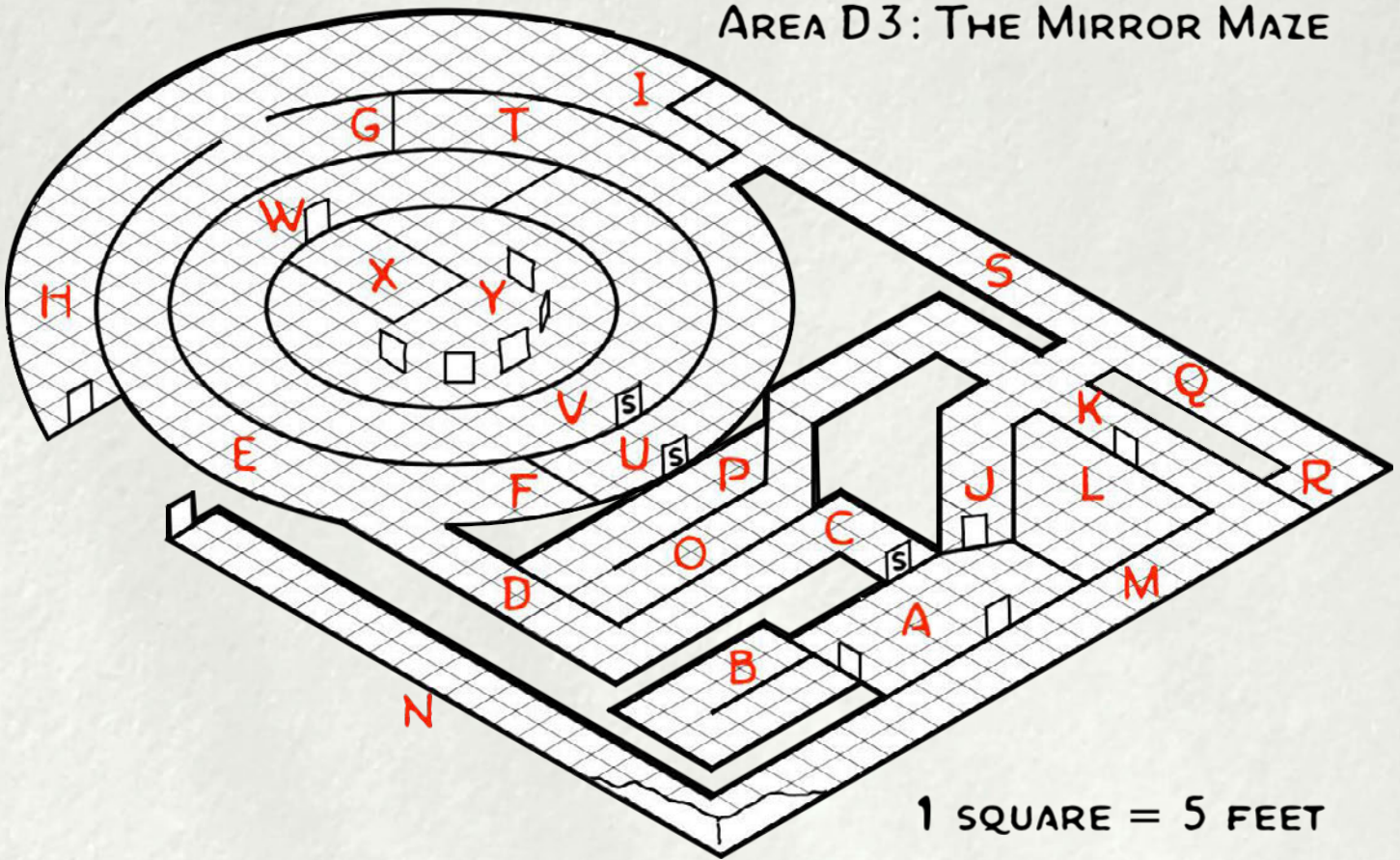
- Heavy fog fills every corridor, obscuring vision entirely. In addition, while this fog persists, there is a 50% chance at any intersection of hallways that, instead of going the way they intend, the PCs go the opposite way.
- All doors are locked, per the spell *arcane lock*, ensuring a DC of 20 to pick them. In addition, some doors are magically disguised as sections of the wall, per the spell *minor image*.

The fog can be blown away or removed by such spells as *gust of wind*, although this only affects a limited area, such as a single room or hallway.

The fog can be dispelled by casting *dispel magic* on it and meeting a DC 16 check with one's spellcasting ability. A similar casting of *dispel magic* on the doors undoes all the *arcane lock* spells,



AREA D3: THE MIRROR MAZE



1 SQUARE = 5 FEET

also revealing any doors that were magically disguised.

Resting. Short rests proceed as normal, but a long rest in the mirror maze has a cumulative 20% chance of being interrupted by 1d4 **erinyes** on patrol. An interrupted rest confers no benefits. Spells such as *Leomund's tiny hut* may prevent interruptions.

D3 - A. THE ENTRANCE

The PCs are teleported here, upon leaving Arijani's hedge maze. Read the following when they arrive.

You find yourself standing in a thick, gray fog. A pale light from above makes it glow.

Allow the PCs to react to their situation. If they do not dispel or otherwise get rid of the fog, read the following passage after they begin to explore.

Suddenly, a distorted ghoulish figure appears in the gloom. It looks exactly like you, but warped in hideous ways!

The figure is the PCs' reflection. After the PCs have discovered this (DMs may "lean into" the mistake by having PCs roll for initiative first), read the following. Or, if the PCs removed the fog upon arriving, begin by reading the following:

You're in a room full of curved mirrors, each one twisting your reflection into a grisly, cadaverous shape. Only three doors, hewn from dark wood, interrupt their presence.



One door lies to the south, another to the west, and the last in the room's northeast corner.

The door to the south is a trap; attempting to open it triggers a spring-loaded spear, which delivers 2d8 magical piercing damage unless the target makes a DC 17 Dexterity saving throw to take half the damage. The trap can be detected with a DC 17 Wisdom (Perception) check, and disabled with a DC 17 Dexterity check using thieves' tools.

The western door leads to area D3 - B, while the door in the corner leads to D3 - J. A second door on the room's northern wall, which leads to area D3 - C, is disguised by Arijani's *guards and wards* spell to seem like part of the wall. Attempting to smash it dispels the illusion.

D3 - B. THE BLOOD CHALICE

This hallway is lined with mirrors. Read the following text as the PCs look around the corner, toward the dead end.

A lonely goblet rests on a simple, square table at this hallway's end.

If moved or touched in any way, the chalice begins to overflow with blood. If allowed to flow for five solid minutes in a single place, the blood pools, forming a **blood elemental** ten minutes later, which hunts down the PCs and attacks. The blood elemental is vulnerable to all the effects of the maze's various mirrors.

Once the chalice has begun to overflow with blood, it does not stop until a blood elemental is summoned; at that point it ceases. Otherwise, nothing can stop the flow except the chalice's destruction; it can absorb 100 hit points of damage and has an armor class of 10.

D3 - C. VISUAL WARNINGS

This hallway is lined with mirrors. Read the following text if PCs examine them.

The mirrors in this hallway disturb you. They display your reflection perfectly, but it appears terrified. Waving its arms and yelling silent pleas, it seems as though your image is trying to warn you of something.

The warnings are, in a sense, false alarms. Although this dungeon is dangerous, there is nothing especially dangerous about *this* area, or about the particular way the characters are going, as compared with others. The images gesture warnings for as long as the PCs remain within sight.

The door connecting this area to D3 - A is disguised as part of the mirrored wall, per Arijani's *guards and wards* spell.

D3 - D. AUDIBLE WARNINGS

This hall is the same as area C-5, except that PCs can hear their reflections' voices. They cry desperate warnings to go back.

D3 - E. UN-SECRET MIRRORS

This hallway is lined with mirrors. Read the following text if PCs examine them.



More mirrors. This time, however, your reflection is absent! Only a few... oddities... hang suspended in the air.

These mirrors only reflect items and features, which one wishes to keep from sight, or of which one is embarrassed. PCs may well find their reflections completely absent except for embarrassing items or items that they want to keep secret.

D3 - F. DOPPELGÄNGERS?

This dead-end is also lined with mirrors. Read the following as the PCs approach.

Mercifully, the mirrors along this corridor match your every appearance and move, in the way that a normal mirror would.

PCs who make a DC 18 Wisdom (Perception) check notice their reflections move suspiciously: a split-second too late.

In fact, there are no mirrors in this hallway; instead there are as many **rakshasas** as there are PCs, using *disguise self* and a *major image* to pose as reflections. They attack immediately.

During this battle, any natural 1 that is rolled, instead of missing, hits another PC at random for half the damage.

D3 - G. THE MIRROR CLOCK

This hallway is lined with mirrors. Read the following text if PCs examine them.

A small pendulum clock hangs from the wall ahead. Its markings are backward, and its hands move counter-clockwise. As you approach, you hear a rhythmic hissing, each

hiss ending abruptly in a sharp and sudden silence—the sound of ticking in reverse.

The clock can be removed from the wall. It has an Armor Class of 10 and 100 hit points. PCs who experiment notice that it casts no reflection in any mirror.

D3- H. REVERSAL MIRRORS

These mirrors present the viewer as having a Charisma score that is “opposite” of what they actually have.

Take every PC’s Charisma score, and subtract it from 25. The resultant difference is their reflection’s Charisma score.

The door at this corridor’s southern end is fake; attempting to open it triggers a spear trap, which deals 1d8 +4 magical piercing damage, along with 1d4 poison damage. A Dexterity saving throw of DC 18 is allowed to take half the damage. The trap can be detected with a DC 17 Wisdom (Perception) check, and disabled with a DC 17 Dexterity check using thieves’ tools.

D3 - I. TELEPORTING URN

Read the following text as PCs approach this area.

This alcove has no mirrors. Instead, a large urn, easily big enough to crawl inside, rests atop a stout, four-legged table.

The urn cannot be destroyed, but it can be moved; it weighs two hundred pounds. PCs who climb inside are teleported to the



exactly similar urn in area C - 18, which has the same features, except that it teleports its occupants to the urn here.

D3 – J. MIRRORS OF THEFT

The hallway ahead is lined with mirrors. If or when PCs examine them, read the following text.

More mirrors. This time, your reflection waves at you with a cruel smirk. Reaching into its pocket, it retrieves a handful of coins, which it then tosses over its shoulder. Looking into your own pocket, you see that a handful of coins is missing! Your reflection reaches again.

Roll 1d4 and multiply the results by 10; the product is how many mudras the PCs have just lost. If they do not have any money, describe their reflection as destroying some basic supply, such as rations, candles, water, torches, or tools. For every round that the PCs spend in this hallway, they lose that amount of money or some supplies to their reflection.

D3 – K. FALLING MIRRORS

This hallway is lined with mirrors. Read the following text if PCs examine them.

These mirrors accurately represent you, except for the fact that, instead of traversing a hallway, your image appears to be falling. Its clothes flap and flutter from the descent; wisps of cloud streak by in the background.

Although initially harmless, these mirrors are deadly. Any character who remains in front of the same one for two continuous

minutes must succeed on a DC 18 Charisma saving throw or else take 20d6 + 20 magical bludgeoning damage, with half the damage allowed for a successful save. After such an event, the mirror “resets.”

D3 – L. MIRRORED SPIRITS

This room is lined with mirrors. Read the following text if PCs examine them.

A bitter chill in this square room steals the very warmth from your bones. Your teeth chatter; you can see your breath. Suddenly, a horrid, shrieking chorus pierces the air.

The mirrored room contains as many hostile **banshees** as there are PCs.

D3 – M. FIERY MIRRORS

This hallway is lined with mirrors. Read the following text if PCs examine them.

Your vision in this mirrored corridor shimmers, as though the air before you were mired in high heat. Here, your reflection appears to stagger in a fiery wasteland, panting and sweltering. You feel very warm.

For every round that PCs spend in this corridor, they take 1d4 fire damage and 1d4 radiant damage, with a DC 18 Constitution saving throw allowed for half damage.

D3 – N. AGING MIRRORS

This hallway is lined with mirrors. Read the following text if PCs examine them.



Fatigue besets you as you round this corner. Your reflection in these mirrors looks older than you... much older! It ages before your eyes. Looking down, you see that it's not just your reflection! You are aging!

PCs age at a rate of 1d4 years per minute, for every minute they spend in this hallway.

The first PC to enter this hallway is targeted by a *suggestion* spell, as part of Arijani's *guards and wards*. The PC must succeed on a DC 18 Wisdom saving throw, or else be motivated to continue down the hallway, exploring it.

The door at this corridor's northern end is fake; attempting to open it triggers a spear trap, which deals 1d8 + 4 magical piercing damage, along with 1d4 poison damage. A Dexterity saving throw of DC 18 is allowed to take half the damage. The trap can be detected with a DC 17 Wisdom (Perception) check, and disabled with a DC 17 Dexterity check using thieves' tools.

D3 - O. REVELRY MIRRORS

This hallway is lined with mirrors. Read the following text if PCs examine them.

You hear peals of laughter, the clink of glasses, and the splash of spilled drinks. Your reflections in this mirrored hallway seem to be enjoying themselves. Suddenly noticing you, your reflection raises a glass. When your reflection drinks, you feel dizzy. Your reflection pours another glass.

PCs who stand in front of these mirrors must make a DC 18 Constitution saving

throw or gain one level of exhaustion. The process repeats every five minutes.

D3 - P. TELEPORTING URN

Read the following text as PCs approach.

This nook is mercifully bereft of mirrors. Instead, there is a large urn, resting on a squat, square table.

This urn is exactly similar to the one in area C - 11, except that it teleports over there, while the one over there teleports back to it.

The northern door, which leads to area D3 - U, is disguised as an ordinary mirror, per Arijani's *guards and wards* spell. Attempting to smash it dispels the illusion.

D3 - Q. GLASS HALF-FOOL

This hallway is lined with mirrors. Read the following text if PCs examine them.

You freeze as something flat and hard, like a hand, slaps your face. Turning, you see your reflection in the next hall, pointing at you with one hand and cupping its mouth in laughter with the other. Suddenly it stops. After an exaggerated wind-up, it punches itself in the face. You stagger back.

PCs take 2d4 magical bludgeoning damage for every round they are in this hallway, as they are pummeled by their reflection's apparent self-injuries.



D3 - R. ARIJANI'S WINDOW

This hallway is lined with ordinary mirrors, but an enormous magical mirror lies at the end. Read the following text if PCs examine it.

At first, the polished glass at the corridor's end remains dark, swirling with indistinct shapes. Then suddenly, an enormous face leers at you.

Arijani's face appears in the mirror, disguised as the face of the PCs' enemy. Through the mirror, he can see and hear the PCs.

Arijani converses with the PCs for as long as their patience lasts. Before the conversation ends, he flashes his true face: devilish and tiger-shaped. All who see it must succeed on a DC 20 Wisdom save or be stunned for one minute.

D3 - S. MIRRORS OF YOUTH

This hallway is lined with mirrors. Read the following text if PCs examine them.

Your skin tingles as you step into this hall. As with the other corridors, the walls are covered in polished mirrors. Closer inspection reveals that your reflection seems to be getting younger before your eyes. Raising a hand to your face, you realize that it's not just your reflection!

For every minute the PCs spend in this hallway, they grow one year younger.

D3 - T. MIRRORS OF SLEEP

This hallway is lined with mirrors. Read the following text if PCs examine them.

You cannot help but yawn as you enter the next hallway. All around, the air brims with the sound of snoring. Your reflection is asleep, unconsciously leaning against one of the mirror's sides. You begin to feel sleepy yourself.

For every round a PC spends in this hall, they must succeed on a DC 17 Constitution saving throw or fall asleep for 1d4 rounds.

If all the PCs fall asleep, they are surprised by a trio of **erinyes**. In fact, they are Sisters—or at least what becomes of those who serve Arijani for long enough. The erinyes attack immediately and fight to the death.

D3 - U. ORDINARY MIRRORS

This hallway is lined with ordinary mirrors. These mirrors are easily scratched and destroyed, yet their polished appearance makes them look no different from the mirrors in areas D3 - A.

The doors leading to areas D3 - P and D3 - V are both disguised as ordinary mirrors, per Arijani's *guards and wards* spell. Attempting to smash them dispels the illusion.

D3 - V. GRAVE MIRRORS

This hallway is lined with mirrors. Read the following text if PCs examine them.



The mirrors that blanket either side of this passage are curiously dim. A moment's examination shows they display little to no color. There is only a flat, gray landscape, with a single dark object sticking up through the pale ground.

These mirrors are meant to discourage and demoralize adventurers, who persist up to this point. Each PC, who looks into the mirror, sees a tombstone with their own name on it. The inscription reads, "eaten by monsters in a far-away land, for meddling in things that they shouldn't."

D3 - W. CHROMATIC MIRRORS

This hallway is lined with mirrors. Read the following text as PCs approach the double-doors leading to area D3 - X.

Just ahead, a pair of double-doors interrupts the dizzying passages. A ring of smaller mirrors surround the doors, each one tinting its subject with a different color. You see red, blue, yellow... in fact, there is one mirror for every color of the rainbow. The doors have some kind of inscription above them.

The inscription above the door reads, "THE POWER OF VRIYOGI." DMs should *write this down and hand it to the players*.

PCs who investigate more closely can confirm that, indeed, there are seven mirrors: red, orange, yellow, green, blue, indigo, and violet.

The doors are locked, and can only be opened by pressing the colored mirrors in a specific pattern. The pattern is signaled by the word "VRIYOGI." It is

violet, red, indigo, yellow, orange, green, indigo. Only in response to that sequence do the doors open.

D3 - X. THE LOUNGE

Read the following text once PCs enter the room.

In more than one sense, this room was intended for reflection. Although a single giant mirror covers the far wall, the rest of the room is furnished with plush carpeting, leather armchairs, and a roaring fire.

By itself, the room is safe. There are no traps or monsters here, although the doors cannot be locked again once they are opened.

Read or hand the following text to PCs, who meet a DC 15 Wisdom (Perception) check when examining the mirror for anything unusual.

Something's not right. When you look in the mirror, you see a small pendulum clock hanging on one of the walls. Despite its being in a mirror, the numbers on its face are not backwards. Yet no such clock hangs in the room you presently occupy!

If the PCs found the mirror clock in area D3 - G, it may occur to them to hang it on the wall, in a position that corresponds to the mirror image described above. Doing this causes the mirror and the walls to disappear, opening the area up to area D3 - Y.



Treasure. A desk in the room has a single drawer, which contains a scroll of *Leomund's tiny hut*.

D3 - Y. THE PORTAL ROOM

This pale stone chamber holds five large floating mirrors, in addition to containing area D3 - X. Read the following once the PCs hang the clock on D3 - X's wall.

Suddenly, this cozy room's walls vanish, opening up to a larger chamber, in which five enormous mirrors hang suspended in mid-air. A plaque on the far wall reads, "CHOOSE ONE, ENTER TOGETHER."

Each mirror is a gateway to another part of Arijani's illusory labyrinth.

Characters, who examine the room's west-most mirror, receive the following description.

In this mirror, your reflection has a crocodile's head. It floats in dark water. Beneath the mirror, a plaque reads, "THE CROCODILE'S PATH (SCARY)."

Characters, who examine the second mirror from the west, receive the following description.

In this mirror, your reflection has the head of a baboon. It stands in daylight. Beneath the mirror, a plaque reads, "THE BABOON'S PATH (VERY SCARY)."

Characters who examine the center mirror receive the following description.

Your reflection has a spider's mandibled face in the dark. A plaque below reads, "THE SPIDER'S PATH (NOT SCARY AT ALL)."

Characters, who examine the second mirror from the east, should receive the following description.

In this mirror, your reflection grins with a leopard's face, standing before a gleaming fire at night. A plaque reads, "THE LEOPARD'S PATH (VERY VERY SCARY)."

Characters, who examine the room's east-most mirror, should receive the following description.

Your reflection stands in a fog with an elephant's head. Beneath, a plaque reads, "THE ELEPHANT'S PATH (SURPRISE)!"

When a PC attempts to enter one of the mirrors, the entire party is magically transported to the corresponding scene described in areas D4 - D8.

Each scene pits the PCs against a monstrous version of Arijani, who delivers a challenge while telling of his past.

After the PCs complete the a mirror's challenge, they are teleported back to the portal room to find it cracked and destroyed.

Failing a mirror's challenge (usually by death) results in being teleported back to the portal room (with only 1 hit point if they "died"), where the mirror hangs intact.

When all five mirrors have been destroyed, the PCs are teleported to area D9 - A.



D4. THE CROCODILE'S PATH

Arijani describes his first encounter with his father. Read the following text to begin.

The water is freezing. Your companions have crocodile heads; presumably you do, too. Something below in the dark—something huge—churns. It's coming your way.

Give the PCs a round to react before reading the following.

An impossibly vast shape—a living mountain, so big you cannot see its end—explodes from the thundering dark! Atop its shoulders there grins a horrible visage: a mixture of tiger and fiend.

Immediately continue with the following.

"I was birthed in the fight," his voice booms, "it is as involuntary as the life in my heart!"

Arijani attacks after this brief soliloquy.

Arijani takes the form of a **kraken**, with the following exceptions made to its statistics:

- The kraken has head like Arijani's
- The kraken has only 200 hit points.

Due to their transformation, the PCs are able to hold their breath for the duration of this fight, and can even spare a fraction of their breath to cast spells with verbal components. Nor do they suffer water-based restrictions on movement. They still

suffer the effects of natural darkness, however, along with the condition of extreme cold, as described in the *Dungeon Master's Guide*.

If the party is killed by Arijani's kraken form, the PCs are teleported to area D3 - Y with one hit point each. In such an event, the mirror is *not* destroyed, and its task is still incomplete.

D5. THE BABOON'S PATH

In this scenario, Arijani describes his humiliation under his fellow rakshasas.

Read the following text to begin.

An enormous chunk of raw meat—the size of a boulder, who knows what from—flies directly at you and your companions, hurled from a crowd of jeering, colossal things. Humanoid, yet bearing devilish, twisted versions of animal heads, they laugh, spit, and hurl more grisly projectiles. Meanwhile, you and your baboon-headed companions leap out of the way.

Give the PCs a round to react before reading the following.

Suddenly, a sky-wide figure appears in the clouds above, laughing. At first he wears the face of your old enemy, but then his face shifts into that of a devilish tiger. For a moment you cannot move. "Brought to humiliation, I was tortured!" he howls.

Twelve **cloud giants** surround the PCs in a fifty-foot circle, in the middle of a colossal, giant-sized version of Bahru when it was intact. Each cloud giant looks like a huge rakshasa; their heads are the heads



of baboons, spiders, crocodiles, leopards, and elephants. Each one uses its rock throwing attack once (only throwing offal instead of rocks), then ends its turn. The only exception is if one of them is attacked directly, in which case that one moves and attacks the PCs, fighting to the death while the others keep hurling offal.

Throughout the encounter, the giants taunt the PCs with any personal information, which Arijani could have learned about them during the campaign's course. The giants also jeer to the PCs that Shar is powerless.

The goal of this mirror is to survive for two rounds of combat, as the "rakshasas" hurl offal at the PCs. Once that happens, the mirror's task is complete. If the party is killed by the giants, the PCs are teleported to area D3 - Y with one hit point each. In such an event, the mirror is *not* destroyed, and its task is still incomplete.

D6. THE SPIDER'S PATH

In this scenario, Arijani describes his fervent prayers to Shar, and his promise to sacrifice everyone to her glory.

You fall down a dark chasm. A single, slitted eye, as large as the moon, opens high above. As it spills green light, Arijani's voice thunders, "in the name of Shar, I defied them! Inexorable vengeance was my prayer; so over the spilled blood of those countless wretches, across their fractured bones and through their shattered walls, I called for her silvery taper to light my path!"

The PCs are falling; in ten rounds they strike the ground, taking 400 points of magical bludgeoning damage. Their task is to stop themselves from falling, and to remain that way for one minute. If even a single PC fails to do this, the mirror's task is incomplete.

