

GLAIVE OF THE REVENANT KING

FIFTH EDITION ADVENTURE

Uncover the mysteries of the cursed elven forest of
Ayas Kelren in this 3rd-level 5e adventure

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QUICK NOTES

Ruleset: Fifth Edition
Suggested Adventurer Levels: 3-5 3rd-Level Characters
Estimated Play Time: 8-12 hours

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INTRODUCTION

The Wallingmiotta is home to all manner of dangerous and unusual creatures. But of all the dangerous regions within the Forest of Phantasms, the ancient elven lands of Ayas Kelren have the greatest mortality rate. Once the lands that surrounded the elven city of Imfe Aiqua, Ayas Kelren is thick with undead, hazards, and curses. Very few creatures who enter these gray woods return alive or with all their sanity intact. Recently, the researchers at Camp Hummingbird discovered that the captain of the guard, Caustis Mëyor could travel into Ayas Kelren unaffected by its evil. It's believed that if she can retrieve the long lost weapon of the elven kings, Dusk, Caustis will be the first elven monarch in 200 years. Unfortunately, a dark elf named Zau Teken'ath also seeks the Glaive of the Revenant King and has already put a plan into motion to stop Caustis, the soldiers at Camp Hummingbird, and the characters.

The Glaive of the Revenant King is a 3rd-level Fifth Edition adventure for 3-5 characters. Characters who survive the adventure should reach the 4th level by the adventure's conclusion. This is the major side quest in the Hand of Eight adventure path. It can be played as the kickoff for the larger adventure setting or as a one-shot adventure for your players. The campaign is intended to be set in the DMDave crowdsourced campaign world of Omeria. However, it can just as easily be inserted into any other mysterious, untamed wilderness.

BACKGROUND

For thousands of years, before the time of man and long before the Age of Triumphs, the elves of Imfe Aiqua and the Wallingmota forest ruled the lands north of the Basilisk's Spine Mountains. They were led by a line of kings who

stretched as far back as the historical Age of Fey. The first King, of course, was Aiqua the Dawn. Aiqua conquered the Unbeasts of Loqar and defeated their gruesome god, Or'oleg at the Precipice of Horror. Unfortunately, that conflict cost Aiqua his life. Aiqua was laid to rest in the tombs beneath Imfe Aiqua and Dusk, the glaive he slew Or'oleg with, was placed in the Pool of Nihalar. The elves of the Wallingmiotta did not believe in hereditary leadership. Instead, they believed that the soul of the fallen King would choose its replacement. Furthermore, they believed Aiqua's soul resided within Dusk, his glaive.

Two hundred years passed. Eventually, an elf of Olyothy, Hycis Quifina, was visited by the Dawn's ghost. Quifina traveled across the continent to Imfe Aiqua and descended into the Tomb of Nihalar. There, Quifina discovered Aiqua's glaive and retrieved it from the pool. Quifina was named the new King of Imfe Aiqua and ruled for over 700 years. Then, when Quifina of Olyothy died, he, too, was interred in the Tomb of Nihalar, and Dusk was once more laid to rest in its pool..

Winters came and went. New kings were named. And when those Kings died, they were placed within the Tomb of Nihalar along with the glaive, Dusk. The tenth—and some say final—King of Imfe Aiqua was only a 70-year old elven boy when Dusk accepted him. His name was Ruehnar Kelren of Wallingmiotta. Kelren led the humans of Presson's Enclave against the Anorians north of the Elanil River (since renamed the Fairknot) and freed the lands north of the Basilisk's Spine Mountains of their tyranny. King Kelren battled the Garrish hordes and even fought alongside the northern armies during the Seige of Vegmoxas. Kelren was reckless, stubborn, and charming. Needless to say, the elves of Imfe Aiqua loved him.

Kelren's reign lasted 750 years. But then the elves of his city began to grow ill. No magic, arcane or otherwise, could

cure them of their ailment. The sages of Imfe Aiqua believed it was a curse bestowed upon them by the Dark Fey in the Other. The Olythyrian sages thought it might be that the land itself no longer required the elves. After all, this was now the age of man. Kelren eventually succumbed to the mystery illness, died, died and was interred by the few elves who avoided the illness. Once more, Dusk was put to rest in the Pool of Nihalar.

Three hundred more winters came and went. Like the elves who once lived in Imfe Aiqua, the City of Poetry, the city is a ghost. The lands surrounding it—Ayas Kelren, the lands of Kelren—are haunted by the dead.

But there is talk that the vengeful ghost of an elven king haunts the Wallingmiotta. He seeks the next chosen one who will find the Tomb of Nihalar—he seeks the next chosen one who will hold the *Glaive of the Revenant King*.

ZAU TEKEN'ATH

Zau Teken'ath is an Anorian elf whose entire life has brought him nothing but pain and misery.

When he was only 59 years old, his parents were executed for violating the Knotside-Anorian Accord's limitation on full-blooded Anorian children. Orphaned, Zau was taken in by a human woman whose husband and daughter had recently passed away. She lived in an abandoned manor north of the town of Camor. Unfortunately, Zau was not brought into the widow's home with open arms. The woman revealed herself as a warlock worshipper of the ice demon Vapul. Believing that Zau's Anorian heritage gave him a natural connection to the ice demon, she imprisoned the young elf in the dungeon below the manor.

For decades, the warlock kept Zau alive, just barely. She fed him scraps. When he cried, she beat him. Then, some nights, she would pull him from his cell and perform magic rituals, frequently bringing him near the edge of death. She referred to Zau as "*hu*" the Anorian word for dog.

The ghouls that lived in the dungeons below the manor would torment and threaten Zau as well. Zau would watch the ghouls bring captives into the dungeon where they would be placed in the cells next to him. The captives begged Zau for answers. He offered none; he had none to give. Instead, he watched as the ghouls ate them alive. Their spilled blood would pool and seep into his cell. With no other choice, he would lie in the blood of those the ghouls feasted upon. It was one of the few times Zau ever felt warmth.

During his trances, Zau focused on freedom. To keep himself sane, he reminded himself of the stories that his mother had told him of Hycis Quifina, the second King of Imfe Aiqua—Olythyrian. She used to tell Zau that Dusk, the glaive of the Aiquan kings, still lied unclaimed in its underground pool as it has for two hundred years. Whispering, she told him, "Perhaps the next King of Imfe Aiqua will be like Quifina, born of a different tribe. Perhaps the next king will be Anorian? What do you think, my little King?"

Forty years passed. One of the ghouls—a woman who magically disguised herself as a caretaker that worked upstairs with the warlock—eventually took interest in Zau. Zau noticed there was something different about the ghoul, too. She was different, perhaps not as consumed by her insatiable hunger for flesh—or perhaps saw something in Zau



the others didn't. At first, she would walk by him and stare at him. Eventually, she would speak to him. In time, Zau spoke back. They traded a few words, and over time those words grew to sentences and eventually entire conversations. Words became touches and touches became passion. Zau loved the ghoul—my joy, he called her—and she loved him back.

One night, the ghoul came to Zau and opened his cell. She dressed him in a thick overcoat and handed him a satchel with rations. "You have to leave. Tonight. Something is going to happen soon and I fear you won't survive."

She also handed him a vial of dark, black ichor. "Take this. Go fifty miles north of here. There is an old church that burned down years ago. Behind it, you will find old graves. Midnight, two days from now, pour this blood onto one of the corpses."

Zau didn't question her request. The two embraced and kissed one last time. Quietly, Zau slipped out of the dungeon and into the cold, dark world above.

Tired and delirious, having been underground for almost his entire life, Zau stumbled through the Amber Forest. But the young elf was determined. He would fulfill his love's request, even if it killed him.

A blizzard fell across the land. The cold and snow beat at his face. The wind pushed him back. Through it all, he found the abandoned church and its overgrown graveyard. That night, as the storm reached its pinnacle, Zau unearthed a withered, forgotten corpse from one of the graves. Then, just as his joy had asked, he poured the black ichor over its bones. With nothing left in him, he collapsed into the hole with the ichor-drenched corpse and let the snow cover him.

Strangely, Zau dreamt, a new experience for the elf.

Zau dreamt of a dark, gray wood, devoid of all color. In the dream, some two hundred feet from him, he saw a white boar running into the underbrush. Without a word, he chased the boar. No matter how fast he ran, the boar was always 30 yards ahead of him. Eventually, the tree line broke and Zau found himself chasing the boar through the cracked streets of some ruined elven city. Relentless, he continued his pursuit until the boar finally stopped before an old temple built in the shape of a pyramid. Then, the boar spoke in elven. *Find me*, it said.

Zau woke the next morning in the ruins of the old church. The snow had stopped and the morning sun shone through the collapsed roof. And there she was: his joy. She no longer possessed the magic that made her appear humanoid. Her true undead nature was revealed to Zau. Of course, it didn't matter. He loved her.

Zau never asked her what happened at the manor or why she asked him to leave and perform the task. "That life is no more," was all she told him. After Zau recovered from his exhaustion and frostbite, the two traveled north.

ADVENTURE SUMMARY

The story starts in the Fairknot town of Barnemouth. There, the characters are accosted by Igodarin, a young, optimistic Dinzer mage who hopes that they can escort him to Camp Hummingbird in the Wallingmiotta, the mysterious forest on the southern banks of the Fairknot River.

Once the characters arrive at Camp Hummingbird, they learn that the camp's captain, Caustis Mèyor has been making regular trips into the woods west of the camp by herself. For some reason, she is unaffected by the curse that plagues the woods.

The characters remain at the camp for a few weeks. In that time, a mystery starts to unfold: someone in Camp Hummingbird seeks to gain control over the cursed woods and its secrets. After the camp's lead scholar is murdered, Caustis Mèyor is lost in the forest with no way to communicate with Camp Hummingbird. Then, if things couldn't get any worse, a tribe of orcs attacks the fort. During the fray, the characters escape into the haunted woods to find Caustis.

Eventually, the characters find Caustis at Imfe Aiqua just

before the Tomb of Nihalar. Barely alive when they find her, the characters learn that she was attacked by the dark elf traitor Zau Teken'at and his undead bride, Xenia. Guided by Caustis, the characters confront Zau and Xenia in the Tomb of Nihalar. The adventure ends after Zau or Caustis claims the Glaive of the Revenant King.

ADVENTURE HOOKS

This adventure can be played as a one-shot or part of the Hand of the Eight campaign setting. Here are a few ways that you can get the characters hooked in the adventure.

ESCORTS NEEDED

Igodarin, a young, optimistic mage from Odonburg approaches the characters while they are passing through Barnemouth. He explains that he's traveled all the way from the Pexia Institute in Odonburg and he hopes to study at Camp Hummingbird under the world-renowned scholar Enuxar. He offers the characters 50 gold pieces each if they can offer him safe passage through the Wallingmiotta Forest to Camp Hummingbird.

THE HAND OF THE EIGHT SIDE QUEST

If the characters are already participating in the *Hand of the Eight* adventure path and you wish to include this adventure as part of the story, then you can easily fit this side-quest in Chapter 5. Instead of meeting Igodarin in Barnemouth, the characters find him lost in the Wallingmiotta. He explains that he is on the way to Camp Hummingbird. Although he doesn't know the location of Aruxius, he believes that one of the people there will likely know the location of the reclusive illusionist.