Succeeding on a DC 18 Dexterity (Acrobatics) check allows a PC to stop falling by clinging to the walls. The PCs' spidery forms grant them advantage on this check, even if they are not proficient in Acrobatics. They may also stop their fall through spellcasting, or with a DC 20 check with any ability the DM deems plausible.

This task is complicated by the fact that twelve **harpies** immediately attack the PCs as they fall, doing their utmost to obstruct the PCs' success. The harpies have purple plumage exactly the hue of the Sisters' robes, and faces to match.

Once the PCs stop falling, the mirror's task is complete. If the party is "killed" by the fall, the PCs are teleported to area D3 - Y with one hit point each. In such an event, the mirror is *not* destroyed, and its task is still incomplete.

D7. THE LEOPARD'S PATH

In this scenario, Arijani describes the vengeful destruction wrought in Bahru. Read the following text to begin.

It is night. You and your leopard-headed companions are enormous, towering above tiny buildings like colossi. The doll-sized city



spreads outward for miles; nearly all of it is on fire. At the center an enormous crater yawns wide, filled with a churning, metallic, river-like substance, which flows clockwise in a circle around a central, elevated point. Nearby buildings lie shattered.

Give the PCs a round to react to the apocalyptic scene. Then read the following text aloud.

The substance is no liquid; it's a massacre! Countless tiny figures—some human, some devilish—grapple and climb over each other, stabbing and cutting, dismembering and beheading, glistening in blood as they trample and scream.

Then, in a flash of fire, just as large as you, Arijani leaps atop the column overlooking it, capering madly. Through feline jaws he cackles. "My prayers were answered. My father, his people, his people's people, and all that they touched... dead forever. Dead! Behold Shar's feast!"

This illusory version of Arijani looks like his true self, but has the comparatively weak statistics of a **lich**, save that its creature type is a fiend. The PCs' task is to kill him.

A *wall of force* surrounds Arijani, which cannot be dispelled except by physically touching it, at which point it vanishes. PCs must therefore cross the tide of tiny warring figures, either by flying, leaping across, or wading through.

Leaping across, while using nimbleness to stay above the fray, takes a DC 18 Dexterity save. Failure means they are knocked prone and take 1d4 magical piercing damage per round while wading through the fray.

Wading through the fray takes a DC 18 Strength save. Failure means they are knocked prone and must try again.

The task of this mirror is completed when the PCs reach Arijani and slay him. If the party is killed, DMs may choose for them to be teleported to area D3 - Y with one hit point each, instead. In such an event, the mirror is *not* destroyed, and its task is still incomplete.

D8. THE ELEPHANT'S PATH

In this scenario, Arijani describes his current state. Read the following text to begin.

You stand beneath an iron-gray sky in an open field. Its meticulously-trimmed grass is evenly split into squares of red and white, each twenty feet long on a side. You occupy one square; in the distance, each of your companions occupies another. Your clothes and equipment are all white, and you all have the heads of pale elephants.

Give the PCs a round to react before reading the following.

Suddenly, with a shock of an earthquake, Arijani's head rises on the horizon, his shoulders as wide as a mountain range. Impossibly huge, he bellows, "and yet here, despite my power, I am tested." His voice shakes the ground.

The roar echoes as, across the checkered field's other side, a hideous throng of cadaverous monsters—half-human, half-snake, all dressed in red—rise from the fetid ground. Arijani grins.





The area is a colossal chess-board, floating in a misty void, where each square is twenty feet across. The PCs begin at one end of the board, each one in a square of their own. The DM may choose where they begin, although their squares must be in the back row, furthest from Arijani. At the other end of the board, situated at the starting-places of opposing pieces, there stand the following.

Chess Piece	Monster
Pawn	Ophslander Crownsman
Rook	Ophslander Yeoman
Knight	Ophslander Libertine
Bishop	Ophslander Debutante
Queen	Marilith
King	Death knight

The task of the PCs is to navigate and fight through the opposing “pieces,” and to leap off the board at the other side. Several features of the environment complicate this fact, however.

First, when traveling *between* squares, PCs can only move like the piece, whose square they occupy. Thus, if a PC begins in a square that would normally hold a rook, the PC can only move in a path that connects a horizontal or a vertical line of squares. PCs may move however they wish *within* a square. PCs remain limited to their movement speed. PCs who fly or travel by another means are likewise limited in their movement.

Second, spells and attacks, which target anything outside of one’s own square, fail. This includes teleportation spells that would transport a PC outside of the square they occupy. Only creatures, with whom one shares a square, can be targeted by one’s spells or attacks.

Third, just as with actual chess pieces, PCs *cannot* move so that they share a square with each other. They *can*, however, still use the help action, as well as other non-magical non-attacking actions—such as speaking—on each other.

Each time a PC moves, Arijani moves a monster piece in response, attempting to “capture” the PCs.

When Arijani moves a monster piece, the monster can move to any square, which would be accessible to a chess piece of their type. Arijani plays by the rules; he will only move monsters to the squares that they could access as chess pieces.

Just as PCs cannot share a square, neither do monsters.



When a chess piece would normally “capture” an enemy piece, it enters the enemy’s square and combat commences until either the monster or the PC in that square is dead. If a monster is killed, Arijani will be amused at first, then frustrated, then enraged as more die.

If any PC is reduced to 0 hit points, all the PCs are ejected from the mirror, returning to area D3 - Y, with the unconscious PC returned to 1 hit point.

COMPLETING THE MIRROR MAZE

Once the PCs complete the tasks in all five of Arijani’s hallucinatory mirrors, they are transported to area D9, which is the dark lord’s *actual* palace.

D9. THE PALACE

Read the following text as soon as the PCs complete the mirror maze.

You shake your head as if pulling your mind from a dream. Poised in mid-gesture, as though you were just about to touch the palace’s front doors, you find them already open. Once again, you stand in the doorway, in the sculpted jaws of a tiger, yet now your path is unobstructed.

Once they have traversed the illusory mazes, the PCs face no further obstacles to entering. They may immediately proceed to area D9 - A.

INSIDE THE PALACE

The palace’s interior has the following features.

Structure and lighting. The ceilings are twenty feet high, illuminated by captive **will-o’-wisps** as in area D3. As a lair action in any room, Arijani can call 1d4 will-o’-wisps from the ceiling to attack the PCs on his initiative; killing them plunges the room into natural darkness.

Erinyes. Many rooms contain former Sisters, whose pact with Arijani reached a fiendish culmination: they have been transformed into violet-winged **erinyes**. These erinyes do *not* attack the PCs unless Arijani directly orders them to, or unless they are attacked. If a battle breaks out in a room with erinyes, they may call erinyes from neighboring rooms for assistance.

Arijani’s path. Arijani does not wait in a single room for someone to come along and kill him; he moves and paces about the palace, at a rate roughly equal to that of the PCs.

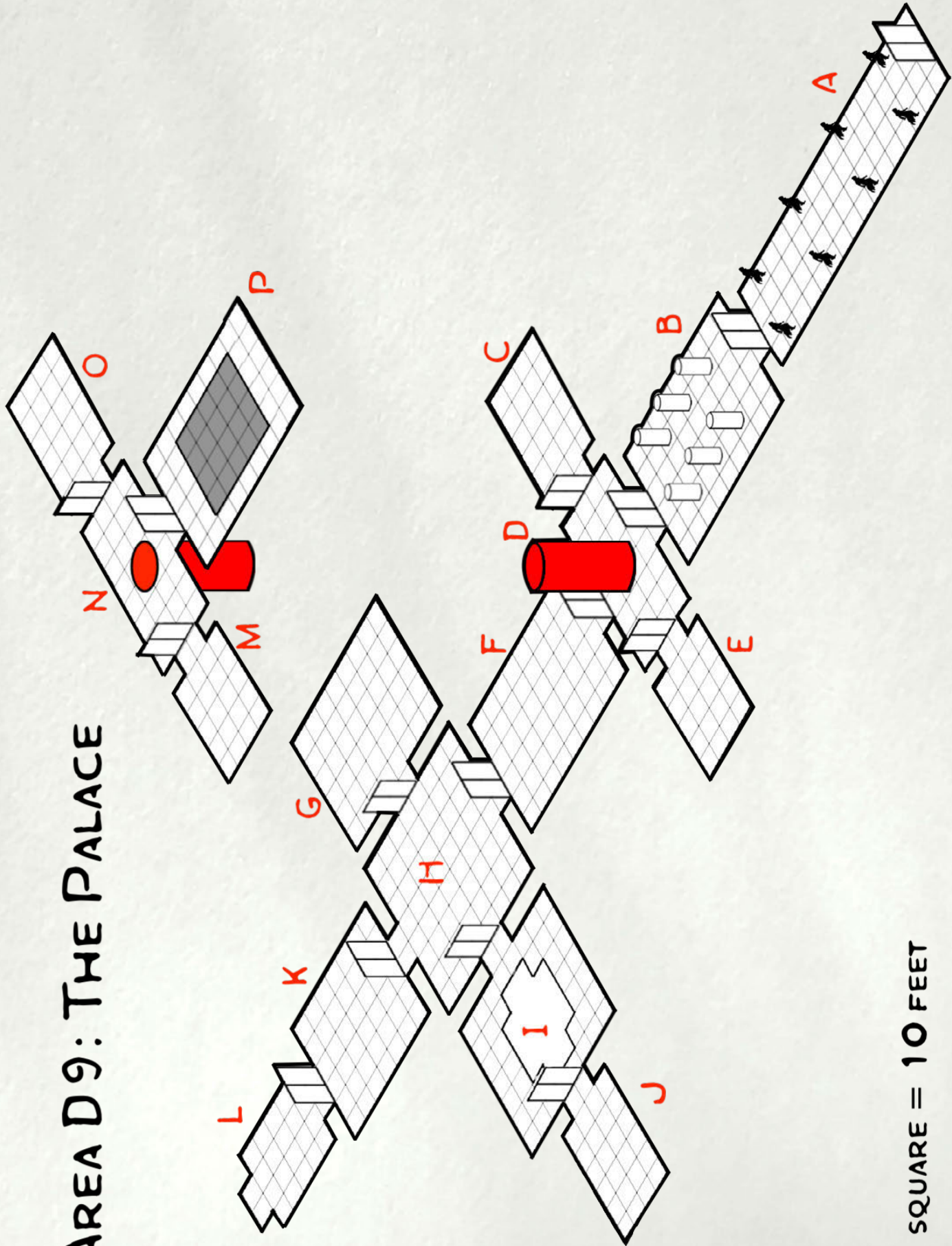
When the PCs enter area D9 - B, Arijani watches them through the illusory ceiling from area D9 - P. Once the PCs leave that area, Arijani begins walking along a fixed path in his palace. He begins in area D9 - P, then moves to areas N, O, N, M, N, D, C, D, B, D, E, D, F, H, G, H, I, J, I, H, K, L, K, H, F, D, N, and then back to P.

The rate at which Arijani moves is equal to that of the PCs. When the PCs move from one room to the next, so does Arijani. There are only two exceptions to this.

If PCs choose, they may wait as Arijani moves. Every time they do, Arijani moves forward one room along his path,



AREA D9: THE PALACE



1 SQUARE = 10 FEET

while the PCs remain in place. The PCs may repeat this, remaining in place until Arijani eventually finds them.

Likewise, if the PCs explicitly choose to do so—say, in order to catch up with him—the PCs may move through the palace faster than Arijani. By announcing that they are moving so as to catch up with Arijani, or to chase him, this causes the PCs to move into a new room while Arijani remains in place. PCs may do this multiple times.

As Arijani walks, he growls and mutters prayers to Shar. A successful DC 15 Wisdom (Perception) check allows a PC to hear him one room away, and a successful DC 20 Wisdom (Perception) check allows a PC to hear Arijani two rooms away.

Arijani does not alter his path, unless he encounters the PCs. Once he does, he fights until reduced to half his hit points, then teleports to area D9 - P. (If the combat took place in D9 - P, Arijani teleports to D9 - G.) Otherwise, if the PCs attempt to flee, he pursues them.

If Arijani chases the PCs, or if the PCs chase Arijani, normal rules of movement apply for as long as a line of sight exists between Arijani and at least one PC. If Arijani loses track of the PCs, he resumes his path from where he lost sight of them.

Resting. Arijani is likely to interrupt even a short rest as he travels throughout his palace. Because he enjoys the permanent effects of *truesight*, PCs cannot evade him through invisibility. At the

Dungeon Master's discretion, PCs may attempt to hide and rest in an unoccupied room, but this should carry some risk.

D9 - A. THE PALATE

In this room, Arijani's magic works to frighten and demoralize the PCs. Read the following text as the PCs enter.

A dark hallway reaches ahead, only twenty feet wide. Four pairs of alcoves, evenly spaced along its sweeping length, display statues of travelers. In between the alcoves, suspended from the wall, hang unlit bronze lanterns.

Removing a lantern from its hook triggers a *light* spell, which remains active for as long as the lantern is held, or until Arijani dismisses it with a single word as a bonus action, replacing it with the spell *darkness*.

Once all PCs have entered the room, read the following.

A sudden grinding noise prompts you to spin around, just in time to see the enormous jaws close with a thunderous slam. You're trapped inside!

The tiger's jaws did not, in fact, close; this is an illusion. In reality, a moving wall has slid into place, blocking the entrance. It can be moved with a DC 22 Strength (Athletics) check.

If PCs investigate the statues, read the following text.

You cannot believe it. It's a statue of *you*! You're dressed in peasant's clothing,



holding some kind of sacrificial knife. The statue's fine craftsmanship suggests it could jump down and attack at any moment.

The statues are disguised with a *major image* spell, along with a permanent casting of *Nystul's magic aura* to appear nonmagical to divination spells like *detect magic*. A *glyph of warding* is carved into each statue, which casts *polymorph* (with a DC 20 spell save) in response to anyone attempting to cast *dispel magic* on it. A successful Intelligence (Investigation) check of DC 20 is required to notice the glyph. Polymorphed creatures are turned into a pygmy hedgehog for one minute (use the statistics of a **rat**, except that it can use its reaction to inflict 1d4 piercing damage when touched by another creature).

With the aforementioned enchantments, the statues indeed resemble the PCs exactly. Assuming there are fewer PCs than statues, the rest are of important NPCs they have encountered.

Use the following table to decide what happens when a statue is touched or attacked. With each time, add a cumulative +1 to the subsequent die roll. Thus, after two statues have been touched or attacked, the next roll receives a +3 modifier; after three statues have been touched or attacked, the next gets a +4, and so on.

1d4 roll + modifier	Statue's Features
1	Nothing happens when the statue is touched or attacked; the statue seems solid and purely decorative.
2	The statue's eyes light up as soon as it is touched or attacked, and its mouth falls open to issue a ghastly scream.
3	The statue appears to come to life when touched or attacked, pointing at someone dramatically before decapitating itself and collapsing into a pile of dust.
4	The statue appears to come to life when touched or attacked, pointing at someone dramatically before dropping its weapon. The weapon has been enchanted with <i>Nystul's magic aura</i> to seem like an enchanted <i>short sword of sharpness</i> ; however, it is really a cursed <i>short sword of vengeance</i> .
5	If touched or attacked, the statue appears to rot away into a ghoulish, cadaverous shape, then collapses into a pile of dust. As it does so, a banshee appears and wails before attacking.
6	If touched or attacked, the statue appears to rot away into a ghoulish, cadaverous shape, then collapses into a pile of dust. As it does so, the spell <i>stinking cloud</i> is cast with a spell save of DC 20.
7	If touched or attacked, the statue appears to rot away into a ghoulish, cadaverous shape, then collapses into a pile of dust. As it does so, the spell <i>cloudkill</i> is cast with a spell save of DC 20.



1d4 roll + modifier	Statue's Features
8	If touched or attacked, the statue appears to rot away into a ghoulish, cadaverous shape, then collapses into a pile of dust. As it does so, the spell <i>incendiary cloud</i> is cast with a spell save of DC 20.
9	Anyone who touches or attacks the statue must succeed a DC 20 Constitution saving throw or be petrified for five minutes, or until <i>greater restoration</i> is cast on them. During those five minutes, Arijani moves through an additional room on his path.
10	When touched or attacked, the statue attacks. It has the statistics of a death knight . During this battle, Arijani moves through an additional room on his path.
11	When touched or attacked, the statue grows to a huge size attacks with the statistics of a goristro . During this battle, Arijani moves through an additional room on his path.

At the chamber's far end, opposite the entrance, lies a pair of double-doors that lead to area D9 - B. However, because *Mordenkainen's private sanctum* has been cast on area D9 - B, a thick fog fills the doorway, obscuring all movement.

D9 - B. THE COLONNADE

This room is permanently warded by *Mordenkainen's private sanctum*. Read the following text should they enter.

Despite stretching ahead for a hundred feet, and to either side of you for another thirty, this marble room feels claustrophobic due to the ring of free-standing pillars, which divides the room into an inner and outer circle.

At the center of the vaulted ceiling, which has been painted to resemble a starry sky, there hangs an enormous sculpture of a full moon. Meanwhile, a pair of women pace about the room in golden robes. From their shoulders grow large, violet, feathered wings.

Close examination of the pillars reveals that they are veined with silver, stretching from the floor to the ceiling, and further along the ceiling to touch the lunar sculpture.

The sculpture is a weapon. It has an armor class of 10 and can absorb 100 points of damage before being destroyed. Only Arijani can activate it, and he specifically does so by touching one of the pillars as a bonus action. When activated, the sculpture casts *chain lightning* on the PCs, as though cast by Arijani. The weapon can only be used once per day.

The ceiling, furthermore, is some fifty feet up. A powerful illusion masks the overlooking area of D9 - P, making it seem as though the colonnade is simply more spacious than its neighbors. In fact, when the PCs first enter, Arijani is watching from that very location.

The two **erinyes** used to be Sisters of the Maharaja. If Arijani attacks the PCs in this room, if they are attacked, or if they are called to battle by an ally in a neighboring room, they attack the PCs.



Otherwise, they silently observe the PCs, answering only with gestures.

D9 – C. THE SOMNARIUM

This room exists as a tribute to Arijani's conquest of Bahru.

You have entered a squarish room, forty feet by fifty. Its walls are painted with the delicateness and intricacy of rice paper canvas. They depict a grisly panorama: a city-wide battle between humans and animal-headed devils. They tear each other limb from limb, in brushstrokes so realistic that you shudder as if you were there. A life-size statue of an elephant beams at the room's center, carved from white stone.

The room's murals are protected by magic; they cannot be defaced or destroyed.

The elephant statue was once the pride of a human kingdom, whose armies were drawn to Bahru by Arijani. Too large and too important for his private treasure vault, Arijani keeps it here.

If Arijani fights the PCs in this room, then two times per battle, as a bonus action, he can summon a **rakshasa**, who appears to stride forth from the mural on the wall. Only one can be summoned at a time.

D9 – D. THE ACCLIVITY

This room's doorways connect it to areas D9 - C, D9 - E, and D9 - F, while the fire-wrapped staircase leads up to area D9 - N. Read the following text when PCs enter.

floor, spilling flames onto the ceiling as it pours through a similarly-sized hole above. A wall of mist prevents you from seeing where it leads.

A DC 15 Wisdom (Perception) check reveals that, in the fire's center there curls a spiral staircase, leading up through the ceiling to area D9 - N. The PCs face more than a little difficulty traversing it, however.

The fire is magical, conferring necrotic rather than fire damage on anyone it "burns." Anyone who runs up the stairs at a normal pace takes 56 (16d6) points of necrotic damage, with a DC 20 Dexterity saving throw allowed for half the damage, and with 10 points of damage subtracted for every additional 10 feet of movement speed beyond 30.

In addition to being wrapped in a column of flame, the bottom step in the staircase is inscribed with a pair of *glyphs of warding*. Should any PC attempt to cast *dispel magic* on the staircase or the column of flame, one of the wards casts *counterspell* as the other targets the caster with *fireball*. Once these glyphs are spent, PCs may cast *dispel magic* to remove the fire, but it returns in exactly one minute. It can be dispelled multiple times.

Area D9 - N, above, has been permanently warded with *Mordenkainen's private sanctum*, preventing anyone from seeing inside or teleporting there.

A thirty-foot wide column of fire surges upwards from the center of this room's



D9 - E. THE PERFORARIUM

This entire room is an elaborate trap.

Innumerable blades protrude from each wall, and from the ceiling, too. At the room's center lies a young peasant, bound and gagged. As soon as they see you, their eyes widen, grunting some desperate, scarf-muffled warning.

There is no peasant; what the PCs see is a *major image*. As a master illusionist, Arijani adds convincing sounds to his castings of that spell. PCs, who attempt to smell the peasant from a distance notice with a DC 20 Wisdom (Perception) check that the peasant has no smell.

Stepping inside the room triggers a *glyph of warding*, which in turn casts *gust of wind*, pushing the target into one of the spiked walls for 2d8 magical piercing damage, with a DC 20 Dexterity saving throw allowed for half damage.

Arijani's Sisters are able to enter the room without triggering the *gust of wind*. Near the peasant lies a hidden trap door (DC 20 Wisdom (Perception) check to notice), which can only be opened by a warlock of Arijani's patronage. Below it lies a series of rooms, which are the Sisters' quarters.

D9 - F. THE PYTHIADE

This room is set aside as a kind of lounge for Arijani's Sisters, although few occupy it now. Read the following text as PCs enter.

Nearly a hundred feet long, a mural coats this room's walls, depicting a city in flames.

Not a single thing—living or undead—stands amid the destruction; there is only fire. Along the room's center, forming a path, rise eight dark pillars: four pairs that flank your way. Several pitch-black couches line the room's edges. A pair of golden-robed women with violet angel-wings share one, watching you as you enter.

The two **erinyes** on the couch behave like their counterparts in Mahakala. These ones specifically answer questions only in terse, sarcastic retorts; they volunteer no information.

The room's pillars, if examined, prove to be sculpted into monstrous shapes. Two are carved to resemble vampire spawn in victorian clothes; two are carved to resemble mind flayers; two are carved to resemble drow elves in chainmail; and the last two are carved to resemble miniature fomorians. Closer examination shows that the pillars are scratched and chipped; past adventurers, paranoid, have attacked them.

If Arijani fights the PCs in this room, he calls the erinyes to his aid.

D9 - G. SHAR'S SHRINE

This sparse chamber is Arijani's personal shrine to Shar.

This chamber—about seventy feet on each side—terminates in a gleaming tapestry. It depicts the goddess Shar, dancing above a mountain of skeletons as she gestures lithely, dancing beneath a black, violet-rimmed disk. A ceremonial brazier burns incense; someone was here recently.



If the PCs attempt to harm or steal the tapestry, it magically ejects a **marilith** that fights to the death. If the PCs encounter Arijani here, he may summon the marilith as a bonus action.

D9 - H. ARIJANI'S JEST

This room is perhaps the safest in Arijani's palace. Its four doors, going clockwise from the north, lead to areas D9 - K, D9 - G, D9 - F, and D9 - I. Read the following text as PCs enter.

This eighty-foot long room features a door on each of its four sides and a fountain bubbling at its center. Faded and chipped paint coats the walls; once it clearly depicted a lush jungle. The room seems empty.

Arijani found it amusing to have just one room without magic; adventurers' careful antics therein amuse him to no end, and he may well observe the PCs through *clairvoyance* as they sit.

This room contains no traps or monsters, nor anything else to menace the PCs. Were it not for Arijani's pacing, this would even be a safe place to rest.

D9 - I. THE SAROVARA

Here lies Arijani's personal bath and spa. Read the following text as PCs arrive.

A large bathing-pool—sparkling and full—commands this marble chamber's center. Several towels hang on the wall, above baskets of fragrantly-scented soaps. A brass door guards the room's other end.

The towels and soaps are normal, but the pool is actually filled with a powerful acid, not water, which does 3d10 points of acid damage per round to anyone touching it. A successful DC 20 Constitution saving throw is allowed each round for half-damage. (Arijani is not bothered by the acid, claiming it “tingles.”)