YOU ARE THE HERO

Most of the adventure assumes that Caustis Mèyor travels with the party. Instead, a character in the party can be "the Chosen One." The character must be of elf or half-elven descent. Throughout the adventure, text blocks marked "You Are the Hero" explains how to change the dynamic of the story to fit the character as the Chosen One in place of Caustis Mèyor.





CHAPTER 1. BARNEMOUTH

Humans dominate the Fairknot village of Barnemouth, but it is also home to a considerable number of northern-based wood elves. These elves fled persecution by the northern orc tribe, the Drakescales. Barnemouth is the largest town along the Fairknot River before it spills into the north end of the Omerian Ocean. The town is known for its massive statue of Godefroi Barnemouth the Loving, a contemporary of Camor. Those passing through often comment that the statue does not look like a paladin, but more like an older, loving grandfather. Despite his years of service for the northern armies, this is how Barnemouth preferred to be remembered.

Interestingly, there are no temples in Barnemouth. At one point, the city was home to worshippers to Tholona the Dawn and General Ilwyn, God of Summer. During the Cleansing that followed the War of Gnohr, the early Barnemouthers collapsed the temple. While the aggression towards religious worship isn't as strong as it was two hundred years ago, those who follow divine faiths—including paladins—are shunned by the locals. The Drakescale orcs have once again started their march south towards Fairknot River. Already, the town of Camor has reported attacks in the forests north of their village. It's only a matter of time before Barnemouth sees action.

IMPORTANT BARNEMOUTHERS

Like many who live along the Fairknot River, Barnemouth's citizens have known peace and tranquility for some time. Only recently with the incursion of Drakescale orcs have they had to raise arms. Outside of their hatred of organized religion, Barnemouthers are a friendly, helpful lot.

Important Barnemouthers include the following NPCs:

- **Dillurk Woodpeak** is the town's historian and caretaker of Loving Hold (Area 1).
- **Doniana Helyn** is a fortune-teller and dream reader who works from a shop in the Tangle (Area 8).
- **Mona Mèyor** is the head of the town guard and militia (Area 7).
- **Oprimo Regent** is the headmaster of Ebondawn, a self-proclaimed arcane guild that operates out of the Nine Sabers guildhall (Area 4).
- **Pataz of Odonburg** manages a few warehouses at the docks and is known for black market dealing in goods and information (Area 9).
- **Rand Lauf** is the leader of Bronzeforce, one of the three adventuring guilds that works out of the Nine Sabers guildhall (Area 4).
- **Rhibun Beshu** is the owner of the Natural Hand tavern in Last Glance Ward (Area 3).
- **Sarya Moonshade** is the constable and mayor of Barnemouth (Area 6). Sarya once wanted to become a singer but lacked the voice to do so.
- **Thokhim Snowbraids** is the leader of the Wind Dragons, one of three adventurers guilds that makes their home in the Nine Sabers guildhall (Area 4).
- **Viciara Tortlar** leads the Anorian enclave, Little Mythese Anore (Area 10). She is also the secret leader of the Good Will Union.

THE GOOD WILL UNION

A group of roughly thirty half-Anorian Barnemouther merchants have formed a publicly known faction called the Good Will Union. The coalition meets once a week to discuss town affairs and offer help where it's needed. The Union has a secret, though: most are practicing warlocks. Some draw their eldritch energy from Vapul, as it befits those of Anorian

heritage. But there is no one set god or otherworldly patron that the group's members draw power from. If anything, the secret side of the Good Will Union is for scholarly purposes. However, they have been known to use their powers on behalf of Sarya Moonshade who is well aware of their existence.

ADVENTURE IN BARNEMOUTH

Barnemouth is the starting point for this adventure as well as one of the destinations in Chapter 5 of the Hand of the Eight adventure path, Wallingmiotta. The clues and rumors provided by the NPCs of Barnemouth pertain to both this adventure and the overall Hand of the Eight storyline—if you choose to include this as part of the adventure.

GLAIVE OF THE REVENANT KING

When the characters arrive in Barnemouth, a few minutes of conversation with any NPC reveals the Barnemouther's fears and thoughts on the mysterious Wallingmiotta Forest south of the river. Asking about what's going on in town comes up with the following rumors and clues:

- Five years ago, there was a massive blizzard that hit the Fairknot region. During that blizzard, an old manor house north of the village of Camor exploded. No one is sure what happened and the Camorians aren't talking.
- The Drakescale orcs have grown more aggressive over the last decade. Recently, they led a raid on some of the farms north of Gongspire. Rumor has it that they've crossed the river and are now in the Wallingmiotta.
- A strange couple entered the town a few months ago. The man was a young, gaunt Anorian and the woman wore all red with a white mask. They were asking around about Camp Hummingbird.
- Camp Hummingbird sits at the edge of Ayas Kelren, the cursed lands that surround the ruined elven city of Imfe Aiqua. It's populated by soldiers and researchers. Because of the recent attacks by the Darkescale orcs, many of the civilians stationed there have deserted.
- Rumors are going around that Caustis Mèyor, the captain of the soldiers that protects Camp Hummingbird, has been visited by the ghost of an Elven King. She recently spoke with the fortune teller Doniana Helyn (Area 8).
- Two hundred years ago, the elves of Imfe Aiqua all died from a mysterious illness.
- Your best source for information in Barnemouth—if not all of Northern Omeria—is Pataz the Dinzer who operates out of the docks (Area 9). Fair warning: he only trades in information, so you better have something worth trading.

THE HAND OF THE EIGHT

If playing this adventure as part of the larger adventure series, there are additional rumors that the characters can learn as it relates to the story.

- Kongrodol the Worm sleeps in the belly of the Wallingmiotta Forest. They say when the Hand of the Eight appears, Kongrodol will return to avenge the fallen elves of Imfe Aiqua.
- There are a few people in town who might know where Aruxius lives including the fortune teller Doniana Helyn (Area 8) and the Anorian sage Viciara Tortlar (Area 10).

- The centaur clans that protect the fields east and west of the Wallingmiotta are fierce enemies of the hobgoblin hordes of Gar Wabrizz.
- A particularly nasty group of kobolds live in the Wallingmiotta. They are protected by a colossal bear named Tremor.
- Terrible lizards the size of buildings roam the forest. Careful: they love the taste of humanoid flesh.
- Supposedly, a Dinzer aircraft of some sort crashed in the deep south of the Wallingmiotta forest.

ZAU AND XENIA

For the last five years, Zau has studied the nature of the one-off dream he had following his collapse. His research led him back to the Fairknot region and Imfe Aiqua. He believes that he is the next Aiquan King and that it is his destiny to reclaim Dusk from the Pool of Nihalar. Zau's ghoulish lover—who goes once more by her human name, Xenia—travels alongside him. Since her "rebirth" she's undergone an unusual transformation. Xenia hides her appearance under red robes and cowl and an ivory mask. Still, she is curiously tall, standing nearly seven feet in height.

After the two visited Barnemouth, they crossed the river en route to Hummingbird. This was three months ago.

BARNEMOUTH LOCATIONS

The most important locations in Barnemouth are detailed below. Barnemouth is a town of approximately 2,000 citizens.

Therefore, buildings shown on the map that don't have a number and a description are up to you to interpret. Consider that Barnemouth is a large, prosperous—if conservative—town on the banks of the Fairknot river, and one of the last major civilized areas before the Fairknot bumps against the edges of Ayas Kelren.

Many of the locations in town feature information about this particular adventure (Glaive of the Revenant King). However, if you are using the town as a point of interest in the Hand of the Eight adventure path, ignore the clues labeled "Glaive of the Revenant" King. Similarly, if you are ignoring the Hand of the Eight adventure path, ignore the clues labeled "Hand of the Eight."

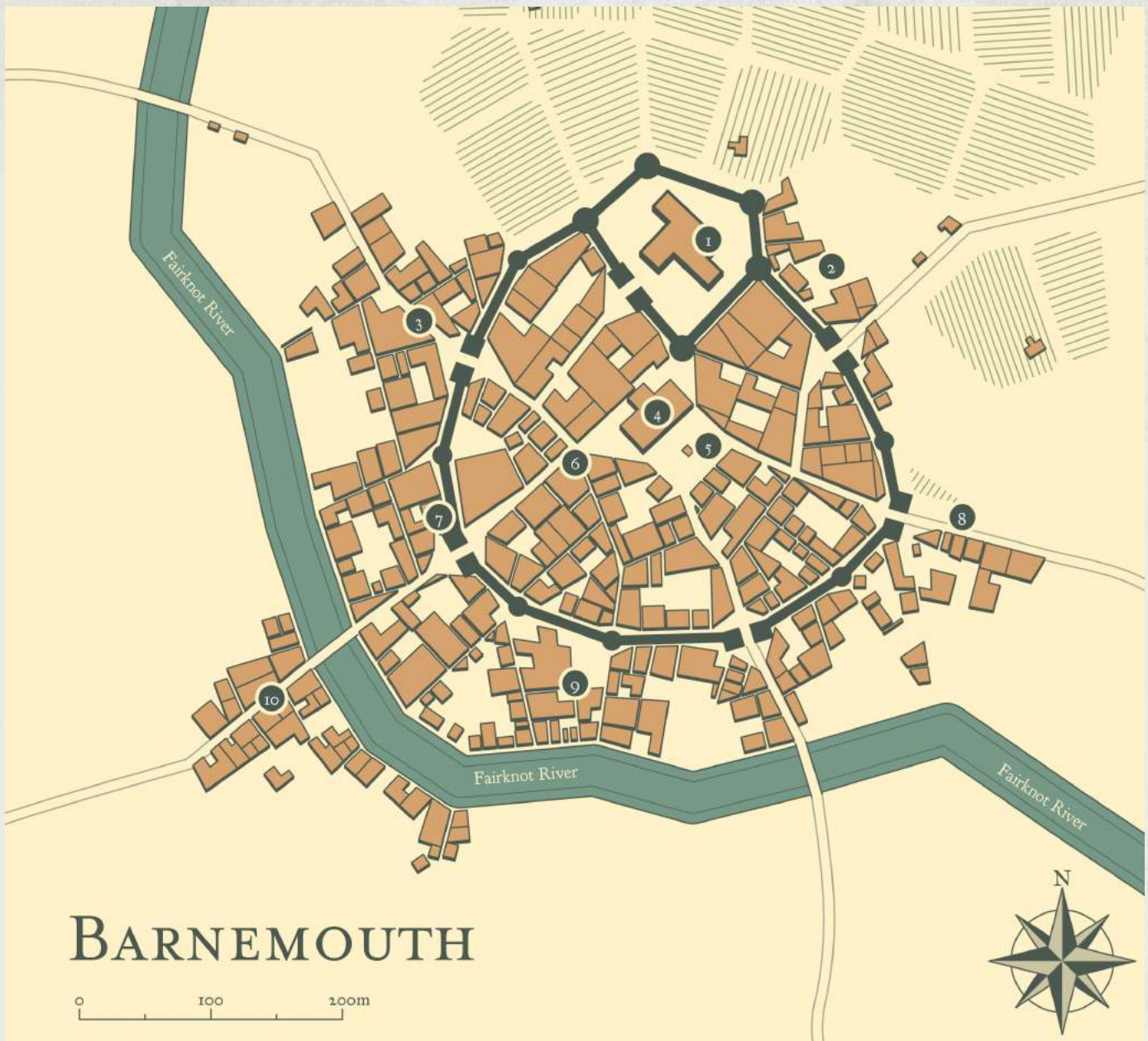
1 - LOVING HOLD

The old fortress of Barnemouth hasn't seen active duty in hundreds of years. While it's supposed to be the home of the constable-mayor, Moonshade prefers to live over the Drunk Spider. Instead, the hold works as a feast hall, meeting house, and even museum chronicling the Time of Triumphs and the siege of Imfe Mythse Anore.