An **invisible stalker** whirls about this room. It does not act until a PC attempts to leave, however. At that point, the invisible stalker attempts to drag the PC to the pool of acid and drop them in. It fights until destroyed.

The other door leads to areas D9 - J.

D9 - J. THE REACH

This room is a personal theater for Arijani, but also serves as a trap for intruders.

This room has no ceiling; above, you see the majesty of Sri Raji's night sky. As cool air sweeps your face, you notice a blue comet above, growing ever so brighter and ever so larger by the second.

This is an ordinary, stuffy room with *hallucinatory terrain* cast on it. The comet, moreover, is a triggered casting of *hypnotic pattern* (spell save DC 20).

Exactly two rounds after being affected by *hypnotic pattern*, the “comet” appears to speed towards the room, slamming into it with an earth-shaking crash. At that moment, a casting of *ice storm* (spell save DC 20) is triggered. The



illusory night sky remains, and the room is otherwise featureless.

D9 – K. SAVITRI’S SHRINE

Arijani never built this room, and never intended for it to exist. It simply appeared as a manifestation of the Dark Powers’ will—perhaps to torment Arijani with the idea that a deity could compete with Shar.

This room is much hotter than its neighbors, and it is not hard to see why: the walls, floor, and ceiling are all coated in gold! The floor, moreover, is curved like a fraction of a colossal sphere’s surface. Four orange crystal pillars guard the room’s center, each one carved to resemble a colossal column of flame. Across the room lies another door.

The room is indeed coated in gold, and it is enchanted with divine magic. If any PC prays to the sun, asking for assistance, the entire party instantly receives the benefits of an uninterrupted long rest. However, if any PC asks for assistance a second time, they are targeted by a *fireball* (DC 20 spell save). PCs who pray a third time or more receive nothing.

The far door leads outside; its other side is the hidden back entrance to Mahakala. The door is not locked from this side, but opening it triggers the *glyph*, which summons a pair of **horned devils**.

D9 – L. THE MUSEUM

This is the rearmost room of Arijani’s palace.

This white stone room has but one noticeable feature: an enormous, cottage-sized egg, like that of an impossibly huge ostrich, suspended some five feet above ground in a heavy iron ring, which rests on a tripod. The ceiling is higher in this room, as the egg stretches up fifteen additional feet.

Nobody—not even Arijani himself—knows what this egg is, where it came from, or what might hatch from it. It is guarded and warded with several unknown enchantments, which thwart any attempt to destroy it or to divine its interior. In its present state, it is immune to all damage and effects.

DMs may well assign additional importance to the egg, depending on their campaign history and broader campaign world.

The palace’s secret entrance is set into this room’s far wall. It is carefully disguised, requiring a DC 22 Intelligence (Investigation) check to notice it. It is also locked from the other side and cannot be opened by force.

D9 – M. THE DIABLARY

Arijani’s personal quarters are permanently warded through repeated castings of *Mordenkainen’s private sanctum*. If the PCs enter nonetheless, read the following text.

You step into a black, starry void—the depths of unplumbed space. No sound, not even the faintest echo, resonates around you. You cannot see the door from which you entered.



A daily casting of *hallucinatory terrain* transforms his otherwise spartan bedroom into a baleful star-scape.

If Arijani does battle in this room, he can cast *darkness* as a bonus action.

D9 - N. THE DECLIVITY

This room's doorways connect it to areas D9 - M, D9 - O, and D9 - P, while the fire-wrapped staircase leads up to area D9 - D. It has been permanently warded with *Mordenkainen's private sanctum* as well. Read the following text when PCs enter.

The column of fire spills ever upward, splashing against the ceiling in cascading ripples of flame. Three doors lead out from this room in three different directions.

If Arijani fights the PCs in this room, he can channel the fire as a bonus action, casting *fireball* up to three times during the battle.

D9 - O. THE CACHE

Arijani has no need for wealth, but prizes its accumulation, fancying himself a magnificent being worthy of fineries. Read the following text as PCs enter.

A royal vault, overfull with fineries—woven rugs, paintings, sculptures, piles of coins—greet you behind this door. The sharp odor of brimstone attacks your nostrils.

If the PCs face Arijani in this room, he can summon one **scarequo** as a bonus action once during the battle.

Treasure. This room contains an immense treasure hoard, of challenge rating 17+ whose contents are determined by rolling on the table on page 139 in Chapter 7 of the *Dungeon Master's Guide*.

D9 - P. THE MEZZANINE

This darkened room features a transparent floor, whose other side is disguised to look like a normal ceiling from area D9 - B. If Arijani fights the PCs here, he can summon a **shadow demon** as a bonus action twice during the battle.





CHAPTER 7: MULADI, OR THE SETTLEMENT OF UMBRELSHIRE

Wrapped firmly in the coils of yuan-ti settlers, the village once known as Muladi now bears a different name: Umbrelshire. There, masquerading as humans, the serpentine creatures perpetuate a domestic campaign against the local populous as they plan for conquest beyond.

This setting has two main purposes: in the Lower Settlement's perfume distillery, PCs take part in an anti-colonial uprising; in the Upper Settlement, at Reyelhardt Manor, they learn the horrifying truth about the colonists.

APPROACHING THE VILLAGE

As the PCs approach the village, read the following text.

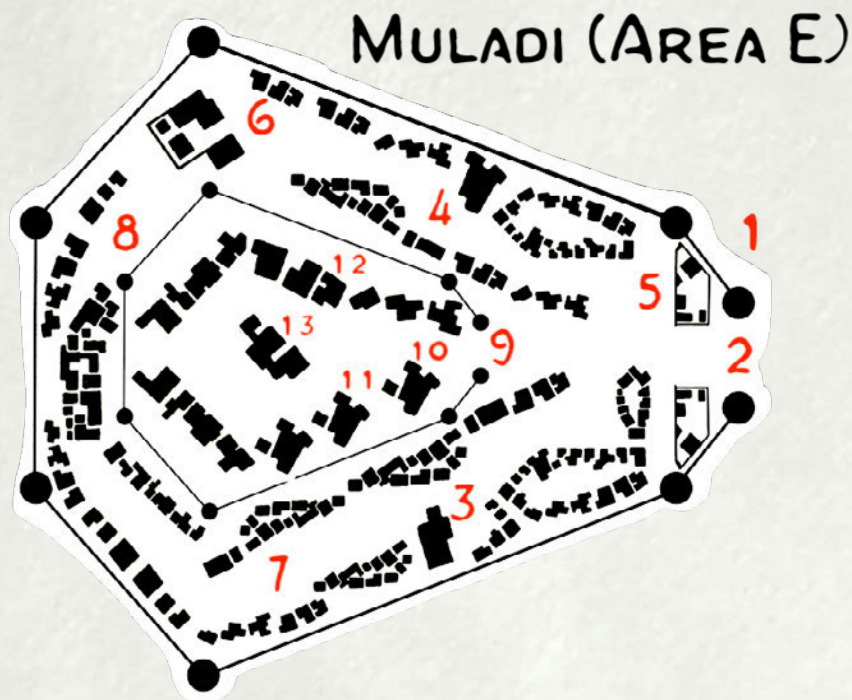
The jungle canopy thins before a wall, which guards a huddle of low, simple huts with barrel-vaulted roofs, all gathered at the base of an urban hillside. A looming circle of multi-roomed houses crowns the hilltop above, each one adorned with a full verandah and thatched roof. At the hilltop's center rises a singularly opulent mansion.

E1. THE WALL

Two feet thick and twelve feet tall, the clay wall conceals a skeleton of iron grating. The only clue lies at the very top, where the tips of iron finials protrude; they can be noticed with a DC 15 Wisdom (Perception) check.

PCs can climb the wall with a successful DC 15 Dexterity (Acrobatics) check. Doing so risks attracting the guards' hostile attention. Characters, who attempt to scale the wall without notice, must also make a DC 15 Stealth check if they





attempt the task by day, or a DC 12 Stealth check if they attempt it at night. A failed check attracts 1d8 + 1 **orange guards** and 1d4 - 1 **crownsmen**, who try to apprehend the PCs and take them to the barracks in the Lower Settlement.

E2. THE GATES AND THE GUARDS

Only one set of gates interrupts the wall, and it remains locked by night. By day, it is guarded by a half-dozen **orange guards** and two **crownsmen**. The orange guards do not speak.

The crownsmen have two main concerns: first, to keep track of any suspicious activity by asking for the identity and intentions of whoever passes through; and second, to mobilize more guards if an emergency arises.

Characters have a chance of passing for Ophslander-hired mercenaries, due to their Captain's call to find some.

If PCs pass a DC 15 Charisma (Deception) check, the crownsmen welcome them inside, asking about their most recent travels. Speaking Draconic grants advantage on this check. The crownsmen introduce themselves as Owyn and Hillars, and offer the PCs information about the town, directing them to the bungalows in the Upper Settlement.

At no point should the crownsmen reveal *anything* about their inhuman status or about the inhuman status of Ophslanders.

If PCs do not pass for mercenaries, however, the guards react by asking about the PCs' identities and intentions. If they detect lies, they do not anger or raise alarm; as far as they are concerned, humans are incapable of basic decency, including that of telling the truth, so lies are expected.

When asked anything but the simplest initial questions, the crownsmen

interrupt, insisting that *they* ask the questions.

If the PCs conduct themselves cordially without passing for mercenaries, the crownsmen conclude that they might be useful to Captain Regimond Sandhurst, their leader, who has announced a need for talented mercenaries. They let the PCs in, advising but not ordering them to proceed to one of two places: Captain Garlyle Hyssop's barracks in the Lower Settlement, or Captain Regimond Sandhurst's bungalow in the Upper Settlement.

If the PCs conduct themselves with moderate impoliteness or obstinance, the crownsmen eventually permit entrance, ordering the characters to stay in the Lower Settlement.

Finally, if the PCs are relentlessly uncooperative or hostile, the crownsmen refuse them entrance, calling for reinforcements if necessary. PCs may try to enter again the next day, unless they have fought with the crownsmen.

DIVIDED AS A COLONY

As a direct result of the Ophslander invasion, the settlement is divided along multiple lines: culture, space, and humanity. Yet all these lines coincide at a single hill, from whose apex the aristocratic settlers rule, and at whose base the people toil. Rising sharply from the ground to a plateau of ten feet, it gradually slopes upward to the north, cutting the city into two sections: the

Upper Settlement and the Lower Settlement.

THE LOWER SETTLEMENT

The Lower Settlement constitutes the town's majority, both in its spatial area and its population. Overwhelmingly human and indigenous, the people endure hardship under Garlyle's brainwashed guards, called "the Oranges." Many work with the Thrivers, especially those working in the perfume distillery. Others turned to the Knives for survival, and a small few have become Believers. All such factions are strictly illegal.

Few people in the Lower Settlement are aware of their colonizers' inhuman nature. Many dismiss the idea as "Believer nonsense," although the occasional Believer will "correct" it with the details of their own paranoid dogma.

LOWER SETTLEMENT OBJECTIVES

The following events can occur in any order, although Dungeon Masters are encouraged to let the distillery uprising occur last.

- The PCs have a few random encounters.
- The PCs visit the Jalandhara.
- The PCs meet Ramkamar and his cohorts.
- The PCs meet Garlyle.
- The PCs visit the distillery.
- The PCs meet Sulochana.



- The PCs affect plans to rob the Jalandhara.
- The PCs witness and/or participate in the uprising at the distillery.

EXPLORING THE LOWER SETTLEMENT

As characters enter the Lower Settlement, read the following.

A throng of commoners hurry just inside the gates, heaving buckets of water and dusty bags over the cobbled street. Heavy carts—some empty, some full—grind past. The tang of freshly-cut flowers suffuses the air.

The street ahead forks into three paths: to the left, there wallows a sad profusion of ramshackle homes, leaning drunkenly around a vacant stone temple; to the right, amid a similar crowd of huts, you spy two large buildings, one with two floors and multiple windows, and the other a colossal slitted box, squatting far at the road's end; finally, straight ahead, a set of stairs runs up through a second set of gates and onto a plateau, where palatial bungalows lie. Along the wall behind you, a long barracks-house bustles with orange-turbaned men armed with crossbows.

The carts take supplies from Reyelhardt Manor to the distillery, returning with full boxes of perfume—*Essence of Joy*. The floral scent is due to perfume production. The “windowless box” is the distillery itself, while the two-floored inn is the Jalandhara. An estranged chapter of the Knives hides out in the abandoned temple to the left, while the stairs lead to the Upper Settlement. Behind the PCs stand the barracks, where they can meet Garlyle.

If Player Characters stall or remain in the streets, let them roll for a random encounter, as described in area E7. The following sections detail significant areas in the Lower Settlement.

E3. ABANDONED TEMPLE

As characters enter the temple, read the following text.

Four headless statues, poised in mid-dance atop a dais, flank a central alter in this cool, dim chamber. At one time, the wall-ensconced incense-burners doubtlessly sweetened the air; now they sit dead in the stifling humidity, succumbing to the gloom rather than dispelling it.

The statues of Shar lack heads because Captain Sandhurst, identifying the temple as a potential outpost for insurrection, commanded it. Though abandoned by law, however, the temple is not empty.

Ramkamar Singh. Stalking the PCs in his hybrid were-leopard form, **Ramkamar** prepares an ambush with his cohorts (three **assassins** and three **were-tigers**). They attack within three rounds with the goal of subduing or capturing the PCs. Ramkamar has the statistics of a were-tiger at maximum hit points, who can hide as a bonus action and can cast *invisibility* three times per day. If either Ramkamar or half his cohorts fall in battle, Ramkamar reverts to his human form and they surrender, begging the PCs for mercy.

Ramkamar, Sri Raji's only known were-leopard, sees himself as part of a leaderless, “merry band” of revolutionaries,



who bow to no one and who survive through cunning alone. Yet through charisma and habit, Ramkamar is regarded as the group's leader in most affairs, and they sustain themselves through petty crime. Formerly a chapter of the Knives, they are now isolated by Ophslander rule.

If the PCs have Jagadeesh with them, they may prevent combat with a DC 17 Charisma (Persuasion) or Charisma (Intimidation) check; otherwise, only a DC 26 Charisma (Persuasion) or Charisma (Intimidation) can stay them from violence.

If Ramkamar's forces prevail, they search the PCs for valuables while interrogating them to see whether they work for Ophslanders. They take the PCs' money, killing any who anger them.

If Ramkamar's forces are defeated but spared, they answer questions but attempt to flee if threatened. They use indigenous names for areas, such as "Muladi," "Sri Raji," and "Jalandhara," rather than the respective "Umbrelshire," "Queensnest," and "Servants' Pub."

Ramkamar asks for the PCs' help in robbing the Jalandhara, either pitifully and ingratiatingly if his forces were defeated, or pointedly and daringly if he defeated the PCs. He offers plunder and even membership in the Knives if they succeed.

If the PCs refuse Ramkamar's offer while being held captive, his cohorts knock them unconscious. The PCs awake several hours later in the street, missing all their money and one random piece of equipment each.

In order to convince Ramkamar of anything, he must believe that there is some personal benefit for him and his gang. He is not against the idea of helping others, but he does not risk his life for such a thing alone.

E4. THE JALANDHARA

The Jalandhara—known to Ophslanders as "The Servants' Pub"—enjoys a very small, specific clientele: the domestic servants who work in the Upper Settlement.

Because the Jalandhara exclusively opens in the evening, PCs encounter different scenes at different times of day. If the PCs approach the inn during the evening when it is open, read the following text aloud.

The sweet aroma of baked pastries and coffee intermingles with the sound of leisurely chatter, as multiple candlelit silhouettes flit about open windows.

If the PCs approach the Jalandhara during the day, describe it as closed, shuttered, and poised to open at a later time. Either way, a blue and white sign reading "Jalandhara" hangs prominently above the front door.

Once the PCs are inside, or once they peer inside during business hours, read the following text.

A small but jubilant gathering of well-dressed indigenous men and women laugh, toasting each other excitedly. Flourishing between clusters of chairs and a long, well-lit bar, they retrieve drinks and desserts amid



conversation. An older woman tends the bar, smiling as she cleans a wine glass.

The patrons are enjoying a drink after a long, stressful day of serving and cleaning up after their Ophslander bosses.

PCs can buy virtually any drink they can imagine, with a price proportionate to the drink's rarity. In fact, every drink is really the same kind of wine with a different *major illusion* cast on it. As a master illusionist, Phanita's use of the spell can affect a drink's appearance *and* taste; because the Jalandhara is her lair, moreover, she can concentrate on many such illusions at once. Players who make a DC 20 Intelligence (Arcana) or associated check discover that something is amiss.

In addition, PCs can safely rent rooms at the Jalandhara as well, with 10 jade mudras per week covering meals, beds, and alleged privacy. (In actuality the owner spies on all her guests.)

Sanah, Nisha, Vasant, and Biswadeep. Four **commoners** all work at Reyelhardt Manor. Sanah and Nisha are maids while Vasant and Biswadeep are butlers. Gratefully sheltered from much of the Lower Settlement's daily hardships, they are mainly interested in keeping their jobs. If asked about the oppression under Ophslander rule, they agree that it's unfortunate for people who suffer, but add that there's no solution other than to work for oneself. They use colonial names, such as "Umbrelshire" and "Queensnest," although they still call the inn "Jalandhara."

If asked about the subject, they predict that the whole land is transitioning into a new, Ophslander-ruled country.

In their elated state, they eagerly ask about the PCs and flirt with them. If befriended, they can be persuaded to sneak the PCs back home, to their quarters at Reyelhardt Manor's edge. This is especially useful if the PCs have become outlaws or need to enter the Upper Settlement without public notice.

Baaj Nag. The former gardener, a **gladiator**, drinks sullenly and alone at the bar. That morning, he found an enormous snake while tending the hedges at Reyelhardt Manor. In response to his offer to kill it, Lady Yoanda immediately fired him, chasing him out amid threats and curses while calling for guards. (In fact, the "snake" that Baaj found was Yoanda's husband, Lord Vyron, lounging in his serpent form.) The experience has left Baaj shaken and embittered. He tells his story in exchange for a drink and friendly treatment; otherwise he mutters to himself in visible distress. Like his peers, he refers to areas with colonial names. If befriended, he can be convinced to assist the PCs, and even persuaded to join a faction. Otherwise he gradually spends his remaining wages on drinks over the next few days, eventually dying in the street.

Phanita. The bartender and owner, Phanita, is a secretly a lone female **rakshasa** who, content with her business and equally content to feed on forgotten commoners, regards the Ophslanders and their society as a positive presence. If



asked about local affairs, her responses are agreeably noncommittal. She adores wordplay and incorporates as many puns as possible when reading the numerous beverages she claims to have available.

Treasure. Phanita keeps a cache of valuables—not only coins, but also treasure and magical items—in a secret room, through a hidden trap door in the back, which is sealed with an explosive *glyph of warding*. She has 1000 gold pieces, 2400 jade mudras, 2000 silver pieces, 4000 copper pieces, ten *potions of greater healing*, a *ring of spell storing* which has only one slot, and a *ring of regeneration*. Phanita never reveals its location, even under threat of death.

E5. ORANGE BARRACKS

Characters are likely end up in the barracks for one of two reasons: either they have been arrested, or else they are investigating. Either way, read the following text aloud.

Guards swell the barracks in bright orange turbans, saying absolutely nothing, warily regarding you from behind bloodshot eyes. Apart from their footfalls and the shuffling of paper, the only sound you hear is singing: a sonorous tenor croons from behind a nearby set of double doors. Just ahead, a wooden staircase descends into a stony cellar, by way of a floor-hatch.

A dozen **orange guards** move about the area, all under Garlyle's special brand of mind control: a mixture of enchantments, drugs, and outright abuse, which leaves victims in an obedient daze. They do

whatever he asks, acting immediately and following orders with a robotic ceaselessness.

If the PCs are under arrest, guards take them down the staircase, throwing them into separate cells after disarming them and stripping them of equipment. (The DC to pick the cells' locks is 17.) These possessions are taken to Garlyle, whose singing voice carries from his office.

If the PCs are not under arrest, they are free to walk around and investigate. The papers are all reports of crime; in each case, the defendant is an Ophslander and the accused is a commoner.

Garlyle Hyssop. Garlyle, an **Ophslander libertine**, is the official thrall-master of Umbrelshire, a position whose function is to charm, dominate, and geas as many of the local human population as possible, and then use them as a police force to control the rest. He is keenly interested in the prospect of finding "gifted individuals," by which he means adventurers who might willingly help him; the fact that Sri Raji's people are too many to directly control secretly distresses him.

Garlyle's office is unlocked. He sings an Ophslander anthem, "Rule Ophidia," while pacing about, as he reads a thick book on military strategy. Depending on the PCs' status, he regards them as follows.

If the PCs are wanted as outlaws, he calls for reinforcements (fifteen **orange guards**), which subdue the PCs for questioning.



If the PCs are not wanted, Garlyle eagerly speaks with them. He is curious about their abilities, and whether they might help him deal with rebellious groups of workers at the perfume distillery.

Like other settlers, Garlyle never reveals that he or his fellow Ophslanders are anything but human, and he ignores suggestions to the contrary, denying them if pressed.

Garlyle denies using magic to control his guards, instead attributing his mens' "military discipline" to his own skills and experience in leadership.

In conversation, Garlyle eventually asks the PCs to investigate reports about an illegal chapter of a seditious organization—the Thrivers—which, he claims, spread their propaganda among distillery workers. He offers the PCs between 400 and 1000 jade mudras in exchange for any information or action, which helps to quell what Garlyle describes as a threat to law and order. Suspecting that the PCs may want to help the common people, he also claims that the Thrivers are violent terrorists, posing a threat to innocent lives.

E6. THE PERFUME DISTILLERY

This colossal structure dominates the Lower Settlement, for it is the whole town's economic center: the settlers bring raw ingredients from Ophsland through a portal in the Upper Settlement, which are hauled down to the distillery in wagons, and then processed into *Essence of Joy*, which is bottled and sent up the hill, back

through the portal to Ophsland, where they are sold at a massive profit.

To work in the distillery is to toil for long hours under brutal conditions, performing repetitive tasks at breakneck speed, in conditions that range from mildly injurious to outright lethal.

The distillery's doors are unlocked; if they look inside, read the following text.

Hundreds of frantic people pass objects single-file along narrow tables, each one grinding, cutting, or heating what they receive before handing it on. At one end of each table, the results are poured into green bottles; at the other, enormous barrels yawn wide, their contents retrieved by hand and spoon. Each worker's bloodshot eyes droop with the baggage of sleeplessness; their dark skin glistens with sweat; their chests heave with rapid breaths. A dozen pale armored guards with black tabards stalk the room's edges. "Faster, you fools!" screams one. "Put your arms into it!"

Twelve **crowns**men all patrol the distillery, their harsh gaze fixed on the workers. Due to the guards' focus, PCs have an advantage on Stealth checks, provided they do not approach the assembly line or cause any disruption.

If the guards detect the PCs, they do everything possible to chase them away or kill them. Otherwise the PCs observe the final product—bottles of green liquid, individually boxed—being loaded into wagons and sent to the Upper Settlement.

Sulochana Roy. No matter what the PCs do, they attract the attention of Sulochana Roy, an **assassin**, distillery worker and lead organizer of Muladi's





chapter of the Thrivers. If they are attempting to avoid notice, Sulochana takes this as a sign that the PCs are to be trusted; if they walk in openly, or seem to be collaborating with Ophslander guards, she deems the PCs untrustworthy.

Sulochana is organizing distillery workers, recruiting them into the Thrivers' revolutionary program. If she regards the PCs as trustworthy, she finds them that same evening, provided that they stay somewhere in the Lower Settlement. She uses her roguish talents to appear anywhere the PCs are, even helping them escape from jail. She has the statistics of a chaotic good **assassin**.

She tells of the hardship of Ophslander colonial rule, introducing herself as a leader of the Thrivers, and petitions the PCs to help her defend the distillery workers.

The Thrivers' short-term goal, as she explains, is to stage a work stoppage and resist the inevitable violence, with which the guards are sure to respond. With this single coordinated act, the Thrivers hope to galvanize the peoples' resistance, driving their anti-colonial struggle out into the open. Their long-term goal is to overthrow the Ophslanders completely and then re-focus their economy around human thriving rather than around perfume.

E7. RANDOM ENCOUNTERS

Should characters remain idle in the streets or go exploring, roll from the following table. If the DM rolls the same

result twice, the second result should be re-rolled until there is a new result.

D20 Roll	Encounter
1	Bellehouse Talent
2	"Filthy worm!"
3	The Knives Mug a Peasant
4	The Knives Mug the PCs
5	The Knives Mug the Guards
6	A.G.A.B.
7	Brave Children
8	Merchant Youths
9	Supply Wagon
10	Product Wagon
11	A Secret Letter
12	Quarantine
13	Needing a Bowl
14	Broken Beggar
15	Blind Beggar
16	Rats
17	Thrifer Pamphlet
18	Thrifer Graffiti
19	"Identify Yourself"
20	Following the Patrol

1. Bellehouse Talent. In case of this event, read the following text aloud.



A pale blonde woman in a frilled gown steps gingerly amid the filth, guiding two younger women—both indigenous commoners—towards the stairs, which lead to the town's upper section. "Come along, now, you'll just absolutely love the Bellehouse," she coos. "You're so fortunate—not everyone gets this chance!" The women's faces are dour.

The woman in a victorian dress is Lynthia Severin, an **Ophslander debutante** and owner of the Bellehouse in the Upper Settlement. Lynthia is making her regular rounds, collecting a few young and attractive peasants to sell. The young women, Jaiva and Mira, are Thriver **druids** who know that nobody returns from the Bellehouse; they plan to attack Lynthia.

2. "Filthy worm!" In case of this event, read the following text aloud.

The street's murmurous drone is shattered by the thud of heavy footsteps and the splash of mud. A woman in red cloth races towards you, on a course to pass you by; behind her charge four guards in plate armor and black tabards. They scream invectives as they pursue: "Filthy worm! Savage!" She heedlessly bolts ahead.

Four **crownsman**s chase Suja, a chaotic good **assassin** and member of the Thrivers. She was caught painting graffiti on a nearby building.

If the PCs do nothing, Suja and the guards both race by, the former eventually escaping; meanwhile, one guard stops to question the PCs.

If the PCs help Suja escape somehow, two of the crownsman cease

their chase and attempt to apprehend the PCs; Suja, meanwhile, later tells Sulochana about this, causing the latter to find the PCs that evening.

If the PCs assist the guards, they are invited to see Garlyle, with the promise of "rewarding and remunerative work."

If Suja is captured, the guards take her to the barracks, where she is tortured and killed the next morning without any record of her arrest.

3. The Knives Mug a Peasant. In case of this event, read the following text aloud.

Just ahead, beneath a building's merciful shade, two darkly-clad figures pummel a man in rags before dragging him further into the shadows. Looking around before they go, one makes eye contact with you. They startle and proceed in a hurry.

Two **were-tigers** have knocked a **commoner**, Ijay, unconscious; they have just seen him return from the distillery, his pockets bulging with stolen bottles of *Essence of Joy*. They intend to take it for themselves. If the PCs intervene, they fight until reduced to half their hit points, then flee.

Ijay offers one of his four bottles of his stolen *Essence of Joy* as a token of thanks.

4. The Knives Mug the PCs. In case of this event, read the following text aloud.

As you round a corner, stepping out of the way of a heavy, box-laden cart, a quartet of cloaked figures suddenly strike!



Four **were-tigers** assault the PCs. Having appraised their opponents beforehand, the usual couple of muggers on this street—Sija and Jarthik—brought backup. These attackers flee when reduced to half their collective hit points or less. If any escape, and if the PCs have not yet explored the abandoned temple, the Knives' first attack rolls in the temple are made with an advantage; they know the PCs' tactics and prepare accordingly.

5. The Knives Mug the Guards In case of this event, read the following text aloud.

As you round a corner, stepping out of the way of a heavy, box-laden cart, a quartet of cloaked figures suddenly run past you! Wheeling about, you see them surround a pair of scimitar-wielding guards.

Four **were-tigers** assault two **orange guards**. If the PCs intervene, they quickly kill the guards and attempt to flee with their bodies. If the PCs do not intervene, they attempt to kidnap the guards for ransom.

6. A.G.A.B. Read the following.

You slap at your neck, grimacing at the sight of a blood-engorged mosquito carcass smeared across your palm. You gaze up at a hut's open window. No window-netting. Someone has painted "All Guards Are Brainwashed" on a nearby wall.

Under Ophslander rule, the economy is focused on making *Essence of Joy*.

Domestic goods like insect-netting are severely under-produced. The graffiti reveals the truth about the orange guards' Programmed Malice trait. If the PCs explore the home, treat it as a search of a random house.

7. Brave Children. In case of this event, read the following text aloud.

A few children approach, as though intent to beg. Getting closer, one whispers, "watch it, here comes oranges." He points to an intersection, where three guards chase a similar child. Just as they appear to reach their quarry, a dozen more youths leap from hiding, throwing a net over the guards.

These first group of children (3d4 **commoners**) are Thrivers warning the PCs not to interfere with their plan to un-brainwash Garlyle's guards. Beyond, three **orange guards** are restrained by a giant net, held by twelve young Thriver **spies**.

8. Merchant Youths. In case of this event, read the following text aloud.

A lively group of young people, many dressed in red, approach.

These children (3d4 **spies**) are Thrivers, looking to trade *atma seeds*, bottles of *Essence of Joy*, or vials of alchemist's fire in exchange for weapons. They also have access to basic adventuring equipment.



9. Supply Wagon. In case of this event, read the following text aloud.

The ragged grind of wooden wheels upon stone forces you to look up. A heavy ox-drawn wagon, heaped with barrels and wooden crates, presses on through the streets under the exhausted guidance of a slender, camphor-skinned woman.

The cart carries atma seeds, vanilla beans, and yuan-ti glandular oil—all ingredients in the production of *Essence of Joy*. The wagon is traveling from the Upper Settlement, more specifically Reyelhardt Manor. The woman's name is Yuja (a **commoner**) and she leads carts back and forth between the two districts. She does not know anything of the portal in the Reyelhardt Manor's basement; like other wagon drivers, she waits outside the manor as guards guide the vehicles in and out. If she notices the PCs stealing, she calls for guards, resulting in 2d4 + 2 **orange guards** and 1d4 - 1 **crownsman** arriving in one round.

10. Product Wagon. In case of this event, read the following text aloud.

The grating press of wheel against rock draws your attention. A heavy wagon, loaded with hundreds of small, exactly similar boxes, plods towards the city's elevated center, guided by a young woman.

The cart carries bottles of *Essence of Joy*, each one wrapped in paper and fitted into a small box, whose label reads

"Essence of Joy, Bottled in Queensnest" in Draconic. The woman **commoner**, Yatima, is in a hurry; she answers a brief question or two, and lets the PCs examine the boxes for a moment. She can also be convinced to let the PCs hide in her cart, to be smuggled into the Upper Settlement, provided they make a DC 17 social skill check. If otherwise delayed or attacked, she calls for guards, resulting in 2d4 + 2 **orange guards** and 1d4 - 1 **crownsman** arriving in one round.

11. A Secret Letter. In case of this event, read the following text aloud.

A young man in dusty but carefully-tailored clothes waves you down, breaking the street traffic. "Hey mercenaries, can you help me with this?" He points to a scrap of paper.

The man is Khannesh, and because he works all night as a butler in Reyelhardt Manor, he should be asleep (or at work, if the encounter occurs at night). His recent discovery of a parchment, which bears an image of his own face, however, has driven him from normal routine.

He wants to know why Lady Yoanda drew his face, and what it means for him; he is attracted to her, and although he knows of her marriage to Lord Vyron, and although he knows well the colonial power that relegates him to a lower class, he yearns to have an affair with her. (Like other servants, he has no idea of his employers' true nature.) Khannesh cannot



read Draconic; he is asking the PCs to read the contents for him.

The parchment is the second page of a long letter, written in Draconic by Lady Yoanda Reyelhardt to her close friend, Pythia Thistleton in Ophsland. Khannesh found the letter sitting on Yoanda's desk, and stole the page that contained a sketch of his face. Yoanda knows that Khannesh stole it, but she does not care; she knows he cannot read Draconic.

Although Yoanda's entire letter documents her long-standing hobby of seducing her handsome servants before eating them, the second page reads as follows, beneath a sketch of Khannesh:

...since it's so far down there, and the storage-area is so terribly lit regardless. But enough of business: let me show you my new, handsome man-toy! I tried drawing a sketch for you; isn't he yummy? When I saw your last sketch...

Khannesh is pleased to hear this. If the PCs helped him, he shares his predicament.

Regardless of what happens, Khannesh makes a point to lament that, at one time, before the Ophslanders, there were schools that taught multiple languages.

12. Quarantine. In case of this event, read the following text aloud.

A crumbling hut, wreathed in muttering commoners, is being marked with a yellow flag. An older man hastily nails it to the front door. With two sharp, hurried blows, he then drops the hammer, leaving it at the doorstep as he retreats to the crowd, which parts and

sways to avoid him. As he disappears down a side-street, and as the crowd disperses, you hear murmurs of a single word: "quarantine."

The five dead people inside did not die of disease, despite the warning. Instead, they became addicted to *Essence of Joy*, eventually succumbing to an overdose rather than following the usual path of dependence. If PCs search the house, they find five emaciated corpses in a filthy den; there is no treasure. A DC 15 Investigation check reveals tiny, rudimentary scales forming on the corpses' skin, along with empty flasks that formerly held perfume.

13. Needing a Bowl. In case of this event, read the following text aloud.

A man approaches, asking whether you have a spare mug or bowl to trade for some bottles of perfume.

If the PCs trade with Siva (a **commoner**), he thanks them and reveals a rumor: Lynthia Severin, owner of the Bellehouse in the Upper Settlement, has difficulties with a recent "acquisition." If the PCs turn him down, he utters a curse. Either way, he explains that dishes are scarce. "All we make is perfume for the Ophslanders."

14. Broken Beggar. In case of this event, read the following text aloud.

A elderly man with a drooping, white mustache reaches an empty bag towards you. "Alms? I broke my back and they threw



me out of the distillery. They're heartless, and can never be made to listen. They care for nothing but more perfume, more perfume. Alms?"

The man's name is Prijun (a **commoner**), and he worked in the distillery until the labor broke his back. Now he does his best to fend off rats as he crouches in alley ways, begging. If the PCs assist him, he thanks them, and reveals an rumor: the servants who dine in the Lower Settlement, but who work in the Upper, can sneak between the two without attracting notice.

15. Blind Beggar. In case of this event, read the following text aloud.

A young man with a single black bandage across both eyes thrusts an open cloth sack towards you. "Alms?" His voice, though youthful, scrapes like pebbles against a boat's bottom. "I was burned by the fumes in the distillery," he rasps. "I cannot see. Alms?"

Adit is a blind **commoner** who possesses a copy of a key to the distillery. He yields it to the PCs if they help him and engage him in friendly, earnest conversation. He tells them of the distillery's onerous work conditions. Having been robbed by the Knives, he does not like the idea of thievery or banditry. If asked, he cautiously expresses agreement with Thriver ideas.

16. Rats. In case of this event, read the following text aloud.

Dozens of rats leap from the street's putrid shadows, attacking at once!

3d6 **swarms of rats** attack the PCs, fighting to the death. As they do battle, street traffic gives them a wide berth but does not slow.

17. Thriver Pamphlet. In case of this event, read the following text aloud.

A small, blood-colored pamphlet lies on the muddy street, obviously dropped recently since it lies untrammelled.

PCs, who examine the pamphlet, find the Thriver logo on the cover, painted in white against the red paper. The author exhorts the reader, first, to attend to the suffering brought on by Ophslander and Maharajah alike, and second, to observe that a well-coordinated society, based on human thriving could alleviate it. The pamphlet concludes with a plea to join the Thrivers, promising allegiance as the sole escape from hardship.

18. Thriver Graffiti. In case of this event, read the following text aloud.

Fresh graffiti drips from a nearby building's walls. In red paint shines the silhouette of a shovel, plough, and quill. Emblazoned above is the slogan, "beggars and toilers, join!"



If PCs wait for more than a few moments, a half-dozen **orange guards** arrive to paint over the graffiti, as an accompanying **crownsman** asks who the PCs are and what they know about the graffiti.

19. “Identify Yourself.” In case of this event, read the following text aloud.

The crowd’s interminable muttering stills, as the tramp of boots attracts your notice. A patrol of guards in orange turbans, lead by a pair of soldiers in plate mail and black tabards, stop before you. “Halt! Let’s have some identification. Who are you and what are you doing in Umbrelshire?”

Run this encounter in the same way as the encounter with the guards at the town’s front gate. The two **crownsman** and half-dozen **orange guards** want information on the PCs, who they attempt to arrest only if there are hostilities, or if the PCs are already wanted as criminals.

20. Following the Patrol. In case of this event, repeat the sort of encounter as outlined in area E7 - 19 above.

As a sole difference, allow for a younger woman to follow the patrol from a distance. Introducing herself as Hari, she tells the PCs that her husband, Damod, was abducted by orange guards several weeks ago, and that now he marches in their ranks. She sobs that he does not recognize her, and begs the PCs for assistance in retrieving him.

Damod is, of course, brainwashed by Garlyle. If the PCs somehow abduct

Damod by force and detain him for a full day and a night, during which time he has no contact with any other orange guards, crownsman, or Garlyle, he comes to his senses. The reunited couple offer the PCs 50 jade mudras and a key that unlocks any door or cell in the town’s barracks.

E8. RANDOM HOUSES

Should PCs explore a random house, roll a d10 and use the following table to reveal their inhabitants:

D10 Roll	Encounter
1 - 5	Occupied house
6 - 8	Unoccupied house
9	Knives attack
10	Thrifer meeting

Should PCs explore a random house, first note whether the occasion is during the day or the night.

During the day, occupied homes are empty, with no more than 2d6 stray copper pieces strewn among ruined furniture; during the night, 1d4 **commoners** sleep there, who are awakened if PCs fail a DC 13 Stealth check.

During the day or night, unoccupied homes are the same: empty and already ransacked of anything valuable. DMs may allow a 20% chance that graffiti covers one of the walls, with it being an equal chance as Thrifer- or Knives-made.

During the night, a roll that yields a Knives attack results in nothing; during the



day, the PCs are attacked by 1d4 **were tigers** who work for Ramkamar Singh.

During the day, a roll that yields a Thriver meeting results in nothing; during the night, the PCs find 3d12 **commoners** listening to Agne, a chaotic good **assassin** who is coaching their fellow revolutionaries on theory and tactics. Agne and the assembled company are defensive and deny doing anything beyond holding a private party, at first. If the PCs have had any favorable interactions with the Thrivers so far, the company relaxes and speaks freely; if they haven't, or if the PCs have aided the Ophslanders, the assembled company do everything possible to get the PCs to leave, or else flee.

THE UPPER SETTLEMENT

The Upper Settlement consists of some twenty bungalows surrounding a large, opulent manor, with a few establishments gathered near the downward-sloping road that connects the two civic sections.

UPPER SETTLEMENT

OBJECTIVES

The ultimate objective, when it comes to introducing the PCs to the Upper Settlement, is simple: run the event “Dinner is Served.” The other locations add flavor and foreshadowing to what the PCs are about to discover, but ultimately, at Reyelhardt manor, there should come a pivotal turning point in the campaign: for the first time, the Ophslanders' *literally* inhuman nature is exposed to the players, and it is here that a DM's hard work as a

storyteller—deceiving the players about the yuan-ti within this module's otherwise suggestive bounds—finally pays off.

“Dinner is Served” should be a horrifying twist, around which the whole presence of the Ophslanders in the adventure should turn, and towards which any involved plot should be played.

E9. THE BOUNDARY

Just as the town's main gate separates the Lower Settlement from the surrounding jungle, so does a heavily patrolled doorway bar the only path connecting the Lower Settlement to the Upper. This doorway is often called (by Ophslanders, at least) “the Boundary.”

When PCs approach the Boundary, read the following text aloud.

Armored soldiers flank the open gate, which connects this lower part of the city to another, more elevated section. As you watch, an ox-drawn wagon slowly rolls up to the gate, pausing as an Ophslander official surveys some paperwork, which the driver surrenders, before continuing up a ramp.

At any time, at least 3d4 + 3 **crownsman** guard the gate. They are always lead by an **Ophslander libertine** named Trostin (by day), or else an **Ophslander debutante** named Lucca (by night), who use their hefty +6 bonuses to Insight when interrogating those who seek entrance.

Wagons full of supplies regularly travel between the Upper and Lower settlement, which are usually checked by crownsman. If PCs manage to find some



way to be stowed in a wagon, they may gain advantage on their Stealth checks, which are rolled against the crownsmen's Wisdom (Perception) checks.

PCs, who openly approach the boundary, are interrogated by Trostin or Lucca. The Ophslanders are likely to know if the PCs are telling the truth, and only permit the PCs entrance if it seems they were invited. PCs may gain invitation by fooling the guards at the town's front gates, by agreeing to assist Garlyle, by assisting crownsmen with an arrest in the Lower Settlement, or through other interactions, which the Dungeon Master judges to earn the Ophslanders' trust.

If PCs wish to sneak into the Upper Settlement outside of a wagon, the servants at the Jalandhara can help them achieve this effortlessly. PCs need to fraternize and conceal any hostile intentions, but provided they do so, the servants sneak them in.

PCs who want to sneak in without help, however, are in for a disappointment. The gate is always heavily-guarded, and sneaking in at night is as dangerous as attempting to do so in broad daylight. Unless the guards are *all* distracted in some way, PCs can only sneak in with a Stealth check of 25.

E10. HUSKWRIGHT FARRIN

In addition to regular medical treatments, the area *huskwright*, or yuan-ti doctor, assists his species with the process of shedding, which can be uncomfortable

without medication. If PCs approach the huskwright's office, read the following text.

A stately bungalow beams before you, proudly displaying a wide, painted sign of black and gold. In the place of written words, there shines but a single glyph: an upright staff with a snake coiled around it.

The office is unlocked. Should the PCs venture inside, they find the huskwright at his desk, copying the files of his patients.

Farrin Holshed. Like the rest of his kind, Farrin (an **Ophslander libertine**) remains disguised as a pale-skinned human being—male, with a red beard and long white coat. His assistant Aloysius, an **Ophslander yeoman**, remains hidden in his snake form at the top of an enormous potted plant.

Farrin is sufficiently educated to spot non-yuan-ti on sight. He is not interested in the PCs, however; as far as he is concerned, it's merely his job to keep them away from his expensive medical equipment, which, as he sees it, could be contaminated by their impure touch. When the PCs enter, he asks what they need, and answers short questions.

Provided the PCs are not wanted criminals, or fleeing the Upper Settlement following the "Dinner is Served" event, Farrin sells *Potions of Greater Healing* for 300 jade mudras and antitoxin for 100.

A successful DC 15 Intelligence (Nature) or related check reveals that Farrin has several instruments, which are intended for grooming large reptiles;



however, these are in addition to potions, bandages, surgical tools, dental tools, and books on all kinds of anatomy. If asked about the reptile-grooming materials specifically, Farrin points to Aloysius, cheerily explaining that they're for his pet. (Here Farrin is actually repeating a long-standing inside joke, which he and Aloysius share: a few years ago, a commoner referred to Aloysius as Farrin's "pet," which proved to be a fatal mistake. The two yuan-ti have laughed about the murder ever since. The PCs, however, are likely to regard Farrin's talk as literal truth.) Like others of their ilk, neither Farrin nor Aloysius say or do anything to signal their monstrous status. They only fight if they are both attacked and cornered; otherwise they disengage and flee.

If Madame Magda foretold that an artifact could be found here, it lies conspicuously on Farrin's desk. He can be persuaded or intimidated into relinquishing it (DC 15 for each skill check), and PCs may of course kill him for it instead. If intimidated, Farrin calls for 1d4 + 2 **crowns**.

E11. LYNTHIA'S BELLEHOUSE

This particular establishment sells live human beings for Ophslanders to "enjoy," meaning to terrorize and devour.

When the PCs enter the bellehouse, Lynthia Severin—an **Ophslander debutante**—is in a back room, having just finished a round of magical charms on her most recent young commoners for sale.

Assuming the PCs are not wanted criminals, and assuming the event "Dinner is Served" has not occurred, DMs should read the following text aloud when the PCs enter.

Plush sofas, upholstered in scarlet and gold, scatter across this wide hall, resting atop a mosaic of overlapping animal pelts and ornamental rugs. At the room's center, a half-dozen local youths in alluring costumes have begun posing for you, winking and gesturing suggestively atop a short wooden stage. A number of gilded doors lead off, no doubt to more private chambers. From the back of the lounge, behind a wooden bar with marble countertops, a pale young woman in servant's clothes calls, "just a moment! Madame Lynthia will be right with you."

The woman is an **Ophslander debutante** named Ztephanie Floemere, and she works for Lynthia by selling desserts, glasses of wine, and palate-cleansing herbs at the bar. Ztephanie behaves professionally towards the PCs, but nonetheless speak in a haughty and distant manner. She doubts that the PCs can afford anything the bellehouse offers, and she does not want her time wasted.

The gilded doors all lead to private bedrooms for customers, except for one near the bar, which leads to the back rooms, including Lynthia's office. The bedrooms are currently empty.

Within a few moments, Lynthia emerges from the back and inquires how she may help the PCs. She tells the PCs that each youth is available for just a pittance: a mere 80,000 jade mudras. She



does not negotiate her price under any circumstances, and she does not care to indulge in a philosophical debate over the ethics of selling human beings. Nor does she allow any of her wares to be “rented,” showing open disgust at the idea. While polite and professional, Lynthia does not hesitate to summon a half-dozen

crownsman if things become hostile, or if she believes that the PCs are attempting to free her merchandise without paying for it.

With one exception, the youths in costume are under the influence of a *geas* spell and do not engage in substantive conversation. That exception is **Ziya Dua**, a warlock affected by *charm person*, whose djinn patron is most displeased at her capture.

If PCs meet a DC 20 social skill check of any kind, when interacting with Ziya, she snaps to attention and demands to know where she is. The PCs have advantage on this check if they have encountered Supreme Grand Sultan Hafez. Lynthia turns to Ztephanie, warning her fiercely and performatively to be more careful in her Bellehouse “acquisitions,” before asking the PCs to leave with Ziya and to never return. She cautions that they face arrest if they show up again.

E12. RANDOM BUNGALOWS

PCs may wish to explore random bungalows in the Upper District. If they try, DMs should roll a d10 and then use the following table to reveal how the bungalow is protected:

D10 Roll	Encounter
1 - 5	<i>Alarm</i>
6 - 8	1d4 bone nagas
9	<i>Home to Stone</i>
10	3d4 swarms of poisonous snakes

In addition to the dangers listed on the table, all doors and windows of the Ophslanders’ houses are locked, with an enchantment cast on the locks (DC 20 to pick), conferring disadvantage to anyone who attempts to pick them.

If the house is protected by an *Alarm* spell, then a half-dozen **crownsman**, lead by an **Ophslander libertine**, arrive immediately, ordering the PCs to leave.

If the house is protected by **bone nagas**, they first gesture a warning to the PCs, then attack. As a reaction to being reduced to 0 hit points, each bone naga may slowly re-assemble itself in 1d4 - 1 rounds. They do not chase PCs who flee.

If the house is protected by a *Home to Stone* spell, the spell is triggered as soon as a PC attempts entry. The bungalow remains solid stone—its doors and windows permanently closed—until the owner decides otherwise.