Key NPCs. Dillurk Woodpeak (LN male Knotsider human **commoner**; Intelligence 13, proficiency in History) acts as the caretaker of Loving Hold. Woodpeak is a wealth of knowledge on the Fairknot region and even the Wallingmiotta. Expect that he knows most of the rumors and information offered in the Adventures in Barnemouth section above.

A staff of five attendants (human **commoners**) assists Woodpeak with the care of the Loving Hold.

Glaive of the Revenant King. Woodpeak is extremely knowledgeable on the history of Imfe Aiqua and the elves of Ayas Kelren. If the characters are willing to chat with him,



he can share the details of the Background section regarding the Aiquan elves.

Hand of the Eight. Aruxius travels to Loving Hold periodically to speak with Woodpeak. Woodpeak isn't sure exactly where Aruxius lives, but he suggests that the characters travel to Pella's Wish. He'll mark on a map the location of the gnome village.

2 - BLACK WING GROUNDS

A group of rangers named the Black Wings patrol the forests north of Barnemouth. The collection of buildings at the northeast end of town is where they live, train, and operate. At any given time, there are at least ten rangers (**guards**) in attendance. The other thirty to forty who operate from Barnemouth work in the Amber for weeks at a time.

Key NPCs. Their leader, Phraan Boarrider (CG male Aiquan elf **scout**) was recently injured in a skirmish with Drakescales and is recovering. Boarrider, nearly 250-years old, is one of the few living Aiquans who avoided death at the hands of the plague that killed most of the Aiquans. Boarrider

is also one of the few Barnemouthers "in the know" of the Good Will Union's true nature.

Imzar Rilynat (NE male Anorian elf **spy**) is a particularly ill-spirited ranger who works with the Black Wings. Many of the Black Wings consider him the true leader of the group. Unfortunately, Imzar's intense hatred of humans has kept him from ascending. Since Boarrider's injury, however, many suspect that Imzar will take his rightful spot at the top. Around humans, Imzar only speaks in thick Anorian Elven. Only natural Elven speakers will understand his slang and idioms—others who speak Elven will need to make regular DC 10 Intelligence (History) checks to comprehend what he is saying.

Glaive of the Revenant King. Boarrider and eight of his rangers traveled to Camor after the blizzard of 1035 following rumors that a cult of Vapul worshippers was operating out of an old manor there. The Camorians refused to comment or offer useful information. However, Boarrider's crew suspected that at least one person escaped the manor a few days before it was destroyed and fled north.

3 - LAST GLANCE WARD

The old joke goes: "This is your last glance at civilization, enjoy it while you can." Of course, there are plenty of villages and towns west of Barnemouth. Still, Barnemouth is the largest, most populated, and best-protected town before the Fairknot slips north into the Fierce Lands.

The merchants of Last Glance Ward—many of which are half-Anorian—play on the ominous jokes and warnings given to those heading into the Fierce Lands. As such, many of the shops there serve survival gear, weapons, and wards and trinkets. Nearly every shop sells siren hooks. The black, curved claw can be worn as a talisman, a broach, or any number of creative ways. Some smiths even forge the siren hooks into the pommels of daggers. Supposedly, siren hooks ward off the legendary hollowmen, monsters reported to haunt the forests and banks of the western Fairknot region.

Key NPCs. Chi Qouyas (NG male wanderer halfling **veteran**) is a swordsman selling his escort services to those who seek to travel along the Knotted Road south into the Fierce Lands. Though mostly well-liked, Chi has a bad habit of getting into other people's business. Regardless, his unique fighting style and knowledge of the flora and fauna of the Fierce Lands makes him a valuable asset.

Rhibun Beshu (CG male Knotsider human **commoner**) owns the Natural Hand tavern, a three-story building close to the town walls. Rhibun used to be a trapper who worked the amber, but after a run-in with an unfriendly owlbear has decided to settle down. He acts as a point of contact for Good Will Union, selling their services (with his 10% mark-up, of course) to those looking for assistance arcane. Rhibun is a jolly, old woodsman with a hearty laugh. It's not unusual to find him sneaking drinks behind the Hand, lest his wife Heroli catch him and ring his ear.

Rucker (LN male devilkin **noble**), for lack of a better term, is a snake oil salesman. A few years ago, Rucker nearly died in the town of Riverside. Since then, the green-skinned devilkin has started to change his ways. Still, he loves nothing more than quick coin from an easy target. Rucker always travels with a masked Garrish **hobgoblin** named Exter who works as his bodyguard.

Glaive of the Revenant King. Offering Rhibun 10 gp loosens his lips: Recently, an Anorian going by the name of Zau came into town and was asking for information on Camp Hummingbird. Flush with coin, Zau purchased a private meeting with the leader of the Good Will Union, Viciara Tortlar. Rhibun doesn't know much more than that.

Hand of the Eight. Chi Qouyas knows the exact location of Aruxius' cabin in the Wallingmiotta and will gladly lead the characters there for 1 gold piece per day in payment. With Chi navigating the party, random encounters only happen on a result of 18+, and he never gets lost in the Wallingmiotta.

4 - THE NINE SABERS

One hundred years ago, the Nine Sabers Guildhall was home to a band of traveling warriors who explored and adventured throughout northern Omeria, the Fair Knot region in particular. Each a born and bred Barnemouther, they were a coalition of warriors, rogues, and rangers who used their skills to scare off many of the dangerous inhabitants north of the Fairknot. The last of the Sabers, Kaarlo Jakar died twenty years ago at the ripe old age of 99. At Kaarlo's passing, the guildhall was opened to the public. Kaarlo's granddaughter

Edda Clanbloom sold off most of the valuables within the Nine Sabers' old fortress then moved to Presson's Enclave where she now lives in a sizable plot of land.

Now, three different adventuring guilds work out of the old location: Ebondawn, Bronzeforce, and the Wind Dragons. Needless to say, none of these organizations have the talent or heroic qualities the Nine Sabers once had. Instead, they act as loan sharks for young adventurers looking to get a start in the Fierce Lands.

Key NPCs. Ebondawn's headmaster is Oprimo Regent (LE male Knotsider **noble** with the Magic Initiate feat). Regent positions himself as a sorcerer supreme, utilizing tricks and deception to make the people of Barnemouth believe he holds power. Of the three headmasters in the Nine Sabers, he is the least seen, preferring to "stay in the shadows" of the hall's old wizard tower.

Rand Lauf (NG male human **guard**) leads Bronzeforce. Bronzeforce is a rag-tag coalition of retired guards, wannabe mercenaries, and inexperienced adventurers. Many of Bronzeforce's members are too poor to afford their own housing, so Lauf allows them to stay in the barracks for as long as they need. Among the Barnemouthers, Bronzeforce is something of a joke. Recently a paladin named Thalia Pridemane (LG female Pressonian human **knight**) entered town looking for work and decided to stay among the Bronzeforce. Immediately, the inexperienced members of Bronzeforce were taken surprised by her talents with a blade. Unfortunately, locals learned of Thalia's devotion to the god, General Thinir. They want Lauf to remove her from her post and exile her from town. Lauf, never one for tough decisions, hasn't made a move one way or the other yet.

Finally, Thokhim Snowbraids (N male Von Doral dwarf **knight**) is the captain of the Wind Dragons. Thokhim and his four brothers, Raznoum, Norammeat, Dholgratin, and Grozas (all **knights**) were once members of a security force that operated in Von Doral. After the exodus, the brothers did not want to feel unneeded. Instead of retiring to a mundane life south of the Basilisk's Spine, they turned their attention to Northern Omeria and the Fairknot Region. The term Wind Dragons is actually a mispronunciation of Vindraakunz. Rough translation: drunk and disorderly.

Glaive of the Revenant King. Thokhim is close friends with Caustis Mèyor. Before taking the job at Camp Hummingbird, she shared with Thokhim that she had a dream about a white impala that led her through the Wallingmiotta to the ruins of Imfe Aiqua. He recommended to Caustis that she speak with Doniana Helnyn, an expert on dreams. Helnyn is located at the east end of town along the Knotted Road.

Hand of the Eight. Members of all three of the adventuring guilds are eager for excitement. Members of the Wind Dragons and Ebondawn charge 2gp per day for their services, whereas Bronzeforce members will charge as little as 3sp per day for work. Thalia Pridemane will travel with the characters for free if they offer her food and company—the disdain for religious people in Barnemouth has made her time difficult there and could use an escape.

5 - STATUE OF GODEFROI BARNEMOUTH THE LOVING

The grandfatherly statue of the town's founder is found in the center of town. Once per year on Godefroi Day

(roughly two weeks after the Summer Festival)
Barnemouthers decorate the statue with wild flowers.

6 - THE DRUNK SPIDER

Barnemouth's most popular tavern and inn, the Drunk Spider, is where nearly all Barnemouthers end their day. Certainly, there are other drinking establishments in town, but the Spider easily consumes every six out of ten coins that go towards bar tabs. Originally called Godefroi's, the Spider got its name from an urban legend. Supposedly, when Godefroi was still alive and bartending at the Spider, the old paladin caught a spider and tossed it in a mug. The spider pulled itself out and stumbled away. Soon after, the name caught on.

The Drunk Spider's food is decent and its drinks are strong, but the real reason people visit the Spider is for the entertainment. Many traveling minstrels, entertainers, and bards end their journey along the Fairknot at the Drunk Spider. It's a tradition for them to wrap up their journeys with a festival celebrating their accomplishments, followed by a few weeks of rest before they return to the road. The first night of a traveler's return, they must tell share their favorite anecdotes as part of the Spider's Chant.

Key NPCs. The town's constable-mayor, Sarya Moonshade (LG female half-Aiquan **scout**) lives in one of the suites above the Spider. A bit of a night owl, Sarya loves the raucous vibe of the Spider and its citizens. Many Barnemouthers joke that if you want to meet with the constable-mayor, do so in the afternoon and be sure bring a hangover remedy.

The owner of the Spider is a descendant of Godefroi Barnemouth, Roxane Barne (NG female Knotsider **commoner**). Roxane took ownership of the bar from her Uncle Lou who passed ten years ago. While she enjoys the wealth that comes from owning the popular establishment, the decade of service has worn her out. She's hoping to sell the place so she can retire. Currently, Roxane is in negotiations with Andreus Thurber, a retired adventurer from Presson's Enclave who sees an opportunity to expand on the concept.

7 - THE PIG GATE

The Pig Gate gets its name from the butcher shop, Osner's that's just south of the gate. Osner only serves pig at his establishment. And each morning, Osner cooks salted pork belly. Osner's pork belly can be smelled for miles around. (Some grumble that it tends to attract dangerous creatures from the Wallingmiotta, but are quietly reminded that the trouble is worth it for a strip).

Five years ago, Osner and the locals started an autumn tradition called Pig Slaughter. And that is exactly what it is. Most of Osner's providers' pigs are at their target weight and ready to be sold to the butcher. Osner, taking contracts all along the Fairknot throughout most of the summer, invites his buyers to Barnemouth. From there, the pigs are slaughtered, cooked, and served for three days as all of Barnemouth celebrates. The tradition has become so popular, already, many of the traveling entertainers that end their journeys at the spider make sure they reach Barnemouth before the Equinox so they can partake.