Bungalows, which are protected by **swarms of poisonous snakes**, are the least guarded; however, for every round of combat that proceeds, the DM should roll 1d4. If the result is a 4, then a half-dozen **crownsman** arrive to investigate the noise



in the next round. PCs who persist through all this eventually find the bungalow empty, save for a half-dozen bottles of *Essence of Joy*, all packaged in individually-labeled boxes.

E13. REYELHARDT MANOR

This large, two-story home belongs to Lord Vyron and Lady Yoanda Reyelhardt, who enjoy the prestige of Ophslander leadership and who directly answer to the fearsome powers, which lie beyond their basement's enchanted portal.

E13 - A. FRONT GATE AND LAWN

Read the following description as characters approach Reyelhardt Manor's front entrance.

An enormous mansion, aspiring to the status of an outright palace, unfurls two wings before you, its very presence an extravagant display. Elegantly-clothed Ophslanders surrender their coats to a pair of servants at the double-doored entrance.

No matter what time the PCs first approach the manor, their doing so triggers an event: an extravagant series of parties, which continue throughout the next few nights and days.

PCs who make it this far are assumed to be Ophslanders themselves, or else welcomed as guests of them. Therefore, in all areas of Reyelhardt Manor, PCs make Deception, Persuasion, and Intimidation checks with advantage, until the event "Dinner is Served" occurs.

A butler named Vasant (who can be encountered at the Jalandhara) offers (without insisting) to take the PCs' coats, store any luggage they carry, or hitch their animals. They use a *Wand of Prestidigitation* to clean the PCs' boots.

After the event "Dinner is Served," this area is empty. Eight hours thereafter, it is swarming with crownsmen.

PCs, who wish to sneak around to the back of the mansion, must succeed a DC 12 Stealth check to avoid being detected. If they succeed, they find a large door to area E13 - O. If the PCs fail their Stealth check, a servant—either Sanah or Biswadeep—discovers them, then politely asks them to return to the front entrance.

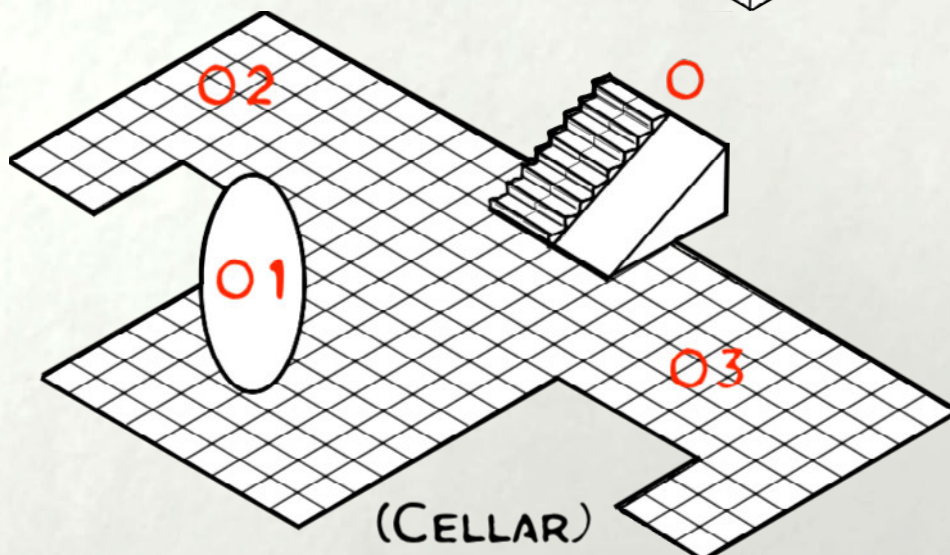
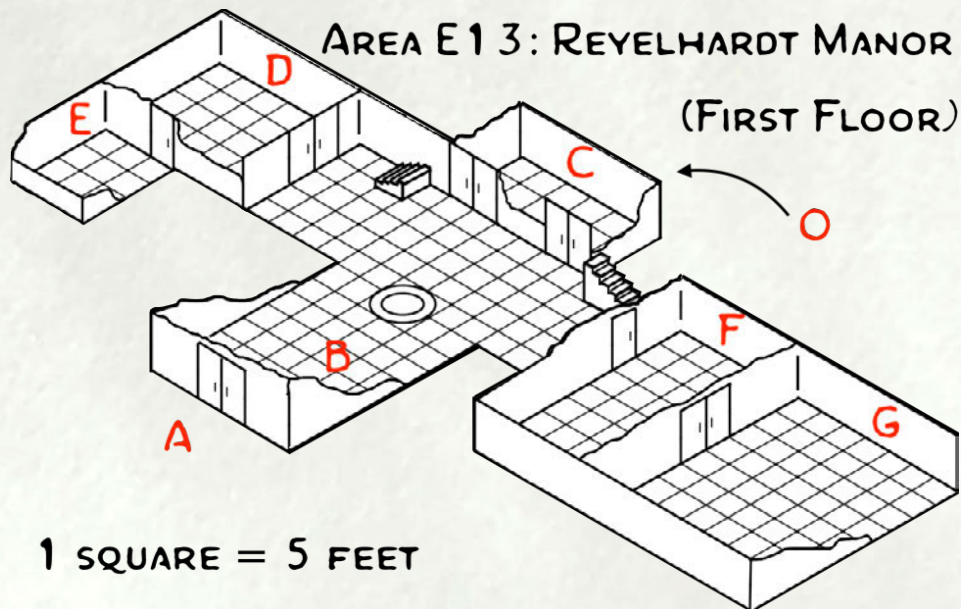
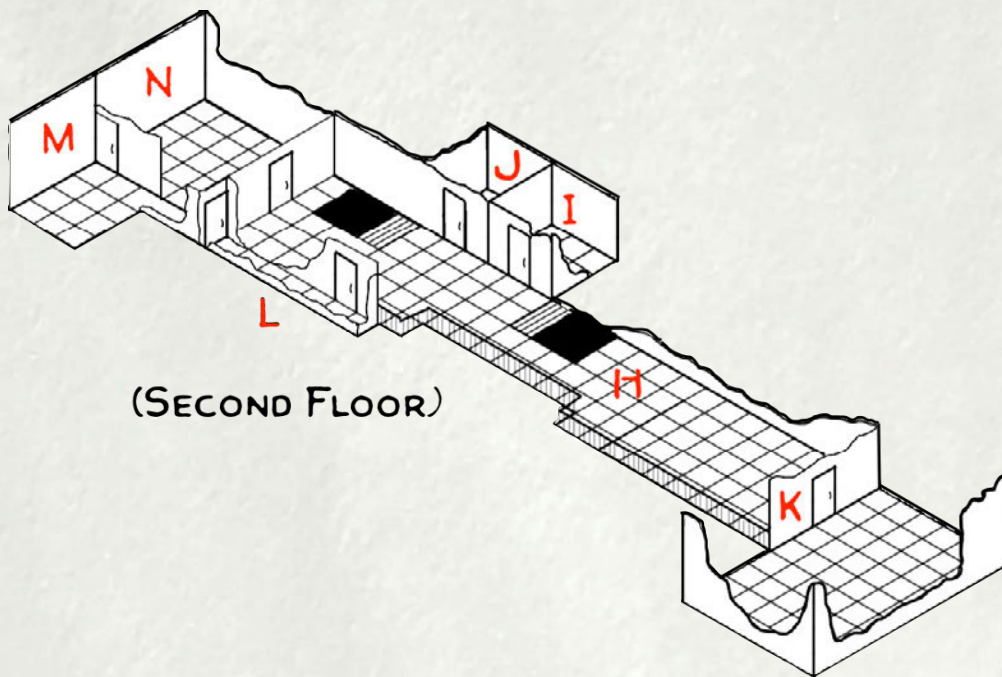
The servants' quarters lie a hundred feet from the manor. They contain a handful of beds, some storage lockers with clothing and other personal possessions, and 3d4 x 10 silver pieces.

E13 - B. FOYER

A sixty-foot hallway plunges ahead, draped in plush, red carpet, with a large decorative fountain bubbling some fifty feet from the front doors.

From the fountain, the foyer splits off in four directions: to the north and south there lie the ground floors of the mansion's two wings; to the east, a pair of doors flank a statue of a winged cobra, its hood flared; and the double-staircase leads up to the landing on the second floor.





Before the event “Dinner is Served,” this area is bustling with servants and nobles; after the dinner event, the room contains only one **Ophslander libertine**, an **Ophslander debutante**, and 1d4 - 1 **Ophslander yeomen**.

E13 - C. SHRINE

This shrine consists in a fountain-encircled statue of Vyron and Yoanda Reyelhardt, simultaneously embracing passionately while posing heroically, as each places a single boot atop an enormous dead tiger lying at their feet. The whole work—Reyelhardts and tiger too—is carved from green jade and white marble, fitted together with veins of gold. If somehow stolen and transported to an interested buyer, it could be worth as much as 20,000 jade mudras.

Once the event “Dinner is Served” has taken place, this room holds a single **Ophslander yeoman**.

E13 - D. GAME ROOM

This room’s black marble floor is well-polished, though slightly moist towards the north, due to its proximity to the sauna.

In this game room, a pair of Ophslander couples—two **libertines** and two **debutantes**—attend to a game of cutthroat at the billiard table. Three of them—Azzouni, Forbes, and Gallois—remain too focused on the game as players, but the fourth, Varzi, is willing to converse with the PCs. If they are friendly, Varzi reveals that she is looking forward to the banquet upstairs, that the Reyelhardts

are leading the Ophslander settlement of Queensnest, that the Reyelhardts often throw grand parties, and that many of the guests have magically traveled there from Ophsland. Her opinions match those of the average Ophslander, as outlined in Chapter 2. Like the other guests, she reveals *nothing* about their inhuman status.

The same guests are present in this room after “Dinner is Served,” but, like all Ophslanders after that event, in their monstrous hybrid forms.

E13 - E. STEAM ROOM

The sauna’s walls, ceiling and floor are all wrought from grey marble, with brass floor-drains collecting excess moisture and brass nozzles emitting steam into the room. It is empty until “Dinner is Served,” at which point it is occupied by 1d4 **swarms of poisonous snakes**.

E13 - F. CONSERVATORY

This interior garden holds a dangerous specimen—a **lashweed**—at its center. When PCs enter the room, describe it as follows:

A luxuriant colorful garden blooms before you, with an enormous potted vine at its center.

Each PC who breathes must make a DC 15 Wisdom save, as the lashweed, sensing their presence, silently casts *sleep* when they are close. In addition, read the following text aloud, or pass the following note, to players whose characters breathe.



Somehow, you feel unusually imaginative in this place—unusually disposed towards the belief in the invisible. You're so tired that you could sleep right here.

The lashweed then attacks immediately, surprising its first target. This room is otherwise empty, both before and after “Dinner is Served.”

E13 – G. LIBRARY

When the PCs enter this room, read the following text aloud.

A regiment of evenly-spaced, book-laden shelves fills every wall of this otherwise open chamber. At the room's center perches a heavy desk of ash-colored wood, its anemic hue contrasting sharply with the black carpet and its golden paisley.

The desk has a single drawer, which is locked but which can be picked or forced open with a DC 15 check. Inside is a single dose of antitoxin, a scroll of *mass heal*, a scroll of *sticks to snakes*, and three bottles of *Essence of Joy*.

The bookshelf holds volumes appropriate to a life of upper-class leisure: guides to hunting, smoking, tea, parlor games, and various kinds of trivia abound. Among these, however, is a copy of the *Codex Serpantum*, which can be discovered with a DC 15 Wisdom (Perception) check.

E13 – H. LANDING

Read the following description when the PCs ascend the stairs.

The stairs guide you upward to a landing, which overlooks the long, carpeted foyer. Mirroring the avenues below, the landing also splits: two doors lead to the upstairs part of the northern wing; a single door, opposite, leads to a southern section, guarded by four pillars, each carved to look like a colossal snake. At the landing's center lie two more closed doors: one bright pink and the other a dull blue.

The landing is presently empty, but holds 1d4 + 1 **Ophslander yeomen** after “Dinner is Served.” The pink and blue doors lead to areas E13 - J and E13 - I, respectively, while the two northern doors lead to areas E13 - L and E13 - N. The door to the south leads to E13 - K. The pillars are decorative and functionless.

E13 – I. SMOKER

This room is a kind of “social lavatory” for male Ophslanders, which contains not only leather armchairs but also chamber pots stored beneath them. In addition, the small room holds cigars, liquor, and colognes. Before “Dinner is Served,” PCs can find an **Ophslander yeoman** named Rupert here, smoking and wondering about Sri Raji's great wilderness. Due to a magical injury, Rupert's alignment is chaotic good, although his Intelligence has been reduced to 10. If he was chosen to be the PCs' ally,





he begins following them and cooperating when possible. If he holds an artifact foretold by Madame Magda, he cheerfully hands it over without question.

E13 - J. POWDER ROOM

This room is another kind of “social lavatory,” in this case reserved specifically for Ophswomen. In it are plush armchairs of pastel colors, bottles of perfume, various cosmetic accessories, chamber pots, and a small sink. It is unoccupied.

E13 - K. MASTER BEDROOM

This room contains a lavish, king-sized bed with a canopy, on which lounge two **Ophslander debutantes** along with Lord Vyron, an **Ophslander libertine** who can disengage as a bonus action, and who has a single use of legendary resistance. Lord Vyron does not lose composure, but he sternly asks the PCs to leave. He attacks if they refuse, calling in one **crownsman** per round as long as he lives.

E13 - L. PANTRY AND OVEN

This door is barred from the other side yet warm to the touch, and the nearby air smells of clove, cinnamon, and pepper. Behind it bustles a **yuan-ti abomination** cook named Wadsworth. In response to any knocks or other disturbances, he cheerfully calls out “ah-ah-AH! No tasting until it’s ready!”

E13 - M. KITCHEN

This room, connected to E13 - L, is similarly locked until “Dinner is Served.”

Once open, PCs find nothing but Rupert and the grisly remains of his butchery.

E13 - N. BANQUET HALL

When PCs enter the banquet hall, read the following text aloud.

A lengthy table, set for a banquet, beams under dulcet candlelight. On each side sit a trio of well-dressed Ophslanders, all of whom face a young blonde woman in an elegant evening dress, who stands at the table’s head. As you enter, they turn toward you as the woman says “...speaking of which, look! It is just as I said. With our hands tilling the native soil, we shall lift up a beacon to refined travelers everywhere. They will be struck by the multiplication of physical comforts; the advancement and diffusion of knowledge; the decay of superstition; the facilities of mutual intercourse; and, in all, to CIVILIZATION. You there, guests! Join us, please!” She points to unoccupied places at the table.

The blonde woman is none other than Lady Yoanda Reyelhardt herself, an **Ophslander Debutante** with maximum hit points, who can disengage or hide as a bonus action. She is delivering a speech, describing the future conquest of all of Sri Raji—“Queensnest”—in poetic rhapsody. Her listeners are six **Ophslander libertines**, each of whom has a single hit point.

The DM should describe the scene as genuinely warm, attractive, and welcoming; the smell of spices should be enticing and the company’s smiles should seem genuine. To this end, Lady Yoanda has already cast *mind blank* on herself, as have the libertines. Furthermore, all



Ophslanders in this room, at this time, have advantage on Deception checks, which are rolled against the Insight of suspicious PCs.

Ideally, the PCs drop their guard and sit. If they do, the Ophslanders engage in some idle discussion, answering questions and asking them in turn. The event “Dinner is Served” occurs immediately thereafter. If the PCs do not sit, the DM is free to run “Dinner is Served” anyway, or to postpone the event by letting Yoanda continue her speech. (This second option is recommended if it seems like the PCs might join the banquet later, after exploring or socializing some more.)

E13 – O. CELLAR

The cellar can only be found if PCs travel outside, around the back of Reyelhardt Manor. If they proceed, read the following.

A wide, half-stairless path slopes downward into a stone cavern beneath the mansion. In the flicker of torchlight you see numerous wagons to your right, crates and barrels to your left, and a large, luminous swirling disc straight ahead, before whose greenish light the silhouettes of several figures move.

As soon as the PCs enter, they are attacked by Captain Sandhurst, an **Ophslander libertine**, along with three **yeomen**.

E13 – O1. THE PORTAL

PCs cannot enter the portal, nor can they push anything through or even see what lies beyond; to pass through, one must

have permission from the powers lying at the other side. A character can guess the true nature of this portal with a DC 20 Intelligence (Arcana) check. The portal cannot be closed.

E13 – O2. INGREDIENT STORAGE

The barrels and crates here contain raw ingredients for *Essence of Joy*.

E13 – O3. CART STORAGE

These carts each have an armor class of 10 and 100 hit points; they can be moved by a single PC at half-speed, or by two PCs at normal speed if the cart carries less than 800 pounds. If the cart carries that much or more, then a single PC cannot

normally move it, and two PCs can only move it at half speed. If the cart carries more than 1000 pounds, it breaks.

E14. SANDHURST’S BUNGALOW

Captain Regimond Sandhurst has a bungalow in the Upper Settlement, but it is empty, with a note pinned to the front door. The note reads as follows:

Good morrow! As luck would have it, our regular hours happen to coincide with the banquet of the Reyelhardts, gods save them. Meet us there, in good company! Cheerio! ~ Cpt. R.S.

Captain Sandhurst’s bungalow is protected by a *Home to Stone* spell, and cannot be entered.



SPECIAL EVENTS

Throughout the PCs' stay in Muladi, they may trigger certain events, which are narratively important. Their details are outlined below.

DINNER IS SERVED

When this event occurs, read the following text.

Suddenly, two more Ophslanders enter the room from the kitchen, carrying a large silver platter between them. Its contents lie covered beneath a cloche, but curls of thick steam escape from the narrow slit, where lid and platter meet. Having set it on the table, they uncover it with a flourish.

At this point, the DM should ask all PCs to make a Wisdom save (DC 18); it is to avoid contracting a form of indefinite madness, as outlined in chapter 8 of the *Dungeon Master's Guide*. Continue reading.

It's a dead body, roasted and butchered, splayed out on lettuce, beneath pepper and marinade! Your stomach heaves. The room spins. Suddenly, the air brims with a deep, spine-chilling drone—the hissing of reptiles. Wheeling about, you find your hosts transformed, from pale-faced humans into creatures with the heads of carnivorous snakes! Legs now fused into gargantuan tails, they coil into battle-stances.

At this point, before initiative is decided, the DM reveals the result of their Wisdom saves. The two **Ophslander yeomen** attempt to leave through the kitchen; Lady Yoanda and the libertines attack the PCs. Beginning on the second round, and every

round thereafter, an additional 1d4

Ophslander libertines, each with a single hit point, enters the from area E13 - H to defend Lady Yoanda. They stop coming once Lady Yoanda is dead.

Henceforth, the following changes occur all throughout Reyelhardt Manor:

- All Ophslanders (except for Rupert) are in their hybrid form and hostile.
- The carpets and furnishings are torn and splattered with blood.
- The manor's human servants have, on command, locked themselves in their quarters for the night, so that the Ophslanders can “relax” in privacy.
- A hideous cackling, like the bleating of magpies, continuously intermingles with the echoes of spine-chilling hisses.

In addition, the PCs are immediately branded as criminals, and may be pursued by guards in both sections of the city.

ROBBING THE JALANDHARA

At some point in the story, **Ramkamar**

Singh and four **were-tigers** rob the

Jalandhara while it is open at night.

Phanita runs to the rope, which would summon guards with a bell-tone, but finds it sabotaged, spiked to a wall. Meanwhile, Ramkamar demands that everyone hand over their valuables. As patrons hastily comply, Phanita uses all her power as a **rakshasa** to dispatch the robbers, starting by summoning a **chain devil** to her assistance with a scroll, which she carries for exactly this sort of occasion.



As long as Ramkamar is *not* foretold to be the PCs' ally in an earlier Tarokka reading, PCs may side with either Phanita or Ramkamar. If they do nothing, Phanita calls for assistance and the Knives order the PCs to remain still and surrender their money.

The Knives flee if reduced to half their number or if Ramkamar falls in combat. Phanita fights to the death, knowing that her soul is destined to reincarnate.

If the PCs come to Phanita's aid, then, assuming the Knives are routed, she thanks them and offers them free room and board for a week at her inn.

If the PCs rob the Jalandhara alongside the Knives, Ramkamar splits the treasure with them, then promises them candidacy in the Knives as members. He mentions a guild hall in Tvashti, but adds that communication has been cut off since the Ophslanders' occupancy.

UPRISING AT THE DISTILLERY

After the PCs meet Sulochana Roy, or at a point made appropriate by the adventure's narrative, the Thrivers stage their planned work-stoppage. When the PCs are present to witness it, read the following text.

Suddenly, a worker places two fingers to her lips and belts out an ear-splitting whistle. Everyone stops. They clap their hands, chanting "*The people! Together! Will rule the land forever! The people! Together! Will rule the land forever!*" They march to the room's center. Some, flank the group's edges, ready for an attack. The armored crownsmen draw their swords.

There are twelve **crownsmen** in the area, plus one Ophslander **libertine**, along with six Thriver **assassins**.

If the PCs are allied with Sulochana, six of the crownsmen attack the PCs. The other six engage the armed workers, neither damaging nor being damaged by their opponents until the PCs have dispatched the first six; the libertine attacks the PCs throughout, fighting to the death if "Dinner is Served" has already occurred, or fleeing when severely injured otherwise. The second half-dozen crownsmen attack the PCs once the first have been dispatched.

If the PCs are allied with the Ophslanders, then the numbers are reversed: there are a dozen Thriver **assassins**, six of whom engage a half-dozen **crownsmen** harmlessly until the PCs defeat the other six.

If the PCs succeed in defending the workers during the distillery uprising, a riot breaks out in the streets of the Lower Settlement. Bands of commoners organize into Thriver brigades and lay siege to the barracks, eventually killing the thrall-master, Garlyle, which frees his human guards from their brainwashed condition.

THE ORDER OF EVENTS

The special events in Muladi play out differently, depending on the order in which they occur.

If the uprising occurs before "Dinner is Served," then the Ophslanders at Reyelhardt manor discuss it nervously,



sharing their fear of, and contempt for, the indigenous population. The party-goers nonetheless proclaim their confidence in Captains Sandhurst and Garlyle, when it comes to the task of putting down the rebellion.

If “Dinner is Served” occurs before the uprising, then the distillery’s guards all attack in their hybrid forms during the uprising, instead of their human forms, provided the PCs are present. This reveals the Ophslanders’ true identity for the first time to Muladi’s public.

AFTERMATH: JUSTICE?

If the PCs assist the Thrivers in the distillery uprising, and if they survive “Dinner is Served,” then the Ophslander rule over Muladi comes to a temporary end. At that point, Arijani sends brigades of his Sisters in an attempt to reclaim the town, as well as to deliver a special invitation for the PCs to dine with him at Mahakala. DMs may decide for themselves whether the new, Thriver-run city surrenders to Arijani, as well as what happens as a result.

If the PCs assist the Ophslanders instead, then their colonial rule is strengthened. One of the Ophslander leaders then summons the PCs, asking them to go on a special expedition to assassinate Arijani at Mahakala.

Ultimately, the Ophslander invasion is part of Arijani’s curse; as such, it is destined to return—or at least it is destined to return, as long as Arijani lives. It is up to the DM how long it takes for the

Ophslanders to return, but it is advised to eliminate them from the campaign, after this chapter’s events have passed; doing so rewards the players with a sense of having changed the world, however fleeting. (When the PCs read the *Ishvara Sutra*—assuming they have not done so already—they learn the heart-breaking truth that, ultimately, they have yet to change anything.)



LADY YOANDA
REYELHARDT



EPILOGUE

Arijani is a lethal challenge to any party, even at level 20, and none should hope to defeat him without *Shar's Bane*, *Selûne's Murti*, the *Ishvara Sutra*, and Arijani's chosen enemy. The final battle may go two ways.

ARIJANI PREVAILS

If Arijani defeats the PCs, he takes their possessions, separates them, debilitates them with various spells and curses, then banishes them to separate locations in his hedge maze and mirror maze. Over time, he will conjure them one by one for dinner.

Meanwhile, Arijani sets about luring the next group of adventurers to his domain, in the hopes that they reveal more than their predecessors.

ARIJANI DIES

As PCs strike the lethal blow, reducing him to 0 hit points, read the following passage.

The shock of a thousand battering rams blasts through the walls, searing them like dry paper. Bricks melt. Beams fall. White light surges from beyond. The floor convulses and the ground trembles. Arijani—he towards whom the shadows once moved—throws a backwards claw to the heavens. “Shar! Help me!” His cry abandons all pretense, like a ship ditching cargo. Fear.

The light burns your eyes, even though you keep them shut. Arijani melts away in the glare, his scream fading like a shadow in the sun. Within seconds, the light dims as the palace begins to crumble.

No skill checks or tests are necessary at this point; the PCs have won.

THE SISTERS'S PACT BROKEN

With his death, the Sisters of the Maharajah are left powerless. They cannot cast spells or use magical attacks of any kind, nor can they wield magical items. Every Sister becomes a **commoner**. This includes the few, who transformed into erinyes.

ESCAPE FROM SRI RAJI

Arijani's destruction lifts the presence of the encircling mist, which prohibits travel beyond Sri Raji's borders. Should PCs seek to leave the domain by any means, they find passage free and easy. Monsters no longer swarm the jungle.

AFTERMATH

Without the Sisters or Arijani, Sri Raji's future is indeterminate; any one of the following four events may unfold.

A BETTER WORLD?

Muladi's Thrivers, if successful in ousting the Ophslanders, may establish their city as Sri Raji's new capital. Their intentions are to incorporate the rest of Sri Raji into a nation ruled by their code. This brings them into conflict with the Knives, along with whatever remains of the Raksanayuddha. They all compete for the allegiance of former Believers and Sisters.



A KINGDOM OF THIEVES?

The Knives may well attempt to seize control of Sri Raji, especially with increased wealth and their leadership intact. They begin with Pakat, setting their designs beyond. Whether they cultivate and extort a new merchant society, or whether they pursue other ideals, is indeterminate.

RULE OPHIDIA?

In Arijani's death, the Ophslanders might seize their opportunity to invade Sri Raji's other cities. If they have not been thwarted, or if the PCs have assisted them, this becomes likely. In this case, Sri Raji's people find themselves embroiled in an intensified colonial war.

RETURN OF THE JADE-EYED?

The powers of the Shadowfell, which trapped Arijani, might refuse to part with their toy. In such a case, the dark powers *reject* Arijani's death, resurrecting him over the course of weeks or months. In such an event, former Sisters plot in secret, making furtive pilgrimages and committing foul deeds to secure the remaining pieces of Arijani's body, which they aim to restore in an eldritch ceremony.



APPENDIX A: NEW SPELLS

New spells are presented in alphabetical order. The classes and subclasses, to which the spells are available, are listed at the end of each spell description.

BIND UNDEAD

5th-level necromancy (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bone held in the caster's left hand)

Duration: Concentration, up to 1 hour

Select as many undead creatures in the area of effect as one's spellcaster level. All such creatures must succeed on an Intelligence saving throw or else march toward a single point designated by the spellcaster. (Undead creatures with an Intelligence greater than or equal to 12 make this save with advantage.) Once there, the undead must use a standard action to link their arms and legs together, forming a rough sphere. While linked in this way, the undead creatures cannot move or take any other actions. The spell ends when any linked creature is targeted with an attack, or when the spell ends.

This spell is available to bards, sorcerers and wizards, as well as clerics of the Death and Grave Domains, druids of the Circle of Spores, monster slayer rangers, and warlocks of the Undying Pact.

HOME TO STONE

5th-level enchantment (ritual)

Casting Time: 10 minutes

Range: 1 building whose floor area is less than 3000 square feet

Components: V, S, M (a small rock with at least four sharp angles)

Duration: 24 hours or until dispelled

You enchant a house, tower, or other dwelling with a glyph so that, if anyone attempts entry, even if by magic, the building becomes a solid shell of magical stone with an armor class of 30 and 300 hit points, and anyone attempting to teleport inside must succeed on a Wisdom save. Occupants are alerted when the building transforms, and auxiliary enchantments prevent them from suffocating. When the spell is first cast, the caster can specify up to seven individuals, who can enter the home without triggering the glyph, and who can dispel the glyph's effects with a word. The glyph is not triggered by knocking on any of the building's doors or windows; it is only triggered when someone attempts entrance.

This spell is available to all classes.



STICKS TO SNAKES

5th-level transmutation

Casting Time: 1 Action

Range: 60 feet

Components: V, M (a handful of wooden sticks, twigs, or branches no longer than a foot each)

Duration: Concentration, up to 1 minute

You transform a collection of wooden sticks into 1d4 **swarms of poisonous snakes** (page 338 of the *Monster Manual*), which remain under your control for the spell's duration. As a bonus action on your turn, your swarms of poisonous snakes can move up to their total movement speed and attack one target of your choosing. The spell ends if the swarms are killed.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you create one additional swarm of poisonous snakes for every level above 6th, to a maximum of 8 swarms total.

This spell is available to bards, druids, rangers, sorcerers, warlocks, and wizards, as well as clerics of the Nature Domain and Oath of the Ancients paladins.



STICKS TO SNAKES



APPENDIX B: TREASURES

Founded in the wake of a magically-charged war between fiends and mortals, Sri Raji is laden with arcane secrets. This includes not only the powerful artifacts needed to slay Arijani, but also all kinds of treasures, both constructed and natural.

FLORA AND FAUNA

Sri Raji's jungles hold wondrous secrets for explorers.

ATMA SEEDS

Harvested from the delicate atma plant, these magical seeds allow someone who ingests them to project their consciousness into the Astral Plane, as described on pages 46 - 48 of the *Dungeon Master's Guide*.

While exploring the Astral Plane under the influence of *atma seeds*, however, one cannot travel to any other plane of existence. The "color pools," which populate the Astral, function as mere windows. Other, potentially deadly encounters still abound, however.

JAVA

Typically served hot and early in the day, this brew is made by straining hot water through ground java beans.

For 1d4 + 2 hours after drinking a vial of java, the user gains a +1 bonus to initiative rolls.

ORDINARY ITEMS

Fighting women and men of Sri Raji, when well-equipped, are as likely to wield the following as they are a scimitar or quarterstaff.

PATA

Weapon (longsword), common

The pata or "sword-glove" is a specialized longsword, whose blade is attached to the permanently-clenched knuckles of a gauntlet. Users wield the pata by inserting their hand into the gauntlet and grasping a thin, inner hook with their palm.

Because it cannot slide off an open hand (the gauntlet's opening is too small), a user *cannot* be made to drop a pata out of fright, or for any other accidental reason. On the contrary, to put down or de-equip a pata, one must spend a standard action. Functionally speaking, this is the only difference between a pata and a longsword.

While a strength in the face of terrifying foes, the pata's "undroppable" nature make users particularly vulnerable to the spell *heat metal*.

URUMI

Weapon (longsword), common

The urumi, or "sword whip," is a ten-foot flattened steel blade, made so thin as to bend and flex like a whip.

An urumi does the usual damage of a longsword, but has the *finesse* and *reach*



features normally common to a whip. This advantage is not without its cost, however: dangerously unwieldy, an attack roll resulting in a natural 1, *regardless of other bonuses or modifiers*, results in the wielder striking *themselves* for half the damage they normally would do.

MAGIC ITEMS

Arcane treasures can be found throughout Sri Raji, dangerous and powerful.

CAT OF FELKOVIC

Wondrous item, artifact, requires attunement

The wizard Felkovic piqued Arijani's attention when he arrived in Sri Raji from another land. He held it when his wife, Nadia, impulsively took up the worship of Shar. Thinking that Nadia could finally bridge the gap between himself and his goddess, Arijani ordered his Sisters to abduct Nadia for the next Selection (see Chapter 2).

Despite their daily use of *truesight*, Felkovic was able to conceal Nadia with a *wish* spell. Realizing the limits of repeatedly casting *wish* as a long-term strategy, Felkovic immediately poured every effort into the construction of a weapon: one that was programmed to kill Arijani specifically. Thus, he created the *Cat of Felkovic*.

The *Cat* appears to be a small, clay sculpture of a crouching wildcat. With an utterance of the command-phrase “long-teeth,” the *Cat* activates, transforming into

the tiger-like creature of the same name, as listed in Appendix C.

When an individual is attuned to the *Cat*, it begins to interact with them over seven nightly encounters. Every night after attunement, the *Cat* comes to life in a different form, first seeking food and then spending time with the owner. As the nights progress, the *Cat* gets larger and more belligerent if it senses no progress is made toward its goal of slaying Arijani.

First night. At a restful or at least calm moment, the *Cat* transforms into a friendly **cat** (per the *Monster Manual*), which hunts for a small creature to eat before returning to spend time with its possessor. During this time, if addressed, the cat telepathically communicates its activation phrase. It wants Arijani dead, but does not explain or elaborate why.

Second night. On the second night, the *Cat* transforms into a friendly **panther** (per the *Monster Manual*), who leaves to hunt. After returning with a kill, it telepathically communicates its activation word—“long-teeth”—and warns that Arijani must be dead within a week.

Third night. On the third night, the *Cat* transforms into a friendly **tiger** (per the *Monster Manual*), who leaves to hunt. After returning with a kill, it telepathically mentions that its creator and his wife were both murdered by Arijani. This fills the *Cat* with rage, although it does not know why, having never known either person.

Fourth night. On the fourth night, the *Cat* transforms into a friendly **saber-toothed tiger** (per the *Monster Manual*),



who leaves to hunt. After returning with a kill, it expresses mild impatience, asking what plans are in place to close in on Arijani.

Fifth night. On the fifth night, the *Cat* transforms into a friendly white tiger, with the statistics of a **winter wolf** (per the *Monster Manual*), who leaves to hunt. After returning with a kill, it expresses visible impatience, urging haste in slaying Arijani.

Sixth night. On the sixth night, the *Cat* transforms into a friendly **displacer beast** (per the *Monster Manual*), who leaves to hunt. After returning with a kill, it expresses belligerent impatience, presenting the dawn before next as the final deadline.

Seventh night. On the seventh night, the *Cat* transforms into the **Cat of Felkovic** (per Appendix C), and demands that the party proceed immediately, as quickly and in as direct a path as possible, to Arijani. Anything besides total compliance results in the *Cat* attacking its possessor and companions, giving no quarter and fighting to the death.

Every day the *Cat* slays a rakshasa, a bhoot, or a marilith, its appetite is temporarily sated, and at that evening, it repeats the previous evening's transformation instead of progressing forward by a day.

If awakened with its command word, "long-teeth," the *Cat* fights alongside its possessor in battle. It has little interest in anything else, however.

If slain in its creature form, the *Cat* returns to its statuette shape for twenty-

four hours. Its statuette form cannot be destroyed.

CODEX SERPENTUM

Wondrous item, rare, requires attunement

A powerful grimoire penned by the otherworldly yuan-ti called "Ophslanders," the *Codex Serpentum* praises the glory of their imperial society, in addition to conferring magical powers.

Hypnotic prose. Whoever opens the book for the first time must succeed on a DC 15 Wisdom save or acquire the following bond: "Snakes are a uniquely beautiful expression of divinity." At the end of a twenty-four hour period apart from the book, a reader who failed this saving throw may make it again. Characters, who succeed on their Wisdom save, are immune to this change in bonds for one week.

Serpentine Spellcasting. While open, the *Codex* casts the spell *animal friendship* on whoever holds it, with the restriction that it applies only to snakes.

In addition, while open, the *Codex* allows a reader to cast *poison spray* and *speak with animals* at will, albeit the latter is restricted to snakes. The open *Codex* also allows a reader to cast *animal messenger*, *augury*, *polymorph*, and *sticks to snakes* three times per day, along with *animal shapes* once per day; with the restriction that only a snake can be commanded with *animal messenger*, and both *polymorph* and *animal shapes* can only be used to turn creatures into snakes.



All such spells are cast with a DC of 15 and a +8 to hit with spell attacks.

ESSENCE OF JOY

Potion, uncommon

While a mere luxury perfume to Ophslander high society, the elixir known as *Essence of Joy* is a powerfully addictive intoxicant and magically transformative agent to humanoids. An addict undergoes four stages of dependence before transforming into an Ophslander oil-born.

The *Essence* smells deliciously of pepper and vanilla. Those who wear it gain advantage on Charisma-based skill checks until their next long rest, but must succeed on a DC 10 Wisdom saving throw or else compulsively taste the perfume.

Stage 1. Anyone who tastes the perfume must succeed on a DC 11 Constitution saving throw. Whether they succeed or not, they are affected by the spell *animal friendship* (DC 11 spell save) until their next long rest. Users who suffer this effect are not directly aware of this change, but they may quickly discover snakes behaving differently around them.

If a character fails the aforementioned Constitution saving throw, they are in stage 1 of becoming addicted to the *Essence*. Such characters are compelled to taste a few drops of *Essence* immediately following any long rest, or else they gain one level of exhaustion, noticeably craving the *Essence* the whole while. The aforementioned effect of *animal friendship* continues, so long as the stage 1 addict has access to the *Essence*.

A stage 1 addict, who endures two days without access to any *Essence*, ceases to be addicted.

Stage 2. A stage 1 addict, who tastes more *Essence*, must succeed on a DC 12 Constitution saving throw or else become a stage 2 addict. At stage 2, addicts become aware of their *animal friendship* ability, and also knowingly acquire the ability to cast *animal servant* three times per day, with the stipulation that the servant is a small snake.

Stage 2 characters are compelled to drink a half-bottle of *Essence* at the start of each day or else gain one level of exhaustion and face a cumulative 5% chance per hour of going blind until their next short or long rest.

A stage 2 addict, who endures two days without access to *Essence*, becomes a stage 1 addict.

Stage 3. A stage 2 addict, who drinks a half-bottle of essence, must succeed on a DC 13 Constitution saving throw or become a stage 3 addict. At stage 3, addicts knowingly acquire the ability to cast *jump* and *nondetection* on themselves three times per day each, on top of the previous features gained from *Essence* consumption. In addition, stage 3 addicts begin to grow reptilian scales around their brows.

Stage 3 characters are compelled to drink a full bottle of *Essence* at the start of each day or else gain one level of exhaustion and face a cumulative 10% chance per hour of going both blind and deaf until their next short or long rest.



A stage 3 addict, who endures two days without access to *Essence*, becomes a stage 2 addict.

Stage 4. A stage 3 addict, who drinks a half-bottle of *Essence*, must succeed on a DC 14 Constitution saving throw or become a stage 4 addict. At stage 4, addicts gain the aforementioned advantages, in addition to knowingly gaining the ability to cast *sticks to snakes* once per day. In addition, their alignment becomes neutral evil and rudimentary claws begin to sprout from where their fingernails should be.

Stage 4 characters are compelled to drink two full bottles of *Essence* at the start of each day or else gain one level of exhaustion and face a cumulative 10% chance per hour of going blind and deaf until their next long rest.

A stage 4 addict, who endures two days without access to *Essence*, becomes a stage 3 addict.

Metamorphosis. A stage 4 addict, who drinks two full bottles of *Essence*, must succeed on a DC 15 Constitution saving throw or become an Ophslander oil-born. At this stage, the character becomes an NPC if they were not already, and all their actions fall under the control of the Dungeon Master.

THE GREATER RAIMENTS OF CLARITY

Wondrous item, artifact (requires attunement by a spellcaster)

Written by a mysterious source known only as “The Iron Crown,” this trilogy of

grimoires purports to be a thorough encyclopedia of necromancy, with detailed instructions for directing and magically empowering undead armies.

Necrotic Knowledge. Each volume is bound in midnight-blue leather and is freezing cold to the touch. Any creature of non-evil alignment, who attempts to read its contents, must succeed on a DC 18 Wisdom saving throw or take 10d6 necrotic damage and acquire a form of short-term madness as described on page 259 of the *Dungeon Master’s Guide*, with half as much damage and no madness on a successful saving throw.

Voracious Volumes. If a non-evil creature dies as a result of attempting to read the *Raiments*, the volumes immediately animate with the statistics of a beholder (or sibriex) and attack anyone present. The *Raiments* return to “normal” when this animated form is reduced to zero hit points.

Random Properties. The *Greater Raiments of Clarity* collectively possess two minor beneficial properties, one major beneficial property, two minor detrimental properties, and one major detrimental property, all determined by the tables in the “Artifacts” section of the *Dungeon Master’s Guide*.

Protection. While holding the *Raiments of Clarity*, a character is resistant to necrotic damage and their hit point maximum cannot be reduced.

Enlightenment. While holding the *Raiments of Clarity*, a character’s Intelligence increases to 20.



Spells. The *Raiments* collectively have ten charges. A person attuned to the *Raiments* can use a standard action to cast one of the following spells (DC 18), while using them as an arcane focus: *animate dead* (1 charge), *bind undead* (1 charge) *circle of death* (3 charges), *create undead* (2 charges) and *power word kill* (4 charges).

Call of the Iron Crown. As a standard action once per day, someone who holds the *Raiments* may immediately summon as many ghouls, ghasts, mummies or vampire spawn as they can divide 600 hit points among, with each undead monster having the average amount of hit points listed in the *Monster Manual*. The undead arise from the ground in random locations within a radius of 300 feet, obeying all their summoner's commands until the next dawn. If the summoner does not immediately use this action again at the next dawn, the summoned undead gain free will and behave as their undead compulsions dictate. As a standard action, the summoner can dismiss any or all of the undead under their control; dismissed undead immediately crumble to dust.

The Darkest Secret. By reading the *Raiments of Clarity* for an hour a day, every day, for a year, without interruption, one may discover the secret to lichdom. Discovering this secret is not enough to *achieve* lichdom; once the secret is discovered, one must doubtlessly complete a list of thoroughly evil and monumentally daunting quests.

ISHVARA SUTRA

Wondrous item, artifact (requires attunement)

The *Ishvara Sutra* is an ancient text, secretly rumored by the wisest of scholars to have been written by Graz'zt himself, at a fabled time when that "Prince of Demons" was still an arch-devil. It relates the story of Bahru's destruction alongside Arijani's life and deeds.

Spells. A person attuned to the *Ishvara Sutra* can cast *counterspell* once per day against Arijani.

Though tattered and burned, with stains, torn pages, and faded ink, a few scant pages remain legible. They can be found in Appendix E.

MOUSE CART

Wondrous item, rare

A mouse cart appears to be a miniature wooden cart, about the size of a child's toy. When a mouse or a pair of mice are harnessed to it, however, the cart expands to the size of a full wooden carriage, which can hold up to 600 pounds of weight.

A mouse harnessed to the cart retains its normal size but acquires the ability to pull the cart plus 300 pounds of weight at a maximum movement speed of 30 feet. If it is a normal mouse (rather than a polymorphed character, say), it is compelled to obey simple commands from the driver, such as to go, stop, or turn various directions. No such mouse can be commanded to attack or do any other action.



PORTRAIT OF TINDAFULUS

Wondrous item, rare

The master illusionist Tindafulus created this series of self-portraits, each one an exact copy of the next. In them, the wizard appears to stare directly out at the viewer with a knowing smirk.

A *portrait of Tindafulus* traps viewers in its canvas, allowing a simulacrum of Tindafulus—which inevitably calls itself “Tindal”—to materialize in the victim’s place. Anyone who stares at the painting for an hour must succeed on a DC 18 Wisdom saving throw, or else disappear, as a representation of them appears on the painting’s canvas; meanwhile, as the figure of Tindafulus vanishes from the canvas, a simulacrum of him with an archmage’s statistics (as listed in the *Monster Manual*) takes the trapped characters’ place.

A character who is trapped in a *portrait of Tindafulus* can take no actions until the “Tindal” that took their place is slain. At that point, the trapped character is automatically freed. Otherwise, only divine intervention or *wish* can free them.

SELÛNE'S MURTI

Wondrous item, legendary (requires attunement by a cleric, paladin, or monk of good alignment)

Selûne's Murti is a uniquely powerful holy symbol in the land of Sri Raji. It presents the moon as a beacon of hope, which pierces the menacing night. As such, it is directly opposed to Arijani’s worship of the night itself, and of darkness and loss.

Selûne's Murti appears to be a silvery disk with a motherly face, edged in a thick onyx circular frame.

The holy symbol has 5 charges, which can be used for the following purposes. It regains 1d4 + 1 charges every nightfall, except on new moons, when it regains none. On the night of a full moon *Selûne's Murti* regains all of its charges.

Hold fiends. As an action, the wearer can expend one charge to present the holy symbol, causing it to glow with moonlight. All fiends within 30 feet must succeed on a DC 18 Wisdom saving throw or be frightened for one minute. While frightened in this way, the fiend is paralyzed. The fiend can repeat its saving throw each round to end the effect on it.

Moonbeam. As an action, the wearer can expend two charges to cast the spell *moonbeam* using a 9th-level spell slot (DC 18).

Fiendish Antipathy/Sympathy. As an action, the wearer can expend three charges to cast the spell *antipathy/sympathy* (DC 18), with the restriction that the target be some kind of fiend.

Bane of the Maharajah. The wielder of *Selûne's Murti*, along with all their allies within twenty feet, gain advantage on their saving throws against Arijani’s spells from the Illusion school, canceling out the disadvantage conferred by his Master of Illusion trait. (Resultant saves are made with neither advantage nor disadvantage.)



SHAR'S BANE

Wondrous item, legendary (requires attunement)

Shar's Bane is a portion of magical platinum, which has been melted and reforged into various weapons and statues throughout history. When reforged, *Shar's Bane* functions as a +3 enchanted weapon.

Disguised as a Statuette.

Presently, the lump of metal has been molded into the shape of a reclining tiger, then coated in ceramic so as to look like a knick-knack. PCs that find *Shar's Bane*, therefore, must break it open and reforge it into crossbow bolts, arrow heads, or some other piercing weapon.

Slayer of the Dark Lord. When struck by a piercing weapon made from *Shar's Bane*, Arijani becomes killable. Without being pierced by *Shar's Bane*, Arijani cannot even be harmed, let alone killed.

Sentient. The magical platinum has an Intelligence, Wisdom, and Charisma of 16, and its alignment is Lawful Good. It has the ability to mentally communicate (per the spell *message*) with anyone who picks it up, as well as to detect their alignment.

WAND OF PRESTIDIGITATION

Wand, uncommon

This wand has unlimited charges. While holding it, a user can expend an action to cast the *prestidigitation* cantrip. This wand is often used by Ophslander servants.

ESSENCE OF JOY



THE GREATER RAIMENTS OF CLARITY (ANIMATED)



APPENDIX C: MONSTERS

ARIJANI, MAHARAJAH OF SRI RAJI

Arijani is a rakshasa who rules over the land of Sri Raji, commanding the worship of Shar, goddess of darkness and loss. His story is detailed in Chapter 1.

LAIR ACTIONS

While in his palace, on initiative count 20 (losing initiative ties), Arijani takes a lair action to cause one of the following effects. Arijani cannot use the same effect two rounds in a row.

Telaesthesia. Arijani appears to switch positions with a creature he can see. In fact, he has only switched his appearance with the target, who now looks like Arijani until they take damage. Arijani looks like the target until taking damage.

Create Impostor. Arijani teleports a creature he can see to a different location he can see within 20 feet. The target re-appears next to an illusory duplicate of themselves, which is actually under Arijani's control. The duplicate only has 1 hit point, lacks any magic items, and cannot use spells or class abilities, but otherwise resembles the target exactly.

Double Vision. Arijani disappears, and reappears somewhere in a 50 foot radius, alongside an illusory version of himself. This illusory simulacrum has only 1 hit point and cannot cast any spells or use any special abilities, but it shares Arijani's features otherwise.