Because of its position on the south end of town, the Pig Gate is also where the town's standing militia keeps its base of operations. At any time there are ten guards on duty.

Key NPCs. The current head of the militia is Mona Mèyor (LG female half-Anorian **veteran**), Caustis' sister. Mora's a little friendlier than her famously uptight older sister and is more than happy to help those in need.

Osner Applewhite (N male Knotsider human **commoner**) is the eponymous owner of Osner's Butcher and a beloved citizen despite coming off as standoffish. Osner is exceptionally conservative and bigotted, too. He despises divine worshippers, mistrusts all Anorians and those of orcish descent, and thinks Dinzer technology is a danger to the world. But damn can he cook a pork belly.

Luman Nowels (LG male Knotsider human **guard**) is Mona Mèyor's right-hand man. A little more open-minded than his fellow Barnemouthers, Nowels often uses his best judgment when handling situations. Many Barnemouthers see Nowels as something of a pushover and sell out. Osner has publically called for Nowels' removal.

Glaive of the Revenant King. If the characters meet with Mona, she shares that her sister had been having strange dreams about traveling through Ayas Kelren alone at night. At the conclusion of the dream, she entered a pyramid-shaped tomb. Within, the ghosts of ten elven Kings greeted her. Mona believes that the recent death of their mother has affected her sister and that the dreams are a ruse. However, shortly after Caustis took the position at Camp Hummingbird, a strange, Anorian man named Zau entered town asking about Camp Hummingbird.

8 - THE TANGLE

The east side of town that clings to the Knotted Road is called the Tangle. The Tangle consists of the first collection of shops, food stalls, and merchant booths westbound travelers meet when entering Barnemouth.

Key NPCs. One of the more curious shops along the Tangle is Doniana Helyn's. Doniana (CN female forest **gnome illusionist**) stands outside her permanent tent fanning herself. When a particularly interesting-looking traveler enters town via the Knotted, she entices them by mentioning something of which they recently dreamt. For 5 silver pieces, she explains the nature of the mark's dream.

Glaive of the Revenant King. Just before she traveled to the Wallingmiotta to serve as captain of the guard at Camp Hummingbird, Caustis Mèyor visited Doniana. Caustis mentioned her dream to Doniana who immediately knew what it meant: the white impala represented one of two personalities of Kelren the Blade, the final King of Imfe Aiqua. Doniana believes—and it can be confirmed by Dillurk Woodpeak—that when both sides of Kelren's personality approach an elf or half-elf, a new King or Queen of the Aiquans will be crowned.

Hand of the Eight. Doniana is close friends with Aruxius and has frequently traveled to meet with the danaavrakt. When met with a particularly difficult dream to interpret, Doniana seeks Aruxius' advice on the matter. For 2gp, she can mark the location of Aruxius' cabin on a map of the Wallingmiotta.

9 - DOCKS

Like many of the villages and towns that crowd the Knotside River, Barnemouth's docks are the town's center of trade and commerce. Because Barnemouth is the "last glance at civilization" before one enters the Fierce Lands to the west,



the docks are choked with warehouses of all varieties. The docks are also home to a thriving black market thanks to its distance from cities like Knotside and Murktown. Many stolen goods are sold here, including pilfered Dinzer technology and emerald Odonburgite. Perhaps not-so-ironically, most of the transactions are managed by the Dinzer Pataz and his cadre of Odonburg ex-patriots.

Key NPCs. Pataz of Odonburg (N male Odonburg human **noble**) is the major power in the docks. To some, Pataz is a crime lord, underhanded and not to be trusted. To others, he's a brilliant strategist and influencer whose reach goes as far as Southern Omeria. Very little happens along the Fairknot of which Pataz is not aware. And although Pataz is quite wealthy from his black market dealings, his favorite thing to trade is information. Pataz, like many Dinzers, has an exceptional memory. What he learns of his allies and enemies alike he uses to advance his place in the world.

Glaive of the Revenant King. Pataz knows about the presence of Zau Teken'ath and even knows why the man seeks Imfe Aiqua. However, this is not information with which he will part easily. He expects something valuable in return for what he knows about Teken'ath but understands that the characters may not have anything to trade yet. If the characters are willing to take on an informant-debt—where they would return to Pataz any time they came upon useful information—he will part with what knows about Teken'ath and Xenia (refer to the Background section).

10 - LITTLE MYTHSE ANORE

Most of the full elves and half-elves of Anorian descent that live in Barnemouth live on the southside of the river in the "shanty town" dubbed Little Mythse Anore. While Sarya Moonshade supposedly has dominion over the entirety of Barnemouth, the majority of the Anorians who call the town home answer only to Viciara Tortlar.

Little Mythse Anore is nearly a village in its own right. It has its own shops, meeting hall, and even an inn for traveling Anorians and half-Anorians. The inn, Tatholg's, is the building in which the Good Will Union operates. Anyone who wishes to speak with Viciara must do so there.

Key NPCs. Viciara Tortlar (NE female Anorian **warlock**) is the warlock supreme of the Good Will Union, but only from behind the scenes. Otherwise, it's rare to even see her speaking with the other members. a devout worshipper of Vapul, Viciara draws her power from the severe winters that crush Northern Omeria.

Glaive of the Revenant King. Zau met with Viciara before he and Xenia traveled into the Wallingmiotta. Similar to Caustis Mèyor, he sought Viciara's interpretation of his dream, and just as Doniana had to Mèyor, Viciara told Zau that it was likely the calling of the Aiquan Kings. Viciara has no favoritism towards either Zau or Mèyor should either emerge as King or Queen of Imfe Aiqua. If the characters seek her advice, she implores that they protect both. Kelren was a good king, but he was chaotic, and she warns that it's likely his spirit has become even more unstable over the last few centuries.

Hand of the Eight. Viciara knows the location of Aruxius' cabin and will show the characters the way on a map at the cost of 10 gp. She and Aruxius don't care much for each other, but she has nothing negative to say about the danaavrakt.

MEETING IGDARIN

In the Glaive of the Revenant King adventure, the characters will likely meet with Igodarin of Odonburg. There are many places in town that the characters could come across Igodarin. If they are looking for work, they may come across Igodarin at one of the three adventurers guilds at the Nine Sabers. Igodarin could be trading information with Pataz at the docks or Igodarin could be at the Drunk Spider looking for escorts to Camp Hummingbird.

Having just sailed from Knotside, Igodarin (always Igodarin, never Igo or Darin) is exhausted, but still excited to be in Northern Omeria. Igodarin (LG male Dinzer human **mage**) comes from deep south Omeria and has a thick Eswari accent. Because of his accent and exuberant attitude, many Northern Omerians think he might be slow or dim-witted. Truth be told, he's one of the smartest mages to ever graduate Pexia, the Institute of the Arcane. Igodarin is unlike many Dinzers the characters have ever met. He dresses in traditional Eswari garb that omits a top covering and shoes. At all times, he wears a golden chain veil that hangs from a bronze circlet on his head and wields an Eswari war club, a six-foot-long staff with a knobby end (acts as a quarterstaff). His dense spellbook is bound in black Thunderbeast leather.

As part of his requirements for master status, Igodarin wishes to go to Camp Hummingbird to train under Enoxar. Igodarin's knowledge of the undead is admittedly poor, a flaw he hopes to remedy working in Enoxar's shadow. Of course, what Igodarin already knows about the undead and

their nature already surpasses most scholars on the subject.

If the characters accept Igodarin's request, he offers to pay them each 50gp. He also suggests that they may be able to find additional work at Camp Hummingbird.

SIDE QUESTS IN BARNEMOUTH

As the characters settle into Barnemouth, they might encounter NPCs that may need their help. Depending on the adventure path that the characters are on, they may be in a hurry (if they're in the Hand of the Eight adventure path) or they may have time to help others. Of course, the characters are under no obligation to complete any of these quests. However, side quests often up more avenues for clues, treasure, and sources of experience.

Introduce as many or as few of these side quests as you like. The NPCs who trigger them can be encountered anywhere within barnemouth. If you can't decide which side quest to choose, roll a d8.

1. **Cliff Canteloupes.** Jukham, a local merchant (**commoner**) has his hands tied with business and one of his helpers called out sick for the day. One of his favorite clients is about to enter town and he's all out of cliff canteloupe. He asks the characters to cross the river and go into the Wallingmiotta to find a few. He will pay 1 sp per canteloupe picked. If the characters, agree, they must go into the Wallingmiotta. After spending an hour in the forest, each character must roll DC 17 Intelligence (Nature) checks. On a success, the character finds 1d4 cliff canteloupes for Jukham.
2. **Father's Ring.** A pair of Anorian thugs (**drow**) rolled Corlen (NG male forest gnome **commoner**) while he was passing through Little Mythse Anore. They stole his ring which was his father's. He's desperate to get it back and will pay the characters 10gp to confront the Anorians. The thugs will fight back until each one is reduced to half or more hit points. Killing the thugs will be seen as extreme and may turn most of the town against the characters.
3. **Information for Pataz.** Pataz of Odonburg (Area 9), the one that many claim to be "lord of Barnemouth" needs information on Enuxar, Camp Hummingbird's lead researcher. He wants to know exactly what he's doing at Hummingbird and what they are studying there. More importantly, he wants to know why Caustis Mëyor is involved. He offers to pay up to 100 gp for quality information.
4. **Free Grimble.** Two days ago, four members of Bronzeforce (see Area 4) captured Grimble (NE male **goblin**) and placed him in the dungeon below the Nine Sabers. His two brothers, Glak and Noof wish to free him but know that the guild house is pretty secure. If the characters were to free Grimble, they'd pay them 50 gp. The characters can do so by force, bribe, or whatever creative means they like. Two Bronzeforce members (all **N bandits**) are watching Grimble's cell at all times. Fearful of retribution, Grimble's brothers pay the characters once they free their brother.
5. **What Happened to Brother Clystus.** Six months ago, an acolyte of General Ilwyn, the summer god, entered Barnemouth. Clystus was interested in learning more about the blizzard of 1035. Unfortunately, the

Barnemouthers had nothing to share with the cleric due to his station with the church of Ilwyn. Now, Brother Clystus' friend Ororian (LG male Pressonian human **acolyte**) is looking for Clystus. Knowing that the Barnemouthers won't speak with another member of the clergy, Ororian asks the characters to dig up information on Clysytus. He offers to pay them 5gp to learn what they can. If the characters agree, they can spend 4 hours asking around town. At the end of the period, have them roll DC 15 Charisma (Persuasion) checks. On a success, they learn that Clystus left Barnemouth to travel north to the village of Camor.