ARIJANI

Medium fiend, lawful evil

Armor Class 22 (natural armor)

Hit Points 600 (50d8 + 200)

Speed 40 ft., fly 40 ft. (hover)

STR

18 (+4)

DEX

21 (+5)

CON

19 (+4)

INT

30 (+10)

WIS

22 (+6)

CHA

30 (+10)

Saving Throws Con +12, Int +18, Wis +14, Cha +15

Skills Arcana +18, History +18, Insight +10 Perception +4

Damage Vulnerabilities piercing from magic weapons wielded by good-aligned creatures.

Damage Resistances acid, fire

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Senses Truesight 120 ft., passive Perception 19

Languages Abyssal, Celestial, Common, Draconic, Deep Speech, Elvish, Giant, Infernal, Primordial

Challenge 28 (120,000 XP)



Dark Lord's Bane. Arijani cannot be harmed until first pierced with a weapon made from *Shar's Bane*.

Dark Lord's Foe. attack rolls of a natural 18, 19, or 20, when made against Arijani in the presence of his chosen enemy, count as critical hits.

Devil's Sight. Arijani can see in magical darkness.

Eldritch Master (1/Day). Arijani can regain all of his spell slots by concentrating uninterruptedly for one minute.

Descent through the Dark (3/Day). When Arijani hits a creature with an attack that requires an attack roll, he can use this feature to transport the target to a devastating pocket dimension of pure darkness and loss, which represents Shar's dominion. At the end of Arijani's next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

Master of Illusion. Creatures that Arijani targets with spells from the Illusion school suffer disadvantage on their saving throws.

Legendary Resistance (3/Day). If Arijani fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Arijani can't be affected or detected by spells of 6th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Spellcasting. Arijani is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 26, +18 to hit with spell attacks). He can cast *alter self*, *detect thoughts*, and *major illusion* at will. He can cast *phantasmal killer*, *mirage arcane*, and *misty step* three times per day each without expending a spell slot, and *weird* once per day without expending a spell slot. Arijani has the following spells prepared:

Cantrips (at will): *dancing lights*, *eldritch blast* (4 beams), *fire bolt*, *mage hand*

1st—6th level (4 5th-level slots): *burning hands*, *calm emotions*, *color spray*, *command*, *confusion*, *darkness*, *fireball*, *fire shield*, *flame strike*, *hallow*, *hallucinatory terrain*, *hypnotic pattern*, *invisibility*, *Mordenkainen's private sanctum*, *Nystul's magic aura*, *phantasmal force*, *phantasmal killer*, *silent image*, *scorching ray*, *telekinesis*,

6th level (2 slots): *mental prison*, *programmed illusion*

7th level (2 slots): *mirage arcane*, *project image*, *simulacrum*, *teleport*

8th level (2 slots): *dominate monster*, *glibness*, *power word stun*

9th level (2 slots): *weird*, *time stop*

ACTIONS

Multiattack. Arijani makes two claw attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage plus 9 (2d8) psychic damage. The target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Consume Magic. Arijani expends a spell slot to gain 1d4 x that spell slot's level in hit points.



LEGENDARY ACTIONS

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

Attack. Arijani makes one claw attack.

Cantrip (Costs 2 Actions). Arijani casts a cantrip.

Transfixing Sympathies (Costs 3 Actions). All PCs attempt a DC 20 Charisma saving throw. The Dungeon Master chooses any two who fail; their players must exchange character sheets until Arijani's next turn.

Move. Arijani moves up to his speed without provoking attacks of opportunity.

BHOOT

Rakshasas are fiends; if killed on the Material Plane, they re-spawn in the Lower Planes from whence they came, and if killed on those Lower Planes they are annihilated entirely. It should seem impossible, therefore, for there to be such a thing as a *rakshasa's ghost*. Yet this is precisely the nature of a **bhoot**.

Created when a rakshasa is instantaneously and utterly annihilated through magic outside the Lower Planes, a bhoot stalks its former residence, driven to terrorize the mortals it could not torture in life.

A bhoot's preferred method of killing is to possess its target then use Phantasms to drain the target's life away. This attack is purely malicious; it does not sustain or nourish them in any way, as blood does a vampire.

Bhoots can understand languages they spoke in life but ignore efforts to communicate. On the rare occasion they speak, it is specifically to horrify a victim.

BHOOT

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 115 (13d8 + 52)

Speed 0 ft., fly 40 ft. (hover)

STR

14 (+2)

DEX

17 (+3)

CON

18 (+4)

INT

13 (+1)

WIS

16 (+3)

CHA

20 (+5)

Skills Insight +10, Intimidation +10, Perception +4

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages any languages it knew in life

Challenge 15 (13,000 XP)



Ethereal Sight. The bhoot can see 30 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The bhoot 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.

Innate Spellcasting. The bhoot's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *disguise self*

Limited Magic Immunity. The bhoot can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

ACTIONS

Multiattack. The bhoot makes two withering claw attacks.

Withering Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage. The target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Etherealness. The bhoot enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 ft. of the bhoot that can see it must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this bhoot's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Phantasms (Recharge 5-6). One humanoid that the bhoot can see within 5 ft. of it must succeed on a DC 18 Charisma saving throw or be possessed by the bhoot; the bhoot then disappears, and the target is incapacitated and loses control of their body. The bhoot now controls the target's mind, presenting a nightmarish hallucination and seeming to transport the target to another realm. The bhoot can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

While afflicting the target with Phantasms, the bhoot can use a standard action to force the target to make a DC 13 Constitution saving throw; failure confers 1 level of exhaustion on the target, while success has no effect.

The phantasm lasts until the body drops to 0 hit points, the bhoot ends it as a bonus action, or the bhoot is turned or forced out by an effect like the *dispel evil and good* spell. When the phantasm ends, the bhoot reappears in an unoccupied space within 5 feet of the body. The target is immune to this bhoot's Phantasms for 24 hours after succeeding on the saving throw or after the phantasm ends.



BLIGHT, BROOD FUNGUS

Highly toxic and deadly to bees specifically, the **brood fungus blight** is a magical infection of an unknown origin. In addition to spreading its mass across infected hives, the brood fungus blight also has the power to reanimate bee corpses, converting them into undead thralls.

Despite its minuscule size, the brood fungus blight is extremely robust—indeed, magically so. Its immunity to all damage except for force, radiant, and thunder guarantees that any hive will be destroyed along with the infection, without extraordinary, unique, and hitherto unheard-of methods.

Druidic scholars, devoting extensive research on the topic, have proposed that, if brave individuals could somehow be shrunk down to a minuscule size, the a brood fungus blight could be destroyed with minimal harm to the host. However, the destruction would have to be direct; the individuals, who face the brood fungus blight in a small size, would have to possess extraordinary heroism to surpass its defenses while so small.

BLIGHT, BROOD FUNGUS

Gargantuan plant, unaligned

Armor Class 13 (natural armor)

Hit Points 247(15d20 + 90)

Speed 20 ft.

STR

1 (-5)

DEX

16 (+3)

CON

20 (+5)

INT

1 (-5)

WIS

14 (+2)

CHA

10 (0)

Senses tremorsense 120 ft., passive Perception 16

Damage Immunities all except force, radiant, and thunder

Condition Immunities all

Languages —

Challenge 9 (5,000 XP)

Amorphous. The brood fungus can move through a space as narrow as one inch without squeezing.

Infectious Spores. Other creatures can occupy the brood fungus' space without provoking opportunity attacks, and the brood fungus does not provoke opportunity attacks as it moves. Any other non-myconid creature, who begins its turn in the brood fungus' space, however, must make a DC 16 Constitution save or else become *spore-infected*.

Robust. The brood fungus is immune to all spells and effects, except for force, radiant, and thunder damage. It is instantly destroyed by divine intervention or *wish*, however.

Spider Climb. The brood fungus can climb difficult surfaces, including upside down to ceilings, without needing to make an ability check.



ACTIONS

Stunning Bloom. All fires that share an area with the brood fungus are extinguished, even magical fires. All creatures that share an area with the brood fungus must make a DC 15 Constitution saving throw. On a failed save, creatures take 22 (4d10) psychic damage and are frightened until the start of the brood fungus' next turn. On a successful save, creatures take half damage and are not frightened.

Feast (Recharge 3-6). All spore-infected creatures must make a DC 15 Constitution saving throw. On a failed save, they gain 1 level of exhaustion. On a successful save, they take 13 (2d8 + 4) psychic damage.

LEGENDARY ACTIONS

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

Proliferation (Costs 3 Actions). The brood fungus conjures 1d4 + 1 **myconid adults** under its control, each appearing in any space it shares.

Sporous Tendril. *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target sharing its space. *Hit:* 9 (1d6 + 6) psychic damage.

Stunning Bloom (Costs 2 Actions). The brood fungus uses Stunning Bloom.



CAT OF FELKOVIC

The **Cat of Felkovic** is not only a creature but a legendary artifact. Its story is told in Appendix B, and it can be found in Verga's laboratory in Bahru, described in Chapter 5.

CAT OF FELKOVIC					
<i>Medium construct, chaotic neutral</i>					
Armor Class 15 (natural armor) Hit Points 91 (14d8 + 28) Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	12 (+1)
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks Damage Immunities poison Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious Senses darkvision 60 ft., passive Perception 16 Languages telepathy 60 ft. Challenge 10 (5,900 XP)					
Favored Enemy. The <i>Cat of Felkovic</i> has advantage on attack rolls against fiends.					
Immutable Form: The <i>Cat of Felkovic</i> is immune to any spell or effect that would alter its form.					
Keen Smell. The <i>Cat of Felkovic</i> has advantage on Wisdom (Perception) checks, which rely on smell.					
Magic Resistance: The <i>Cat of Felkovic</i> has advantage on saving throws against spells and other magical effects.					
Magic Weapons: The <i>Cat of Felkovic</i> 's attacks are magical.					
Pounce. If the <i>Cat of Felkovic</i> moves at least 20 feet toward a creature and then hits it with a claw attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature of a size Large or smaller, it must succeed on a DC 17 Strength saving throw or be knocked prone.					
ACTIONS					
Bite. <i>Melee Attack:</i> +10 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d8 + 1) piercing damage and 10 (1d10 + 5) radiant damage.					
Claw. <i>Melee Attack:</i> +10 to hit, reach 5 ft., one target. <i>Hit:</i> 12 (2d6 + 5) slashing damage and 4 (2d4) radiant damage.					



ELEMENTAL, BLOOD

The mist-enshrouded Domains of Dread, which lie in the Shadowfell, corrupt even the natural elements. Rather than bearing a special constitutive relationship to earth, air, fire, and water, the Shadowfell elementals respectively derive from bone, mist, hellfire, and blood. Terrible among them, the **blood elemental** drowns then consumes its victims.

ELEMENTAL, BLOOD

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 65)

Speed 30 ft., swim 80 ft.

STR
18 (+4)

DEX
14 (+2)

CON
15 (+3)

INT
8 (-1)

WIS
12 (+1)

CHA
10 (+0)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 8 (3,900 XP)

Blood Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Exsanguinate. As a bonus action, the elemental forces a creature it grapples to succeed on a DC 17 Constitution saving throw (undead and constructs automatically succeed), or it takes 13 (2d8 + 4) necrotic damage, the elemental regains 13 hit points, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 17 Strength saving throw. On a failure, a target takes 18 (4d8) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 18). Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.



GUARD, ORANGE

Though ordinary human residents of Muladi, **orange guards** have been afflicted with a powerful method of mind control, which includes enchantments, intoxicating substances, and outright abuse. Causally called “oranges” by Muladi’s captive residents for their uniforms’ color, the guards neither speak nor respond to any orders other than those issued by their Ophslander masters.

GUARD, ORANGE

Medium humanoid (human), lawful evil

Armor Class 15 (breastplate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR

16 (+3)

DEX

12 (+1)

CON

17 (+3)

INT

9 (+0)

WIS

11 (+0)

CHA

9 (-1)

Saving Throws Str +4

Skills Athletics +4

Senses passive Perception 11

Languages understands Common but cannot speak

Challenge 2 (450 XP)

Brainwashed. The orange guard has advantage against mind-affecting spells and conditions.

Programmed Malice. The orange guard’s alignment is lawful evil and cannot speak until it spends a full day and a night apart from all Ophslanders and other orange guards.

Reckless. At the start of its turn, the orange guard can have advantage on attack rolls, provided that, until its next turn, all attacks against the orange guard also rolled with advantage.

ACTIONS

Multiattack. The orange guard makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 feet, one target. *Hit:* 5 (1d10) piercing damage



LASHWEED

The bloodthirsty **lashweed** waits among other jungle flora, until its tremorsense reveals the presence of animal life. At that point, the carnivorous plant unfurls its serrated vines, lassoing its target and slowly dragging it closer, dispensing toxins from its flowers.

LASHWEED

Large plant, unaligned

Armor Class 13 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 0 ft.

STR

23 (+6)

DEX

8 (+0)

CON

20 (+5)

INT

6 (-2)

WIS

14 (+2)

CHA

3 (-4)

Senses tremorsense 120 ft., passive Perception 16

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhausted

Languages —

Challenge 15 (13,000 XP)

Innate Spellcasting. The lashweed's innate spellcasting ability is Wisdom (spell save DC 15, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *poison spray*, *ray of sickness*, *sleep*

3/day: *thorn whip*

1/day: *spike growth*

Eldritch Glochids. The lashweed can cast an innate spell as a bonus action.

ACTIONS

Multiattack. The lashweed makes two attacks with its thorny vines. It can also use its constrict attack on up to two targets it has grappled.

Thorny Vines. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage, and the target is grappled (escape DC 15). The lashweed can grapple up to two targets.

Constrict. *Melee Weapon Attack:* +10 to hit, one grappled target. *Hit:* 19 (3d8 + 6) necrotic damage, and the lashweed recovers 9 (1d6 + 6) hit points.

REACTIONS

Acidic Cytoplasm. As a reaction to taking slashing or piercing damage, the lashweed sprays acidic poison in a 20-foot radius. All creatures caught in the spray take 35 (10d6) points of acid damage, or must make a DC 15 Dexterity saving throw to take half damage.



LICH, MEDUSA (VERGA)

Through a series of eldritch bargains, rituals, and the blackest of necromantic spells, a medusa can uncover the secrets to lichdom. The result is a **medusa lich**, a horribly empowered undead witch, whose arcane power rivals that of the most erudite sages, and whose terrifying disposition to petrify should give second thoughts to any adventurer who isn't blind.

Verga arrived in Sri Raji hundreds of years ago, swept up by the Shadowfell's mists while experimenting with the undead. Her partner and then-lover, the archmage Milan, was taken along. As the two explored the wild of Sri Raji, they eventually came to settle in Bahru, where they magically bound the local wyrm and began raising an undead army.

Verga's goals today are simple: increase her magical hoard. She sees Arijani as a threat to overcome, both because of his reign (which potentially interferes with her limitless aspirations) and also because she covets whatever magic items he possesses.

LICH, MEDUSA (VERGA)

Medium undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 198 (18d8 + 54)

Speed 30 ft.

STR
11 (+0)

DEX
16 (+3)

CON
16 (+3)

INT
20 (+5)

WIS
14 (+2)

CHA
16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances acid, fire

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses Truesight 120 ft., passive Perception 19

Languages Abyssal, Celestial, Common, Draconic, Infernal, Primordial

Challenge 23 (50,000 XP)



Legendary Resistance (3/Day). If Verga fails a saving throw, she can choose to succeed instead.

Petrifying Gaze. When a creature that can see Verga's eyes starts its turn within 30 ft. of Verga, Verga can force it to make a DC 15 Constitution saving throw if Verga isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see Verga until the start of its next turn, when it can avert its eyes again. If the creature looks at Verga in the meantime, it must immediately make the save.

Petrifying Gaze Immunity. In undeath, Verga is immune to her own petrifying gaze. She suffers no ill effects from seeing her reflection.

Rejuvenation. If her phylactery is intact, Verga gains a new body in 1d10 days, regaining all hit points and becoming active. The new body appears within 5 feet of the phylactery.

Spellcasting. Verga is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). Verga has the following spells prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*

1st level (4 slots): *detect magic, magic missile, shield, thunderwave*

2nd level (3 slots): *detect thoughts, invisibility, Melf's acid arrow, mirror image*

3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*

4th level (3 slots): *blight, dimension door*

5th level (3 slots): *cloudkill, scrying*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *finger of death, plane shift*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

ACTIONS

Paralyzing Skeletal Snake Hair. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage plus 14 (4d6) poison damage. The target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Cantrip. Verga casts a cantrip.

Paralyzing Skeletal Snake Hair (Costs 2 Actions). Verga uses Paralyzing Skeletal Snake Hair.

Enhance Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Constitution saving throw or suffer the effects of Petrifying Gaze.

Stone Brood (Costs 3 Actions) Verga summons 2d4 swarms of petrified snake skeletons.



NOTHIC, AUSPEX

Corrupted by Sri Raji's Dark Powers after betraying the innocent, the **auspex nothic** is driven to expose others' secrets and insecurities. Indeed, racked with perpetual agony, their only momentary relief comes when they snuff out a creature's life force with its Weird Obliteration. Such a creature is interminably and irredeemably evil.

NOTHIC, AUSPEX

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR
15 (+2)

DEX
16 (+3)

CON
15 (+2)

INT
13 (+1)

WIS
10 (+0)

CHA
12 (+1)

Skills Insight +6, Perception +4, Stealth +6

Senses Truesight 120 ft., Passive Perception 12

Languages any languages it knew as a humanoid

Challenge 7 (2,900 XP)

Eldritch Aura. The auspex nothic can activate or deactivate this feature as a bonus action. While active the aura deals 5 psychic damage to any creature that ends its turn within 30 feet of the auspex nothic. In Sri Raji, rakshasas and Sisters of the Maharajah are immune to this effect.

Eldritch Echoes (Recharge 5-6). As a bonus action, the auspex nothic summons 1d4 + 1 **nothics**. They each have 1 hit point act on the auspex nothic's initiative.

Keen Sight. The auspex nothic has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The auspex nothic makes two claw attacks, then uses Weird Obliteration if it can.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 9 (2d8) psychic damage.

Weird Insight. The auspex nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the auspex nothic's Wisdom (Insight) check. If the auspex nothic wins, it learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

Weird Obliteration. The auspex nothic targets one creature, on which it has successfully used Weird Insight. That creature must make a DC 13 Constitution save. If the saving throw is failed by 5 or more, the creature is reduced to 0 hit points, unless it is immune to psychic damage. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save, and no damage on a successful save.

Withering Gaze. One creature that the auspex nothic can see must make a DC 13 Constitution save, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.



ROC, MACAW

When the **macaw roc** chooses to eat meat—it is an omnivore—it crouches where foliage is thick, and calls out, mimicking voices and animal noises it has heard.

By squawking and hissing arcane syllables, the macaw roc casts spells without any material or somatic components. Scholars argue whether these abilities are innate or whether, at some point in their natural history, the macaw rocs learned these spells and have been teaching them to each other ever since.

ROC, MACAW

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 20 ft., fly 120 ft.

STR

20 (+5)

DEX

22 (+6)

CON

20 (+5)

INT

12 (+1)

WIS

14 (+2)

CHA

9 (-1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4, Stealth +4

Senses passive Perception 14

Languages can imitate Common speech but cannot understand it

Challenge 13 (10,000 XP)

Keen Sight. The macaw roc has advantage on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The macaw roc's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no components:

1/day each: *dissonant whispers*, *thunderwave*

Mimicry. The macaw roc can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Multiattack. The macaw roc makes two melee attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the macaw roc cannot use its talons on another target.



SCAREQUO

A **scarequo** can only be made from works of fine art, which are worth at least 1000 gold pieces. When imbued with an evil spirit, the result is a monster, which lays ambush after lethal ambush in an otherwise innocent setting: an art gallery, a guild hall, or a personal home.

While relying on its False Appearance, the scarequo uses its Terrifying Glare repeatedly. Its Terrifying Glare does not cancel the effects of its False Appearance, however; even while glaring, it does not appear to be anything but a work of fine art, completely inactive and sitting perfectly still. Those who witness a scarequo's failed terrifying glare report a sense of feeling uneasy near the art: a sense of being watched, as though the artwork harbored a silent, inner malevolence. Those who witness a successful terrifying glare seldom live to report anything.

SCAREQUO

Medium construct, chaotic evil

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR

13 (+1)

DEX

16 (+3)

CON

14 (+2)

INT

12 (+1)

WIS

12 (+1)

CHA

10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —understands the languages of its creator but cannot speak

Challenge 7 (2,900 XP)

False Appearance. While the scarequo remains motionless, it is indistinguishable from an ordinary, inanimate work of art.

ACTIONS

Multiattack. The scarequo uses its ethereal slam attack twice.

Ethereal Slam. *Melee Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) force damage.

Terrifying Glare. The scarequo targets one creature it can see within 30 feet of it. If the target can see the scarequo, the target must succeed on a DC 15 Wisdom saving throw or be magically frightened until the end of the scarequo's next turn. The frightened target is paralyzed.



SWARM OF CRAWLING CLAWS

While the average necromancer creates just one or two crawling claws, a swarm of dozens is not unheard-of. Just as one crawling claw can move into small places, interacting where a whole person or even an arm could not, so can a **swarm of crawling claws** do the same on a large scale.

SWARM OF CRAWLING CLAWS

Medium swarm of Tiny undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR

13 (+2)

DEX

14 (+2)

CON

11 (+2)

INT

5 (-2)

WIS

10 (+0)

CHA

4 (+3)

Saving Throws Str +4, Dex +4, Wis +2

Skills Perception +2, Stealth +4

Senses tremorsense 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

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

Turn Immunity. The swarm is immune to effects that turn undead.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 3) bludgeoning or slashing damage if it has more than half its hit points, and 5 (2d4) bludgeoning or slashing damage if it has less than half its hit points.



SWARM OF PETRIFIED SNAKE SKELETONS

It is unwholesomely common for necromancers to experiment with the corpses of animals, but even among their most bizarre and depraved excursions, one seldom finds skeletons that have been turned into stone. Unsurprisingly, then, a **swarm of petrified snake skeletons** is not the product of necromancy. Instead, it is the unique creation of an equally unique monster: the medusa lich.

Verga can summon 1d4 + 2 swarms of petrified snake skeletons as a legendary action. The swarms act on Verga's initiative and obey her mental commands. Verga does not need to use an action, a bonus action, or a reaction to command these swarms.

SWARM OF PETRIFIED SNAKE SKELETONS

Medium swarm of Tiny undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR

13 (+2)

DEX

14 (+2)

CON

11 (+2)

INT

5 (-2)

WIS

10 (+0)

CHA

4 (+3)

Saving Throws Str +4, Dex +4, Wis +2

Skills Perception +2, Stealth +4

Senses tremorsense 60 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

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

Turn Immunity. The swarm is immune to effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 3) piercing damage plus 5 (2d4) poison damage if it has more than half its hit points, and 5 (2d4) piercing damage plus 3 (1d4) poison damage if it has less than half its hit points.



VIRADHA

Viradha is a bard-turned-ghost, whose story is told in Chapter 4.

VIRADHA (HUMAN FORM)

Medium humanoid (human), chaotic evil

Armor Class 11 (15 with *mage armor*)

Hit Points 71 (11d8+21)

Speed 30 ft.

STR

12 (+1)

DEX

15 (+2)

CON

11 (+0)

INT

15 (+2)

WIS

11 (+0)

CHA

20 (+5)

Saving Throws Dex +5, Cha +10

Skills Arcana +12, Insight +12, Intimidation +10, Perception +7, Performance +15, Persuasion +15, Religion +7

Senses Perception 17

Languages Auran, Common

Challenge 8 (3,900 XP)

Bardic Inspiration (5/Short or Long Rest). As a bonus action, Viradha can grant an ally that can hear him a d12 if it doesn't already have one. Once, within the next 10 minutes, the target can roll the die after rolling an ability check, attack roll, or saving throw but before the Dungeon Master declares success or failure. The result is added to the total.