6. **The Hollowmen.** Farmers around town mention that they keep seeing the "hollowmen" in the forests near their lands. To make matters worse, the creatures are killing livestock, too. A group of the farmers raise 20gp and offer it as a reward if the characters can find and kill the hollowmen. If the characters agree, they will need to search the forests west of Barnemouth. After spending 8 hours in the forest, have one character make a DC 15 Wisdom (Survival) check. On a success, they find the lair of the hollowmen. The hollowmen are a pack of vicious **ghouls**, six in all led by a **ghast**.
7. **The Pit.** After hearing about the party, Viciara Tortlar sends for the characters to meet her in Little Mythse Anore (see Area 10). She needs the characters help: apparently, there is a spot three miles north of the town that if any of the Anorians go near they start to feel ill. She wants to know what it is. While she won't offer a monetary reward, she does promise a favor in the future. If the characters ask around town, they learn that a favor from her is worth more than gold. When the characters arrive at the spot, they discover a large, earthen pit in the ground. It looks like something large was there but was removed. There are no other signs of something going near the pit, but the trees above the pit appear to be damaged, as if by a large bird. There are no checks the characters can make to learn why the spot makes the elves sick. Even though this information might be lacking, Tortlar does as she promises.
8. **Find Doug Dugman.** One of the town's favorite drunks, Doug Dugman is missing. His wife, Dottie Dugman, wants to know where he's gone off to. He usually spends his nights drinking at the Drunk Spider. If the characters agree to find Doug, have them spend 1 hour searching. At the end of the hour, have one of them make a DC 10 Wisdom (Survival) check. On a success, they find Doug passed out in a crop of bushes. His wife doesn't offer a reward, but does allow the characters watch her smack him around.

THE WALLINGMIOTTA

Camp Hummingbird is roughly six days' travel from Barnemouth regardless of the method the characters travel. Doing so without a guide can be deadly and while he's well-read on the Wallingmiotta, Igodarin does not know enough to navigate the forest on his own.

If you are playing this adventure as part of the *Hand of the Eight* storyline, refer to *Chapter 5. Wallingmiotta* for details on how to traverse the forest. Otherwise, use the assets provided by the *DMG* and *XGtE* for travel through the wilderness.



CHAPTER 2. CAMP HUMMINGBIRD

Camp Hummingbird is a major fortification and research center that stands in the west end of the Wallingmiotta forest on the border of Ayas Kelren, the cursed elven lands. Like Barnemouth, Camp Hummingbird works as a great point for the characters to launch their adventures. However, it's worth noting that Hummingbird lacks many basic amenities that a town or village like Barnemouth will have.

When the characters first arrive at Camp Hummingbird, paraphrase or read the following:

For the last thirty miles, the trail has widened. Footprints, horse dung, and wagon wheel tracks—hints of regular travel by civilized humanoid—decorate the path. Before you even reach the infamous camp, you see its walls rise high above the trees and knolls.

Camp Hummingbird is an impressive fortification. A 20-foot wide ravine separates the hill-top fortress from the rest of the Wallingmiotta forest. A bridge guarded by two towers passes over the wide ravine and into the palisades of the camp itself. While there is plenty of humanoid activity within, it's obvious that the location isn't as active as it normally is.

A half-Anorian guard wearing the blacks and reds of Vaskil waves you down. "State your business," the half-elf says. Two more Vaskilish guards stand on the towers flanking the bridge.

Vaskil has the largest presence in Camp Hummingbird, supplying over twenty-five guards to Caustis Mèyor, who, herself, is originally from Vaskil. Unless stated otherwise, the guards of Camp Hummingbird use the **drow** stat block

except they speak Common, do not suffer from Sunlight sensitivity and their crossbows do not deal poison damage. Shielded from the prejudices of the other humanoid races by their valley's mountains, they have learned to coexist with the other Northern Omerian races. In addition to the Vaskilish elves and half-elves who protect Camp Hummingbird, a unit of six Stone Eater **hill giants** provide additional defense and labor in the fort.

A quick glance into the ravine reveals burned corpses. These are the remains of corporeal undead who've escaped Ayas Kelren and attacked the fortress. Enuxar, the camp's lead researcher and undead scholar, suspects that Ayas' Kelren's borders are expanding and may soon encompass Hummingbird.

Overall, the attitude is good in Hummingbird and most of its inhabitants are healthy. Since the number of undead attacks have increased and rumors persist that the Drake-scales are now south of the Fairknot, many of the researchers and soldiers who once populated the fortress have deserted, returning to their respective homes.

There are two people in charge of Camp Hummingbird. The first is Enuxar (N male Dinzer human **mage**), an expert on Imfe Aiqua and the undead. With Enuxar are ten researchers from all over the long continent. Treat most as commoners with Intelligence and Wisdom scores of 12 and one Intelligence-based skill proficiency (your choice). The second person in charge is Caustis Mèyor (LG female half-Anorian **knight**). Mèyor is unaffected by the evil that permeates the ancient elven lands. While the automatic assumption is that it must be because of her half-elven heritage, research has shown that other half-elves—and sometimes even full elves—are still affected by the woods' dark call. Furthermore, the undead of Ayas Kelren ignore Mèyor, allowing her to travel freely. Mèyor leads a fighting force comprised of six **veterans** and twenty-five guards.

In addition to the guards, there are four **acolytes** who tend to illnesses and wounds within the camp. Plus, a group of ten Aiquan-descended wood elves (**tribal warriors**) reports to Mèyor. Since learning Mèyor's unusual connection to Ayas Kelren, they've treated Mèyor with reverence. The leader of the wood elves is Zelfhar Starback (CG female half-elf **scout**).

WELCOME TO HUMMINGBIRD

Once the characters get past the front gates, they are free to speak with whomever they like. Igodarin will be interested in meeting with Enuxar right away. Igodarin urges the characters to stay for a few days while he gets adjusted. If they agree, they are given the basic schedule and asked to report to one of Mèyor's lieutenants, Baloth Glannesz (N male Anorion **drow**, just as a camp guard). Depending on the number of characters in the party, they will either be placed within the guest tent or given temporary quarters in one of the watchtowers.

WORKING IN CAMP HUMMINGBIRD

Baloth offers temporary work while the characters are within Camp Hummingbird, especially if the characters plan on staying for more than one or two days. If a character agrees to work, they must first select a position. Some of the positions do not require any sort of test to prove their skills, whereas others may require they demonstrate their talents. Each job is detailed below. In addition to the pay rates noted, the jobs offer room and board.

- **Unskilled laborer (1sp/week).** The only requirement to become a porter or unskilled laborer at Camp Hummingbird is the ability to lift 50 lbs. The hours are long and difficult. Laborers stay in the watchtowers with the guards.
- **Skilled laborer (5sp/week).** A character who demonstrates proficiency in artisan's tools may be hired by Mèyor or Exunar. To get the job, a character must perform a DC 10 Intelligence check using proficiency in a set of artisan's tools. If the character has proficiency in Carpenter's Tools or Smith's Tools, the DC is only 5. Hummingbird has no need for jewelers or painters. A character has two chances to make a successful check to prove their value as a skilled laborer. Laborers stay in the watchtowers with the guards.
- **Guard (5sp/week).** A character who wishes to become a guard must demonstrate their skills with both a melee and a ranged weapon. Have the character make an attack roll using a short bow and a spear against AC 10. If both attacks hit, the character is given a chain shirt, spear, and shortbow. If only one attack hits, the character can make a second attempt. If both attacks fail, or if their second chance fails, they cannot take on the guard role. Guards stay in the barracks in the watchtowers.
- **Researcher (5sp/week)** Most of the researchers who live in Hummingbird work for the experience. However, there are a few open positions for specialists. A character that demonstrates knowledge in at least two Intelligence-based skills can become a researcher. Have the character make three DC 10 Intelligence checks using proficiency in three of the following skills: Arcana, History, Investigation, Nature, and Religion. A character with knowledge in

Arcana that passes the check automatically succeeds. Otherwise, a character will need two out of three of the checks to succeed in order to get the job. Researchers stay in their own tents at the north end of the camp.

- **Guide (1gp/week).** Rangers are automatically hired as guides without having to test their ability (the way they carry themselves is easy to spot). Otherwise, a character must succeed on three DC 10 checks: Intelligence (Natural), Wisdom (Animal Handling), and Wisdom (Survival). If the character passes all three checks, they are hired. If the character succeeds on two checks, they are hired but at half the normal rate (5 sp). Otherwise, the character does not qualify. Hummingbird has had bad experiences with guides in the past and takes the position very seriously.
- **Healer (1gp/week).** A character can join the acolytes in the healing tent. In order to join them, they must be able to demonstrate the ability to magically cure wounds (via the cure wounds spell or similar magic, but not goodberry). Healers and acolytes can sleep either in the researchers tents or within the main fortifications at the top of the hill.

DOWNTIME IN HUMMINGBIRD

Once the characters are hired, they can make downtime checks each week that they stay in Camp Hummingbird. With the exception of the Drakescales Attack, none of the special events described below will interfere with a character's ability to earn an income.

If a character chooses to work in Hummingbird, they must spend one workweek performing tasks for the fortress. At the end of the week, the character must make three ability checks. The DC for each ability check is 3d6 + 3. The types of ability checks that the character must perform are determined by their job as shown on the Hummingbird Downtime table. Then, consult the Hummingbird Work Results table to see how the character did.

HUMMINGBIRD WORK PAY AND ABILITY CHECKS

Job	Base Pay	Downtime Ability Checks
Unskilled Laborer	1sp	Strength (Athletics) x 3
Skilled Laborer	5sp	Intelligence using proficiency in Artisan's Tools, Strength using proficiency in Artisan's Tools, Wisdom (Perception)
Guard	5sp	Strength (Athletics), Wisdom (Perception), Wisdom (Survival)
Healer	5sp	Healers get one automatic success then Wisdom (Insight), Wisdom (Medicine)
Researcher	1gp	Intelligence using proficiency in an Intelligence-based skill; a character with proficiency in Intelligence (Arcana) makes their checks with advantage
Guide	1gp	Intelligence (Nature), Wisdom (Perception), Wisdom (Survival); a character with the Favored Terrain feature makes these checks with advantage

HUMMINGBIRD WORK RESULTS

Result	Value
0 successes	Complication
1 success	Your performance is average. You earn 100% of your base income.
2 successes	Your performance is better than average. You earn 120% of your base income.
3 successes	Your performance is exceptional. You earn 120% of your base income. And your base income increases by 20%.

Complications. Characters who perform especially poorly at their job experience a complication. When this occurs, have the character make a Charisma check using proficiency in Deception or Persuasion (player's choice). Refer to the Hummingbird Work Complications table to determine the nature of the complication.

HUMMINGBIRD WORK COMPLICATIONS

Result	Complication
5 or less	The character earns no income for the week and is fired from their job. If they were not already a laborer, they can take a job as an unskilled or skilled laborer. Otherwise, they have 1 week to leave the camp or face incarceration and trial in Barnemouth.
6-10	The character earns half their base pay and is given a warning. If another complication occurs the following week, the character automatically suffers the consequences of a result of 5 or less.
11-20	The character is reprimanded. If another complication occurs the following week, the character makes this check with disadvantage.
21+	The character's poor performance is ignored and they suffer no negative consequences.

LOCATIONS IN HUMMINGBIRD

The following locations are keyed to the Camp Hummingbird map found on page 16.

1 - EXTERIOR GATEHOUSE

Before anyone can cross the bridge leading onto Hummingbird Hill and Camp Hummingbird, they must pass through the exterior gatehouse. Like the larger towers within the camp, the exterior gatehouse's towers serve as a barracks and armory for the guards who work the exterior. Only the strongest guards work the exterior tower as it is prone to frequent attacks. The seven guards that protect the front entrance have the **drw** stat blocks with the changes detailed above plus they have 18 hp (4d8), proficiency in Strength and Constitution saving throws, and the Multiattack action, allowing them to make two melee attacks with their shortwords. They are CR 1/2.

No one can pass through the exterior gates unless they have explicit permission from Mèyor or Enuxar. If the party is traveling with Igodarin, he has a written agreement signed by Enuxar that allows him passage.

2 - RAVINE

A huge, naturally occurring, 20-foot deep ravine surrounds the entirety of Camp Hummingbird. The bridge that traverses the ravine is held aloft by 6 equally spaced posts below. At the center of the bridge, a 10-foot by 10-foot section has been made removable. Should enemies get past the exterior gates, the guards protecting the main gate can remove the section and lock it in one of the front towers.

3 - WATCHTOWERS

Each of the 30-foot tall watchtowers that surround the fortress hold barracks with enough beds to host eight guards comfortably. Mostly the beds go unused, and in some instances, they've been removed and replaced with meditation cushions for the Vaskilish Anorians. During the peak of Camp Hummingbird's population, each tower was protected by two Anorian guards. These days, one protects the top in the morning and daytime with one or two at night. Each tower has its own small armory and storage for provisions. In worst-case scenarios, each tower can act as its own line of defense.

4 - MAIN GATE

The two towers that flank the main gate operate the large gate that blocks entry into the main camp. Two of the Stone Eater hill giants take turns guarding the main gate. Their names are Frumvar and Kufnar. Both are of neutral alignment.

5 - BONFIRE

A large bonfire is kept lit most nights save for when there are looming threats or the Wallingmiotta is getting smashed with storms. Stone Eaters supply the lumber from the forest around while the wood elves bring venison to cook over a smaller fire nearby. Even during the hard days, dusk at Hummingbird is filled with laughter and music. Anorians and humans alike share in the celebration of life and their mutual advancement of knowledge. Even stodgy old Enuxar brings a concertina to sing songs of his home province, Boscós.

Most nights, the Stone Eaters sleep around the bonfire. Their snores are heard throughout the entire camp.

6 - GUEST TENT

A small tent has been set up for travelers passing through the Wallingmiotta who have been given the "okay" from Enuxar or Mèyor. The tent has four comfortable beds, a waterproof chest for storage, and supplies for mess. Currently, Zau Teken'ath (see his stat block in the Supplement) is staying in the tent, though it's rare he can be found there. He keeps no clues of his true intentions within the tent except for a *sending stone*. The other sending stone is owned by Xenia who is exploring the forests of Ayas Kelren. Unless the code word "hag's head" is spoken into the *sending stone*, Xenia will not reply to any messages sent through it. If asked about the stone, Zau claims that it helps him communicate with a friend from Camor—which is mostly true.

7 - MEDICAL TENT

The four acolytes who assist the camp work out of the medical tent at the south end of camp. The tent has enough medical supplies so that any Wisdom (Medicine) check made



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to treat a sick or injured humanoid can be done with advantage. The acolytes also keep a small supply of *potions of healing* in a locked chest

At any given time, there are 1d4 patients in the medical tent suffering from injuries or other Wallingmiotta-related maladies.

8 - ENUXAR'S TENT

Enuxar's tent is a massive 15-foot wide by a 25-foot long red tent with its own watchtower overlooking it. Enuxar sleeps in the tent in a partitioned area. At all times, the tent is guarded by a **shield guardian** named Roak. Only researchers with express permission from Enuxar are allowed into the tent. Mèyor also has access, but no other guards are allowed inside.

The tent is loaded with books, scrolls, and charts detailing the undead, the Wallingmiotta, Imfe Aiqua, Ayas Kelren, and anything else the Dinzer mage deems important. Jars containing severed zombie heads, animated skulls, and other oddities line the various surfaces.

When the characters first arrive at Camp Hummingbird, Enuxar, Zau, and all of the other researchers are scrying on Mèyor as she travels alone through Ayas Kelren.

Under one of the tables in Enuxar's tent, a secret passage descends 10 feet into the hill, under the base of the watchtower, then south and out through a concealed exit in the hillside. Noticing the passage requires a DC 16 Wisdom

(Perception) check. Enuxar dug the passage himself using evocation and transmutation spells under a sphere of silence. Zau knows about the secret passage.

9 - RESEARCHERS' TENTS

The ten researchers who work for Enuxar live in three tents in the northern section of the Camp. Unfortunately, their relative position to the stables (Area 10), latrines north of the camp, and sleeping giants (Area 5) makes the location somewhat less than ideal. The entrances to their tents are decorated with fragrant flowers to mask the smells.

Each tent has 3-4 comfortable beds with small, flat boxes beneath each to store clothing and personal items. Those who carried valuables with them into the camp quickly found that camp theft is a common and expected occurrence. As such, there are no items of value within the tents save for a few trinkets.

10 - STABLES

There are four riding horses kept in the stables. Although most of Hummingbird's inhabitants travel on foot through the Wallingmiotta, there are two large wagons kept by the northern wall in case Mèyor or Enuxar need to export supplies, transport any injured, or perform a mass evacuation.

11 - LEADERSHIP DECK

Mèyor, Enuxar, and the camp veterans meet on the platform by the rear ramparts. During larger celebrations, such as observance of Fall or Winter festivals, additional tables can be brought onto the deck and in the fighting pit below (Area 12).

The leadership deck is maintained by one of the Stone Eater hill giants, Ulos, who also acts as the head chef for the camp. Ulos' command of Common is much better than the other members of the Stone Eaters, and while he isn't the warrior he was in his youth, he's typically seen as the leader of the Hummingbird Stone Eaters. When Ulos needs additional help, he commandeers Mèyor's guards to assist. Unfortunately for Ulos, the Vaskilish guards aren't the best cooks themselves.

12 - FIGHTING PIT

The Vaskilish Anorian elves keep themselves fresh and trained by practicing their techniques in the fighting pits at the west end of the fortress. Mèyor herself oversees the training of her soldiers. An accomplished warrior herself, she isn't afraid to step into the pit to demonstrate her own fighting moves.

When Zau entered the camp, he, too, was challenged by the other Anorians to test his mettle in the pit. Claiming old injuries, Zau refused.

13 - VISAGE OF DEATH

The western wall of the camp carries the dark moniker, Visage of Death. From its high towers, a creature can see directly into the grey forests of Ayas Kelren. Caustis Mèyor resides in the southernmost watchtower where she meditates and sleeps. Since she's had dreams of the white impala, she's had trouble resting. The acolytes have prepared remedies to give her dreamless sleep, but so far they don't work.

EVENTS AT HUMMINGBIRD

The second part of the adventure involves certain events transpiring that the characters can either participate in or learn about second hand. These events assume that the characters have decided to stay and lend a hand at Hummingbird. With the exception of the last event, when the Drakescales attack, these events will not interfere with the characters' work in Camp Hummingbird.

DAY 1 - ARRIVAL AND SCRYING ON MÈYOR

The day that the characters arrive at Camp Hummingbird, Igodarín invites them to the Enuxar's tent. Of course, they are not allowed inside the tent as only those chosen by Enuxar are permitted. Even a character who takes on the role of researcher in the camp must spend a month "proving themselves" in order to gain access to Enuxar's tent. This is something Enuxar won't budge on.

Still, be sure to reward clever characters who find a way inside the tent. If they do see what's happening, they learn that Caustis Mèyor is currently traveling alone west into the Ayas Kelren and has been there for two days. Already she's gone deeper into the forest than anyone before her. Enuxar, Zau, and the researches are watching her as she goes. During her travels, she's passed dozens of undead, all elven and centuries old. They quietly watch as she retraces the steps she took in her dreams.

YOU ARE THE HERO

If you plan on using the "You Are the Hero" option described in the introduction, make the following changes to the events.

Travel to Wallingmiotta

During the trip to Wallingmiotta, the "chosen one" (the elf or half-elf character) begins to experience dream-like visions. In these visions, they see a white impala traveling through a gray forest. While they can't remember all the steps he or she took well enough to draw a map, if he or she travels through Ayas Kelren, they will be able to find a path directly to Imfe Aiqua. This does not become apparent to them immediately.

Day 1 - Arrival

Mèyor does not travel into the forest, nor does she have a connection to Ayas Kelren. Instead, Enuxar is running the same tests on Zau who has revealed his connection to Ayas Kelren. When the character learns that Zau has similar dreams (or "experiences" as elves don't dream) they may be interested in revealing their status to Enuxar and Zau. If they do, Enuxar suggests running similar tests on the chosen one to see if they are affected by Ayas Kelren. Meanwhile, Zau grows jealous of the presence of a second "chosen one." Because Mèyor does not have a connection to the forest in this version, she is available the entire time, including the battle with the Drakescales. Meanwhile, Enuxar and Zau both take an interest in the chosen one.

Day 13 - Assassination

After Enuxar is killed by Roak and everyone learns that Zau may be the one responsible, anyone who has learned of the chosen one's connection to Ayas Kelren may suggest that they lead an expedition into the forest to stop Zau.

Day 14 - Drakescale Attack

The Drakescales attack as normal and Mèyor leads the soldiers at Camp Hummingbird. When things start to look tough, she convinces the characters to escape and find Zau while she and the others distract the orcs.

Her voice is shaky and breathing is ragged; although she has not been attacked, the presence of so much undead unnerves her. Mèyor shares that the air is colder and everything is gray; even her own hands. "It's almost as if the land itself absorbed the color from everything."

She also fears that something else is with her; something not from the land. She doesn't know how she knows but she knows. In the night, she believes that she saw it—whatever it is was—slinking through the trees.

"It was tall, easily eight feet or so, wearing all red robes. Its face was as white as alabaster and emotionless. I could see

something writhing under its clothing, like a dozen fish caught in a net. And it was watching me."

At all times, she keeps her sword raised and in front of her.

"I'd like to go back," says the half-Anorian woman through the scrying mirror. Enuxar leans forwards and uses telepathy to speak with Mèyor, speaking aloud the words he sends her. "How much further do you feel it is, Captain?"

Mèyor turns on her heel and gazes at a pair of withered elven mummies only fifteen feet away. "I'm not sure. Probably another day of travel or so. The dead are a lot thicker here than they were yesterday." She gasps as she turns on her heel and comes face to face with an elven zombie missing its lower jaw, its tongue wagging in the wind. It doesn't harm her, just gazes at her.

"I'm coming back, Enuxar," she says aloud, almost as if she was speaking to the zombie. The zombie continues to stand there, insects crawling over its face.

Enuxar sighs and nods. "All right. We'll try again in a week. I'll reestablish contact with you tomorrow, Captain, and we'll keep watch.""

Even if the characters aren't there to witness firsthand the events, Igodarin recounts the events (despite knowing he's not supposed to) to his friends. From what he can garner, the camp's captain, Caustis Mèyor has a connection to Ayas Kelren and Imfe Aiqua. The curse that pervades the land does not affect her, nor will the undead attack.

DAY 3 - CAUSTIS RETURNS

Tired and disturbed, Mèyor returns to Camp Hummingbird. She's in no mood to speak to anyone and instead heads to her private barracks to sleep and draw a bath. Enuxar tries to speak with her, but she shoos him off with a few choice Anorian expletives.

Until she's had time to recover from her exploration, she has no interest in meeting anyone.

DAY 4 - CAUSTIS REEMERGES

After a day of rest and relaxation, Mèyor reemerges wearing her typical regalia. She gets reports from her lieutenants and introduces herself to the characters if they've taken jobs. She then spends the rest of her day in meetings with Enuxar.