Spellcasting. Viradha is an 11th-level spellcaster (spell save DC 18, +10 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *mage hand*, *mending*, *prestidigitation*, *vicious mockery*

1st level (4 slots): *disguise self*, *mage armor*, *healing word*

2nd level (3 slots): *invisibility*, *knock*

3rd level (3 slots): *bestow curse*, *create food and water*, *fear*, *hypnotic pattern*, *major image*, *Leomund's tiny hut*

4th level (3 slots): *Edvard's black tentacles*

5th level (2 slots): *animate objects*, *greater restoration*, *hold monster*

6th level (1 slot): *eyebite*, *Otto's irresistible dance*

7th level (1 slot): *finger of death*, *forcecage*, *teleport*

8th level (1 slot): *power word stun*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. Or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Cutting Words. When a creature that Viradha can see within 60 feet of him makes an attack roll, an ability check, or a damage roll, Viradha can use his reaction to expend one of his uses of Bardic Inspiration, rolling a d12 and subtracting the number from the creature's roll. He can choose to use this feature after the creature makes the roll, but before the Dungeon Master says whether the attack roll or ability check succeeds, or before the creature deals its damage. The creature is immune if it cannot hear Viradha or if it is immune to being charmed.



WARLOCK, PACT OF ARIJANI (SISTER OF THE MAHARAJAH)

Arijani not only rules the land of Sri Raji as its political and spiritual leader; he also dispenses magical power to his guards, servants, and priestesses, the **Sisters of the Mahaajah**. Sealing a magical pact with him, they become warlocks of his tutelage. A variation of the more common fiendish pacts, Arijani's pact grants powers over illusion in addition to fire. The pact culminates with the transformation into an erinyes.

WARLOCK, PACT OF ARIJANI (SISTER OF THE MAHARAJA)

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR

10 (+0)

DEX

14 (+2)

CON

15 (+2)

INT

12 (+1)

WIS

12 (+1)

CHA

18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +6, Deception +7, Persuasion +7, Religion +4

Senses truesight 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 8 (3,900 XP)

Devil's Sight. The Sister of the Maharajah can see in magical darkness.

Spellcasting. The Sister of the Maharajah is an 11th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). She can cast *disguise self*, *levitate* (self only), *mage armor* (self only), and *silent image* at will. She can cast *mirage arcane* once per day without expending a spell slot. The Sister of the Maharajah has the following spells prepared:

Cantrips (at will): *eldritch blast* (3 beams), *fire bolt*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*
1st—5th level (3 5th-level slots): *blink*, *burning hands*, *hellish rebuke*, *hallucinatory terrain*, *invisibility*, *phantasmal force*, *phantasmal killer*

ACTIONS

Urumi. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 10 (4d4) slashing damage.

REACTIONS

Fiery Escape. In response to taking damage, the Sister of the Maharajah can teleport to Arijani's palace, leaving a Medium-sized fire where they stood. As part of Arijani's security measures, they cannot travel by *teleport* spells from within one half-mile of Arijani's palace. It takes approximately five minutes for a Sister to run from Arijani's palace to the encampment a half-mile away, where reinforcements wait.



YUAN-TI, OPHSLANDERS

The creatures, who call themselves **Ophslanders**, are the same variety of creature as are called “yuan-ti” in Faerûn. More specifically, Ophslanders resemble yuan-ti abominations, with three exceptions: first, they can *polymorph* themselves into the shape of a human being at will; second, in the company of other species they keep this humanoid disguise *on*; and the third difference lies in their deadly psionic abilities.

The Royal Ophsland Perfume Company of Queensnest is the sole institution, through which Ophslander society interacts with Sri Raji’s. Its colonial aspirations are detailed in Chapters 2 and 7, just as its main product—*Essence of Joy*—is outlined in Appendix B.

CROWNSMEN

Ophslander **crownsmen** serve whatever mundane, soldierly functions cannot be performed by the Ophslanders’ magic, or by the creatures that the Ophslanders enslave. Their resistance to heat guarantees they can wear plate armor in Sri Raji’s tropical clime.

DEBUTANTES

Ophslander **debutantes** represent the scholarly, spell-casting class of their society. Serving as inventors and occultists (Ophslander society is atheistic), debutantes command respect among their colonial ranks.

LIBERTINES

Libertines’ upbringing and general training for leadership includes heavy doses of combat, despite the fact that their preferred posts and offices require no combat at all. As melee specialists, they do not hesitate to charge into the fray first and react afterwards. Their terrifying disposition to feast on foes during combat has demoralized more than one brigade of Arijani’s Sisters.

OIL-BORN

Most Ophslanders are born from other Ophslanders; the **oil-born**, however, are created when a humanoid becomes addicted to, and consumes too much of, the *Essence of Joy*. The process is described in Appendix B.

YEOMEN

The **yeoman** stands above the crownsmen, but below both the libertine and debutante in the Ophslander social hierarchy. Often serving as squires, bodyguards, assassins, valets, and other skilled personal servants, they viciously abuse the few others, who stand beneath their own station.



YUAN-TI, OPHSLANDER CROWNSMAN

Medium monstrosity, chaotic evil

Armor Class 18 (plate mail)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR
15 (+2)

DEX
14 (+2)

CON
15 (+2)

INT
10 (+0)

WIS
13 (+1)

CHA
19 (+4)

Saving Throws Int +6, Wis +6, Cha +7

Skills Deception +6, Insight +6, Intimidation +6, Perception +6

Damage Resistances fire

Senses tremorsense 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 4 (1,100 XP)

Shapechanger. The crownsman can use its action to transform into a Medium snake, a human, or back into its hybrid form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. If it dies in any form, it dies permanently.

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

Innate Spellcasting. The crownsman's innate spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *animal friendship* (snakes only)

3/day each: *jump*, *aid*

1/day each: *blinding smite*, *zone of truth*

Swift Undulation. The crownsman can dodge as a bonus action.

Last Laugh. When reduced to 0 hit points by an attack, the crownsman transforms into a Medium-sized duplicate of its killer.

ACTIONS

Multiattack. The crownsman makes two attacks, each with either its flintlock or its saber.

Flintlock. *Ranged Weapon Attack:* +7 to hit, reach 50 ft., one target. *Hit:* 15 (2d10 + 4) force damage plus 5 (2d4) fire damage. If the target is within 10 feet, it must succeed on a DC 15 Constitution saving throw to avoid being deafened for 1 minute.

Saber. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) slashing damage.

REACTIONS

Reinforcements! (1/Day) As a reaction to being reduced to half its hit points, roll a d6. On a roll of 6, another crownsman joins the battle at the start of the next round, acting on the same initiative.



YUAN-TI, OPHSLANDER DEBUTANTE

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR

11 (+0)

DEX

14 (+2)

CON

12 (+1)

INT

17 (+3)

WIS

17 (+3)

CHA

19 (+4)

Saving Throws Int +6, Wis +6, Cha +7

Skills Arcana +6, Deception +7, Perception +7, Persuasion +7, Stealth +5

Senses tremorsense 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 8 (3,900 XP)

Shapechanger. The debutante can use its action to transform into a Medium snake, a human, or back into its hybrid form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. If it dies in any form, it dies permanently.

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

Innate Spellcasting. The debutante's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *animal friendship* (snakes only)

3/day each: *levitate*, *nondetection* (self only)

1/day each: *dominate monster*, *mind blank* (self only)

Last Laugh. When reduced to 0 hit points by an attack, the debutante transforms into a Medium-sized duplicate of its killer.

Spellcasting. The debutante is a 9th-level spellcaster (spell save DC 16, +7 to hit with spell attacks). The debutante has the following spells prepared:

Cantrips (at will): *poison spray*, *mage hand*

1st—3rd level (2 3rd-level slots): *calm emotions*

4th level (3 slots): *confusion*, *hallucinatory terrain*

5th level (2 slots): *telekinesis*, *sticks to snakes*

ACTIONS

Saber. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

REACTIONS

Hideous Repartee (Recharge 5-6). As a reaction to being attacked by a creature it can see within 60 feet, the debutante emits enchantment magic in a 60-foot cone, directed at the attacker. Each creature in the area must make a DC 15 Charisma saving throw or take 22 (4d8 + 4) points of psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



YUAN-TI, OPHSLANDER LIBERTINE

Medium monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR

15 (+2)

DEX

14 (+2)

CON

15 (+2)

INT

17 (+3)

WIS

17 (+3)

CHA

19 (+4)

Saving Throws Int +6, Wis +6, Cha +7

Skills Arcana +6, Deception +7, Insight +7, Perception +7, Persuasion +7, Stealth +5

Senses tremorsense 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 8 (3,900 XP)

Shapechanger. The libertine can use its action to transform into a Medium snake, a human, or back into its hybrid form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. If it dies in any form, it dies permanently.

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

Innate Spellcasting. The libertine's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *animal friendship* (snakes only)

3/day each: *levitate*, *nondetection* (self only)

1/day each: *suggestion*, *mind blank* (self only)

Last Laugh. When reduced to 0 hit points by an attack, the libertine transforms into a Medium-sized duplicate of its killer.

ACTIONS

Multiattack. The libertine makes two attacks with its silverware.

Silverware. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Complementary Pairing (Recharge 6). The libertine chooses two targets it can see within 60 feet, who must succeed a DC 15 Charisma save or have disadvantage on Charisma saves until the end of the libertine's next turn.

REACTIONS

Refined Palate. As a reaction to being attacked by a creature it can see within melee range, the libertine bites them: +10 to hit, reach 5ft., one target. *Hit:* 15 (2d10 + 4) piercing damage and 10 (4d4) poison damage, plus the target must succeed a DC 15 Constitution to avoid the poisoned condition.



YUAN-TI, OPHSLANDER OIL-BORN

Medium monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR
15 (+2)

DEX
14 (+2)

CON
14 (+2)

INT
6 (-2)

WIS
11 (+0)

CHA
14 (+3)

Saving Throws Str +4, Dex +4, Wis +2

Skills Perception +2, Stealth +4

Senses tremorsense 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 4 (1,100 XP)

Innate Spellcasting. The oil-born's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *animal friendship* (snakes only), *poison spray*

3/day each: *jump*, *nondetection* (self only)

1/day each: *sticks to snakes*

Last Laugh. When reduced to 0 hit points by an attack, the yeoman transforms into a Medium-sized duplicate of its killer.

Magic Resistance. The oil-born has advantage on saving throws against spells and other magical effects.

Shapechanger. The oil-born can use its action to transform into a **giant constrictor snake** or back into its humanoid form. Its hit points are the same in each form. Any equipment it is wearing or carrying is not transformed. If it dies in either form, it dies permanently.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage plus 4 (1d6+1) poison damage.



YUAN-TI, OPHSLANDER YEOMAN

Medium monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR

15 (+2)

DEX

17 (+3)

CON

12 (+1)

INT

17 (+3)

WIS

17 (+3)

CHA

19 (+4)

Saving Throws Int +6, Wis +6, Cha +7

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses tremorsense 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yeoman can use its action to transform into a Medium snake, a human, or back into its hybrid form. Its statistics are the same in each form. Any equipment it is wearing or carrying is not transformed. If it dies in any form, it dies permanently.

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

Innate Spellcasting. The yeoman's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *animal friendship* (snakes only)

3/day each: *jump*, *nondetection* (self only)

1/day each: *suggestion*, *invisibility*

Last Laugh. When reduced to 0 hit points by an attack, the yeoman transforms into a Medium-sized duplicate of its killer.

Spellcasting. The yeoman is a 9th level spellcaster (spell save DC 16, +7 to hit with spell attacks). The yeoman has the following spells prepared:

Cantrips (at will): *poison spray*, *mage hand*

1st—3rd level (2 3rd-level slots): *blur*, *misty step*

ACTIONS

Letter Opener. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 2) piercing damage.



ZIYA DUA

Originally a homeless thief, Ziya's life was transformed when an elderly, risk-averse wizard asked her to descend into a dangerous cave, specifically to retrieve an enchanted oil lamp. When the cave collapsed around her, and Ziya rubbed the lamp in desperation, she met her warlock patron: the djinn Supreme Grand Sultan Hafez. She can be found in Muladi (Chapter 7), while her patron is described in Chapter 2, random encounter 16.

ZIYA DUA

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR

10 (+0)

DEX

14 (+2)

CON

15 (+2)

INT

12 (+1)

WIS

12 (+1)

CHA

18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Senses passive Perception 17

Languages Common, Primordial (Auran)

Challenge 8 (3,900 XP)

Spellcasting. Ziya is an 11th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks). She can cast *feather fall*, *levitate* (self only), *mage armor* (self only), and *gust of wind* at will. She can cast *gaseous form* and *misty step* three times per day each without expending a spell slot, and she can cast *control weather* once per day without expending a spell slot. She has the following spells prepared:

Cantrips (at will): *eldritch blast* (3 beams), *shocking grasp*, *mage hand*, *prestidigitation*, *ray of frost*
1st—5th level (3 5th-level slots): *thunderwave*, *stinking cloud*, *cone of cold*, *cloudkill*, *wind wall*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. Or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Whirlwind Escape (1/day). In response to being reduced to half her hit points, Ziya can teleport to a place she can see up to 60 feet away, arriving at her location under the effects of an *invisibility* spell and leaving a Medium-sized cloud of steam where she stood.



APPENDIX D: SHOPS

Merchants across Sri Raji carry a variety of useful (and useless) items. In addition to whatever the Dungeon Master chooses, they carry the following.

PAKAT

While the Laughing Deer's wares are simple and few, the Wall of Wonders keeps a far more diverse and extensive inventory.

THE WALL OF WONDERS

Name	Price
<i>Ammunition</i>	
Arrows (20)	3 mudras
Blowgun needles (20)	3 mudras
Crossbow bolts (20)	3 mudras
Sling bullets (20)	3 mudras
Antitoxin (vial)	120 mudras
Backpack	5 mudras
Bedroll	3 mudras
Block and tackle	3 mudras
Candle	1 cp
Chain (10 feet)	3 mudras
Chalk (1 piece)	1 cp
Climber's kit	60 mudras
Clothes, traveler's	5 mudras
Component pouch	60 mudras
Crowbar	5 mudras
Flask or tankard	2 cp

Name	Price
Grappling hook	5 mudras
Healer's kit	15 mudras
Hunting trap	10 mudras
Ink (1 bottle)	20 mudras
Ink pen	5 cp
Ladder (10-foot)	1 sp, 25 cp
Lantern (hooded)	12 mudras
Lock (DC 12 to pick with thieves' tools)	20 mudras
Magnifying glass	200 mudras
Oil (flask)	1 sp, 25 cp
Parchment (1 sheet)	1 sp, 25 cp
Poison, basic (vial)	200 mudras
Poisoner's kit	100 mudras
Pole, 10-foot	5 cp
<i>Potion of greater healing</i>	300 mudras
<i>Potion of climbing</i>	350 mudras
Pouch	1 mudra
Quiver	2 mudras
Rations (1 day)	1 mudra
Rope, hempen (50 feet)	2 mudras
Sealing wax	1 mudra
Signal whistle	5 cp
Soap	2 cp
Tent, two-person	5 mudras
Thieves' tools	50 mudras



Name	Price
Tinder box	1 mudra
Torch	1 cp
Waterskin	2 sp
Whetstone	1 cp

TVASHTI

If Viradha's spirit is exorcised from the bazaar, PCs can buy any non-magical item that has a price in the *Player's Handbook*.

In addition to the bazaar, however, Tvashti sustains a number of specialized yet imperiled merchants, whose goods are accessible when saved, plus an inn.

THE APIARY

Name	Price
<i>Honey of animal friendship</i>	400 mudras
<i>Honey of clairvoyance</i>	2000 mudras
<i>Honey of climbing</i>	360 mudras
<i>Honey of gaseous form</i>	600 mudras
<i>Honey of greater healing</i>	300 mudras
<i>Honey of growth</i>	540 mudras
<i>Honey of heroism</i>	360 mudras
<i>Honey of invisibility</i>	360 mudras
<i>Honey of invulnerability</i>	7680 mudras
<i>Honey of mind-reading</i>	360 mudras
<i>Honey of vitality</i>	1920 mudras
<i>Honey of water-breathing</i>	360 mudras

THE CRIMSON COT

Name	Price
1 glass of water	5 cp
1 glass of palm wine	20 cp
1 glass of java	15 cp
1 meal without drink	1 sp, 35 cp
1 full meal with drink	2 sp
1 single-bed room per night	2 sp
1 single-bed room per week	5 mudras
1 two-bed room per night	1 mudra
1 two-bed room per week	10 mudras

In light of the bazaar's closure, the Crimson Cot has become overfull with patrons. Service is rare; rooms are rarer; and gossip is ubiquitous.

UMA THE ENGINEER

Name	Price
Alchemist's fire (vial)	100 mudras
<i>Necklace of fireballs</i> (1 bead)	600 mudras
<i>Necklace of fireballs</i> (5 beads)	3200 mudras
<i>Potion of fire breath</i>	300 mudras
Smith's tools	40 mudras
Tinker's tools	100 mudras
1 modron (quadron)	14000 mudras

If paid, Uma will construct a **modron quadron**. It obeys the PCs' orders to the best of its ability, provided those orders are no longer than a single short sentence.



Every week the modron travels with the PCs, there is a non-cumulative 10% chance that an evil spirit inhabits it. In such an event, the modron is transformed into a modron-shaped **scarequo**, differing only in that its False Appearance renders it indistinguishable from a *modron*, rather than indistinguishable from a work of fine art.

THE MAROON BABOON (UPSTAIRS)

Name	Price
1 glass of chuak	25 cp
1 glass of rice beer	10 cp
1 pitcher of rice beer	30 cp
Use of house <i>Pachisi</i> boards	1 sp, or free to customers who purchase 2 drinks or more, each
An hour's privacy in an individually-furnished room.	5 mudras

Despite its dinginess, the Maroon Baboon holds many competitive games of *Pachisi*, primarily for gambling. The house manages all games; no independent bets are permitted.

Private rooms are rented for a variety of purposes, many of which are criminal. Unless harm to the Maroon Baboon, its profits, or its staff are involved, the house ignores what goes on behind those private doors.

THE MAROON BABOON (THIEVES' GUILD)

Name	Price
<i>Ammunition</i>	
Arrows (20)	1 mudra
Blowgun needles (20)	1 mudra
Crossbow bolts (20)	1 mudra
Sling bullets (20)	1 mudra
Antitoxin (vial)	50 mudras
Backpack	3 mudras
Burglar's pack	25 mudras
Caltrops	1 mudra
Forgery kit	20 mudras
Grappling hook	2 mudras
Guild membership application fee	10 mudras
Poisoner's kit	50 mudras
<i>Potion of poison</i>	50 mudras
Rope, silk (50 feet)	10 mudras
Spellbook	100 mudras
Thieves' tools	50 mudras

Hidden below the tavern and gambling area, the Knives' guild in the Maroon Baboon's basement sells its discounted wares to members only.



APPENDIX E: HANDOUTS

ADVENTURE HOOK: AN UNEXPECTED MESSAGE

Greetings to You, Greatest of Heroes:

This letter is my desperate attempt to seek help.

My kingdom is dying. Monsters have assaulted my land and its people. They know no mercy; they know no civilization. They are determined to eat us all.

My kingdom, Sri Raji, lies to the southeast, past the flow of the greatest river. Save us, and all that I own shall be yours—my palace, my cache of jewels and treasure, everything. Save us, please.

Your friend,

A

PAKAT: FREQUENT FLYERS

13 MAKARA -

IN THE INTEREST OF IMPROVING CIVIC DECENCY, ALL RESIDENTS OF PAKAT, INCLUDING GUESTS AND VISITORS, MUST BOW AT THE MENTION OF BELOVED LORD OVERSEER RAMANAND, HAND OF THE MAHARAJAH, REFERRING TO HIM EXCLUSIVELY WITH THIS TITLE. FAILURE TO CORRECTLY AND COMPLETELY PRONOUNCE THE NAME OF BELOVED LORD OVERSEER RAMANAND, HAND OF THE MAHARAJAH, WILL RESULT IN FIVE LASHES. FAILING TO BOW RESULTS IN ANOTHER FIVE.

1 4 MAKARA -

ANY CITIZEN MOCKING OUR
BELOVED LORD OVERSEER
RAMANAND, HAND OF THE
MAHARAJAH, EITHER BY
COMMENTING ON HIS
APPEARANCE OR BY UTTERING
SEDITIONOUS CRITIQUES OF THE
MAHARAJAH'S LAW, WILL
RECEIVE TWENTY LASHES.
CITIZENS WHO REPORT SUCH
CRIMES WILL RECEIVE TWENTY
JADE MUDRAS FOR THEIR
DILIGENCE.

15 MAKARA -

ANYONE WHO IMPEDES THE SISTERS OR WHO CALLS THEIR DECISIONS INTO QUESTION IN ANY WAY WILL BE PUNISHED WITH TEN LASHES. CITIZENS PRESENT DURING AN ARREST MUST OBEY ALL ORDERS ISSUED BY THE SISTERS; ANYONE WHO DISOBEYS A DIRECT ORDER WILL BE PUNISHED WITH FIVE LASHES.

16 MAKARA -

CITIZENS MUST CARRY WITH THEM, AT ALL TIMES, AT LEAST TEN JADE MUDRAS. THOSE WHO HAVE NOTHING TO CONTRIBUTE SHOULD NOT WALK THE STREET. FAILURE TO DISPLAY TEN MUDRAS UPON ANY SISTER'S REQUEST WILL RESULT IN CONFISCATION OF ANYTHING ONE IS CARRYING, ALONG WITH POSSIBLE IMPRISONMENT. ANYONE WHO REPORTS A MONEYLESS INDIVIDUAL WILL BE REWARDED WITH FIVE JADE MUDRAS.

17 MAKARA -

ANY CITIZEN WHO DOES NOT REPORT A CRIME IS SUBJECT TO THE SAME PENALTY AS THE CRIMINAL. CITIZENS WHO KNEW OF A CRIME BUT DID NOT REPORT IT CAN ABSOLVE THEMSELVES OF GUILT BY PROVIDING THE NAMES OF ANY TWO CRIMINALS IN PAKAT TO THE SISTERS, INCLUDING THE NAMES OF PEOPLE WHO FAILED TO REPORT CRIMES THAT THEY KNEW OF.

THE ISHVARA SUTRA

*The power, which from the shattered egg draws the eyas,
draws my red being—
that lifts the wing up skyward is my poison.
And the hatchling is blind to see my hands, that wring with the throes of its
fresh, courageous gait.*

*The jaws, which into my side forced his fang, grew from my virile heart—
that crashed nations into fire is my son.
And the ruins of Bahru shall be deaf to the call
that begs sympathy from the divine.*

*The lord, which shines the law upon the roads, flies the sword—
that cultivates the heart plunges the dagger therein.
And I will laugh to the silence of Sri Raji's sky
about how single the dreams of the petitioner lie.*

*Sri Raji is not a land. It is a tantrum: it is rage toward the past, rage
toward the future, and rage against one devil's own wretched self. With
apotheotic reach so bloody that it bludgeoned cities to dust, he made the
land. He made it of his own rage, which forever turns on itself.*

*The devil prince, my son, He Towards Whom the Shadows Move: he is
nothing but this place, and wholly this place, his name is alive and it is the
name of this place; he and it—the Maharajah and the land—are ONE.*

HAUNTER OF MINDS

In the depths of his labyrinthine palace, the rakshasa Arijani swears malevolent oaths before a statue of Shar, goddess of darkness. Outside, the black sky bludgeons the jungle with another storm.

A fire flashes orange. Whirling about, Arijani seizes the violet-robed figure who materializes in it, lifting them by the throat with a backwards, clawed hand. The servant apologizes for the intrusion. There is an emergency, they say; strangers from beyond the mists have arrived.

They are the servant's last words. As Arijani wipes the blood from his mouth, his eyes narrow with glee. Then he is gone. Only smoldering incense remains, its smoke twisting beneath Shar's grin. The lord of Sri Raji is on the hunt, and you are his quarry.



A Dungeons & Dragons adventure for
characters of levels 13 - 20

For use with the fifth edition *Player's Handbook*,
Monster Manual, and *Dungeon Master's Guide*