DAY 6 - THEFT

One of the guards (**draw**) complains that their dagger was stolen and accuses the characters of doing it (especially if there is an obvious rogue in the bunch). It's possible that a fight breaks out. Whatever happens, it's quickly broken up by Mèyor. Mèyor then explains that pranks like this are common in the camp and that it was likely one of the guards' barrack-mates who stole the dagger.

DAY 7 - THE CREATURE

The Stone Eaters are in an uproar as one of their number,

Rafur, has not returned from claiming lumber in the forest. Mèyor asks the characters to help, especially if they represent a diverse collection of workers in the Camp—a guide among them will automatically win the position.

All five of the Stone Eaters, including Ulos, wish to travel with the characters to find Rafur. Stubborn and aggressive, they won't take no for an answer. Of course, having five hill giant escorts to travel alongside in the forest isn't necessarily a bad thing.

Tracking Rafur. Rafur went north into the forest to chop trees. His path is relatively easy to follow. A character whose favored terrain is forests automatically succeeds on any checks made to track the giant. Otherwise, a character will need to succeed on a DC 10 Wisdom (Survival) check to follow Rafur's path.

Blood. Two miles into the forest, the characters discover where Rafur had been chopping trees. Immediately, it's obvious there was a struggle there. The giant's blood covers the ground and the trees. A DC 13 Wisdom (Medicine or Survival) check pinpoints that the fight occurred within the last two hours. A trail of blood leads further north into the forest. The underbrush is broken and smashed; it looks like Rafur was dragged. Enraged, the five giants follow the trail without further discussion. If the characters follow, it starts to become dark.

Camping. If the characters are with the hill giants, they all decide to set up camp after following the travel for a few hours. Whatever carried Rafur away had the ability to see in the dark, a trait they lack. The mood is grim. The giants share stories of Rafur and his famous farts as well as how helpful he was at the Camp.

There's Something in the Forest. Half the giants keep watch in the night. Close to midnight, Ulos kicks his kin awake. Their shuffling is enough to wake any characters who chose not to keep watch.

Ulos, the fat leader of the Stone Eaters, motions to the trees. "Somethin' there," he grunts.

Have each character make a Wisdom (Perception) check. No matter the result, they believe they see something in the trees all around, one of the illusory effects of the Wallingmiotta.

Ulos puts a thick finger to his lips, encouraging you to be silent.

After a few minutes of silence, something breaks through the trees above the camp and lands in the fire: the torn-apart corpse of Rafur. Immediately, the hill giants howl and charge into the darkness all following Ulos' lead. The characters are free to join them. However, the giants will spend the rest of the night hunting in the forest for the thing that killed their brethren.

It will not immediately be clear to the giants or the characters what killed Rafur and tossed the giant's corpse onto their camp.

There are no further attacks in the night. However, have the characters make regular Wisdom (Perception) checks to



hear and see things in the forest, playing tricks on them.

Lost in the Dark. Every ten minutes that the characters trample through the forests following the hill giants, have each of them roll a DC 10 Wisdom (Survival) check. If a character lacks darkvision or a method for seeing in the dark, they make the check with disadvantage. A character that fails their check becomes lost and separated from the group.

A character who is lost must make a Wisdom (Survival) check to find their companions. The DC for the check is 15 minus 2 for every character that is calling out for them. The first time a character fails this second check, read or paraphrase the following:

You can hear your companions just ahead of you. It sounds like they're crashing through the underbrush 100 feet of you. Meanwhile, you hear the sounds of the hill giants bellowing and screaming in Giant as they look for their kin's killer.

Regardless of whether or not the character wishes to approach their friends, stay where they are, or remain cautious, they are caught by surprise by the creature:

At first, you aren't sure what you're looking at. It looks like a large, brown insect of some sort, easily 8-feet in height. Its head looks like a withered skull with bulbous, milky white eyes and thousands of yellow, slime-covered teeth. Dozens of withered, multi-jointed arms extend from its shrunken torso, and as it lengthens its legs it grows even taller, hovering over you. Its horrible mouth descends and emits a hiss. In three of its claws, it holds a dismembered and heavily gnawed-upon giant's arm.

Have the character roll initiative by themselves. As soon as they do, Ulos comes crashing through the forest behind them and the thing flees. The character can make an attack of opportunity if they like.

The creature was none other than Xenia in her evolved state. Her stats are detailed in the Appendix.

Return to Hummingbird. After the discovery of Rafur's body, the hill giants decide to return to Camp Hummingbird. Ulos encourages that the characters explain to Enuxar and Cautis what they discovered in the forest, especially if one of them came face to face with Xenia. It takes a full day to travel back to Camp Hummingbird.

DAY 11 - CAUSTIS RETURNS TO AYAS KELREN

After days of pleading, Enuxar convinces Mëyor to return to Ayas Kelren. Mëyor sets out as she did before, wearing nothing more than light leather armor, a pack with enough rations to last her four days, and her great sword. It will take Caustis two days to reach the location she reached previously.

DAY 12 - DRAKESCALE WARNING

The Aiquan elves scouting the areas surrounding the camp find Drakescale arrows in trees a mile north of camp. They then discover arrows south of camp.

"It's a warning," says Zelphar Starback gravely. "They want us to know that they are out there. And if they're sending a warning to a camp this large, it's likely they have enough warriors to take the fort."

With Mèyor away, her lieutenants suggest that Enuxar contact her and ask her to come back. Enuxar agrees and retires to his tent to explain the situation to Mèyor directly. Shortly after disappearing into his tent, he emerges and explains that she is headed back. Of course, it's a lie. He did not contact Mèyor. Instead, he disenchanting the scrying mirror. Enuxar is determined to find the location of Imfe Aiqua and no threat of orcs will stop him from achieving his goal. Seeing through his lie is easy enough—he's a terrible liar. Unfortunately, he has the upper hand. It's unlikely that there is another mage on-site capable of communicating with Mèyor via magic.

"We do this for science, ladies, and gentleman and to gain a better understanding of the world. The advantage that Caustis Mèyor has over her contemporaries is too valuable of an asset to squander on a few empty threats by orcs."

Naturally, this creates a sharp division among the researchers and soldiers at Camp Hummingbird. Baloth Glannesz immediately seeks to imprison and charge Enuxar with kidnapping. Meanwhile, Enuxar and those loyal to him remind everyone there that it's his funds that has employed all of them in the first place. He insists that he maintains a telepathic connection with Mèyor and will keep it alive so long as everyone continues their job as normal. Anyone who tries to get too close draws the attention of Roak, his shield guardian.

DAY 13 - ASSASSINATION

Two days after Mèyor returned to the forest, it began to rain. Enuxar stayed in his tent alone with only Roak to protect him. The mood was poor as the only information shared on Mèyor's whereabouts was "she's fine."

Midway through the day, a scream comes from Enuxar's tent. One of the researchers discovered the mage's body broken in half by Roak. Roak then turned to the researcher and crushed his/her head. From there, the shield guardian tore apart the tent.

The shield guardian fights anyone that comes near it. It still has a stored fireball spell on it which it will use to push back guards. It fights until it is destroyed. To make the combat easier with the guards involved, treat all of the guards as a single creature as detailed in the Supplement.

After the rogue shield guardian is handled, the characters can inspect the body of Enuxar. Immediately, they will notice that his amulet is missing. Furthermore, it looks as if his mouth was magically sealed, preventing him from speaking.

Digging through the wreckage, the characters may discover that the trap door leading out of his tent was recently opened. The footprints in the mud below are easy to follow through the concealed portal at the side of the fortress. From there, the tracks head west into Ayas Kelren.

A quick headcount of the personnel at Hummingbird reveals that Zau, the newest researcher, is absent. Immediately, Baloth Glannesz suspects that it was Zau who killed Enuxar, stole the wizard's amulet, then used some sort of incantation to turn the shield guardian rogue. Guards working on the watchtower above Enuxar's tent confirm that Zau entered the tent shortly before the murder happened. They didn't think anything of it as Zau had built a close relationship with the Dinzer mage.

With no way to contact Caustis Mèyor, Baloth suggests that the Camp assembles a team to head into the forest to find her, especially if Zau is going after her.

The other researchers and acolytes make preparations to preserve Enuxar's body so it can be returned to Odonburg for revival.

DAY 14 - DRAKESCALE ATTACK

Following the assassination of Enuxar, Baloth Glannesz assembles a team of his bravest warriors to head into the forest. He also asks the characters to accompany him (so long as they haven't angered anyone important in the camp during their two-week stay there). Igodarin, who was present for most of the scrying during his arrival, offers to lead the way to the last place Caustis Mèyor was seen in Ayas Kelren. Baloth agrees.

Before the group sets out into the forest, Baloth stands on the platform near the Fighting Pits and gives a rousing speech to the five guards (drow), two hill giants, two acolytes, three tribal warriors, Igodarin, and the characters.

"We'll head into the Cursed Woods. It's dangerous in there. I've seen the bravest Anorian bastards I know descend into madness in those forests. The undead in those forests are tougher and deadlier than any you've likely ever encountered. But Captain Mèyor in there and she's one of us, and if that bastard that killed the Dinzer is after her, then she's probably in danger, too.

"I can't promise that you'll survive. I can't promise that you won't lose your mind in those woods. But what I can promise you is that I'll die next to you with a sword in my hand and curses on my lips.

"Now who's ready to go in there and teach those undead, Aiquan assholes who the strongest damn elves in Omeria are?"

After cheers and applause (and a few apologies to the Aiquan descendants and other non-elves in the crowd), Baloth marches over the bridge and to the front gate.

Unfortunately, the moment the gate opens Baloth's chest is filled with ten Drakescale arrows. Kept up by shock, he spins on his heel and gasp, "Drakescales..." A final arrow pierces the back of his and drops him. Immediately, the guards at the exterior gate sound the alarm as a horde of Drakescales charge through the forests.



INTERMISSION

Caustis tried again. "Enuxar?" she thought, sending her mind out into the Empty. She knew it was pointless; she felt the connection break a day ago. But a part of her didn't want to believe that she was all alone in this dark, dismal place. There was still two days of travel ahead of her back to the camp, made that much worse if she had to do it without anyone keeping tabs on her.

They were still all around her, the undead, watching through their milky, gray eyes. None of them acted against her. Just stood and stared at her. Caustis finished off the last bit of her iron rations, stood, and began her march back to Camp Hummingbird.

"Captain Mèyor," came a voice, breaking the silence. At first, Caustis thought it must have been her imagination or the forest playing tricks on her. A slim, young Anorian elf stood thirty feet from her.

"Zau?" Caustis asked, perplexed. "What are you doing here?"

"There's been trouble at the camp," said Zau. "Drakescales are going to attack. I came to find you in the forest."

"Where's Enuxar?"

"Ah, there was a mishap. An accident. I'm afraid that Enuxar's shield guardian, Roak, turned on him and killed him."

"Enuxar is dead?"

"Yes, I'm sad to say. An unfortunate turn of events."

Caustis paused and looked at Zau. Zau had deep, sunken eyes, black as coal. His lip quivered when he spoke—something Caustis noticed the first day she met him, months ago. When speaking with a woman, Zau could never maintain eye-contact, often looking off to the side or down at his feet. These were just a few of the things that bothered Caustis about Zau.

"Then I suppose we should return to camp," Caustis said.

Just as Zau began to turn, Caustis caught something out of the corner of her eye—the *creature*, the thing in red. It was *here*.

"Zau, don't move," Caustis whispered, drawing her sword. Zau did as she asked, but raised a thin eyebrow.

"What is it, Captain?"

"We're not alone. There's a creature watching us."

"A creature?"

"Something that's been following me."

Zau exhaled slowly, his warm breath converting to steam in the cool autumn air.

"Captain, I know what it is."

Caustis said nothing.

"Her name," Zau turned his head with a contented smile, "is Xenia."

With a snarl, the creature in red broke past the tree line towards Caustis. Before it was on her, Caustis' seventeen years of combat training kicked in—her sword nicked the thing across its chest, shedding part of the red robe that cloaked it. Below its disguise, Caustis saw its true form—a writhing mass of withered arms, legs, chests, jawbones, and claws—dozens of interconnected limbs—all reaching for her. She swung again, this time hitting the creature across its mess of teeth and skull parts. The thing yelped and recoiled.

"*Hold person*," Zau spoke, twisting his fingers and pointing at Caustis. For a moment, Caustis felt her spine tense up—but the moment was fleeting. Zau's incantation failed; Caustis' will was too strong.

"Oh, you *rotten son of a bitch*," Caustis said, turning her blade towards Zau. Zau's eyes widened when he realized his enchantment had failed.

Before Caustis could attack the young warlock, the creature grabbed her and sunk its rows of teeth into her shoulder.

Caustis screamed. The monstrosity's hands clutched her and lifted her off the ground. Its teeth dug in deeper and began to worry at the flesh. She screamed again.

The undead of Ayas Kelren watched.

"I am Zau Teken'ath," Zau said, recollecting himself. "I was born in pain. I *am pain*. And you are nothing more than a half-breed usurper. I have spent too long suffering to let someone like you take what is mine."

Caustis grimaced as the undead horror pulled her deeper into its myraid of arms and claws.

"I am the Chosen One, half-breed. I am the eleventh King of Imfe Aiqua. And you? You are nothing!"

"Well," Caustis said, blood running from her nose and lip. "At least I'm not an asshole."

Zau snorted. The monstrosity—Xenia—tossed Caustis like an empty burlap sack into the trees. With a sickening thud, Caustis slammed against one of the dead pines. Through hoarse gasps and wide eyes, Caustis looked down at her chest. The broken end of a thick, black branch had impaled her, its bloodied end sticking four inches out of her shattered ribcage. Through tears and pain she hung against the tree for mere seconds before finally succumbing.

Zau watched the life leave Caustis' body. Then, to the creature, Zau said, "Let us go, my love. There is nothing in the way of our destiny now."



CHAPTER 3. AYAS KELREN

Fight days ago, the Drakescale's chief, Vothug discovered his daughter Lash murdered in the forest, her body pinned to a massive oak by thick rope and a black, Anorian dagger. Her murderer shoved the flag of Vaskil into her mouth. Written on the flag in elven, in her own blood "Go home, orcs."

For four days, the Darkescale orcs mourned the death of Lash. At the end of the funeral, they left warnings for the elves at Camp Hummingbird to find. When the warnings went unanswered, they killed the wandering elves in the forest, then hid in the trees surrounding the fortress.

When the perfect opportunity showed itself, the orcs attacked.

Naturally, Vothug assumes that the inhabitants of Camp Hummingbird were responsible for the death of Lash. However, it was actually Xenia who killed Lash and strung her to the tree. Zau gave Xenia a stolen dagger and Vaskilish flag to plant on the scene so the orcs would find it.

Soon after, Zau made preparations to escape the camp before the Drakescales could mount their offense. With the Hummingbird tied up in an orcish skirmish, his plan was to track Caustis Meëyor and stop her from reaching Imfe Aiqua before he could.

HOW TO RUN THE DRAKESCALE ATTACK

The full might of the Vothug's orc clan have surrounded Camp Hummingbird. There are 150 **orcs** present. Camp Hummingbird barely stands a chance against the

Drakescales. Thus, it should quickly become obvious that the characters' best bet is to escape the camp without drawing attention to the Drakescales. The only part of the forest that the Drakescales will not head into is Ayas Kelren to the west.

You're free to run the Drakescale invasion with all of the individual creatures involved. Of course, that will likely be a tiring affair as it's close to 200 individual creatures. Instead of treating the Drakescale army as individual creatures that you have to run, treat them as one large force that's attacking Camp Hummingbird. Likewise, treat Camp Hummingbird as one large creature that helps the characters.

RUNNING A FORCE

A force functions in play much like legendary monsters. When it attacks, the force's active elements act according to its initiative. On each of its initiative counts, after all creatures with the same initiative count have acted, the force's features activate. Apply the effects detailed in the force's description.

After resolving the effects of the force's active elements, check its dynamic elements to see if anything changes about the force. Many forces have effects that vary during an encounter. Archers may add fire to their arrows, or its militia may start using ladders to traverse tall walls.

The force's constant elements allow it to have effects when it isn't the force's turn. At the end of each creature's turn, look at the force's constant elements to see if any of their effects are triggered.

Experience. Overcoming an opposing force merits an experience point award, depending on the danger it poses. Judging whether a party has overcome a force requires some amount of adjudication. Typically, if the characters halt the

force or are exposed to its effects and survive, award them experience points for the effort. This particular encounter offers 1,800 XP (as a CR 5 creature). Feel free to reward more or less experience depending on the characters' involvement.

DRAKESCALE ARMY

Force of 150 soldiers (CR5, 1,800 XP)

The Drakescale army consists of 150 orcs lead by their chief, Vothug. Vothug is more intelligent than most orcs which makes him dangerous. In addition, his ability to instill loyalty in his horde makes he and his Drakescales a force to be reckoned with. The army takes up a 250 ft by 250 ft area. In this scenario, they surround Camp Hummingbird.

Initiative. The Drakescale army acts on initiative count 20 and initiative count 10.

Active elements. The Drakescales include multiple units of archers who rain arrows on its enemies as well as aggressive militia who charge directly at their foes.

Archers (Initiative 20). The archers fire arrows into the camp. Each creature in the camp not protected total cover must make a DC 11 Dexterity saving throw (note that because the arrows go up and over the walls, in order to have total cover, a creature must be indoors or have some sort of protection of its head). A creature takes 18 (4d8) piercing damage on a failed saving throw, or half as much damage on a successful one.

Champions (Initiative 10). Up to five orcs appear in unoccupied spaces within the army's area of influence and remain until destroyed. Orcs summonsed in this way roll initiative and act in the next available turn. The army can have up to five orcs summonsed by this ability at a time. Typically, Vothug uses his champions to get past fortifications so that they can attack heroes or remove hazards to the main force.

Dynamic Elements. The army becomes more dangerous the longer it continues its assault.

Militia Charges. More militia crowd into the area, surrounding its targets. At the end of each initiative count 20 after the militia attacks (see Constant Elements), the militia's gains a +1 bonus to its attack and damage rolls. These benefits apply until the bonus equals +5.

Constant Elements. The army affects each creature that ends its turn in an area affected by these elements (within the army's area of influence).

Militia. Any creature that ends its turn in the army's area of influence is targeted by an attack: +5 attack bonus; 9 (1d12 + 3) slashing damage. A creature protected by fortifications or within total cover is immune to this attack. The nature of the protection is determined by the GM.

Countermeasures. Each of the army's active elements can be thwarted by particular countermeasures.

Archers. Characters can attack the archers. The archers are disabled if their hit points are reduced to 0.

Attack. A creature within the army's area of influence or within range of the army can make an attack against the archers. The archers have AC 13 and 800 hit points. The damage caused by the archer's arrows is reduced by 1d8 for every 200 damage the archers take. If the archers end their turn with 200 hit points or less, roll a d20. On a result of 9 or less, the archers retreat.

Militia. Characters can attack the militia. The militia is destroyed if its hit points are reduced to 0.

Attack. A creature within the army's area of influence or within range of the army can make an attack against the militia. The militia has AC 13 and 1,600 hit points. The maximum bonus granted to the militia's attack and damage rolls granted by its dynamic elements it can have is reduced by 1 for every 200 damage the militia takes (to a minimum of 0). If the militia ends its turn with 400 hit points or less, roll a d20. On a result of 9 or less, the militia retreats.

CAMP HUMMINGBIRD

To simplify the actions of Camp Hummingbird, treat all of the soldiers within the camp as four units (3 **units of Anorian elves** and 1 **unit of hill giants**) that one of the camp's commanders (either one of the characters or an NPC that the characters nominate such as Igodarin or Caustis Mèyor) commands. A unit can not receive commands from more than one commander per round but does not need to receive commands from the same commander round after round.

A unit obeys its commander's commands as best as it can. It takes its turn on its commander's initiative, though it doesn't take an action unless it is commanded to. On the commander's turn, it can verbally command the unit where to move (an action required by the commander). The commander can use its action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. If a commander is incapacitated or absent, the unit acts on its own, focusing on protecting itself. The unit never requires a command to use its reaction, such as when making an opportunity attack.

Ability Checks and Saving Throws. A unit uses the ability checks and saving throw proficiencies of its base creature. For example, a unit of Anorian elves uses the same saving throw proficiencies as an Anorian elf (**drow** with the Anorian adjustments).

Size and Space. A unit can occupy another creature's space and vice versa, and the unit can move through any opening large enough for a creature of its base creature's size. A unit cannot gain temporary hit points but it can regain hit points.

Morale. If a unit's hit points are reduced to 40% or less of its total, it must make a morale check each time it takes damage. A morale check is a special DC 10 Wisdom saving throw. On a failed check, the unit retreats.

UNIT OF ANORIAN ELVES (DROW) (3)

Huge unit of Medium humanoids (Anorian elves), lawful neutral

Armor Class: 15

Hit Points: 150

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Anorian elves are armed with short swords and short bows. A commander can command them to attack with either weapon.

Short Swords. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the unit has half its hit points or less.

Short Bows. *Melee Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the unit has half its hit points or less.

UNIT OF HILL GIANTS

Gargantuan unit of Huge giants, chaotic neutral

Armor Class: 13

Hit Points: 500

Speed: 40 ft.

Condition Immunities: charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Hill giants are armed with greatclubs and rocks. A commander can command them to make two attacks with their greatclubs or one attack with their rocks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 36 (8d8) bludgeoning damage, or 18 (4d8) bludgeoning damage if the unit has half its hit points or less.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 44 (8d10) bludgeoning damage, or 22 (4d10) bludgeoning damage if the unit has half its hit points or less.

In addition to the units, Camp Hummingbird has its walls and its gates. Until the wall is breached or both its gates are destroyed, the creatures within Camp Hummingbird are safe from the Drakescale army's militia elements. In addition, all creatures within its walls are considered to have half-cover against the Drakescale's archer's attacks.

GATE (2)

Huge object

Armor Class: 17

Hit Points: 100 (damage threshold 10)

Damage Resistances: piercing

Damage Immunities: poison, psychic

A gate can be pried open with a successful DC 20 Strength (Athletics) check.

WALLS

Gargantuan object (150 ft. by 150 ft.)

Armor Class: 15

Hit Points: 600 (damage threshold 10)

Damage Vulnerabilities: fire

Damage Resistances: bludgeoning, piercing

Damage Immunities: poison, psychic

If the walls take 300 damage or more, they are breached and no longer offer protection from the Drakescale army's militia elements. A creature can scale the walls with a successful DC 18 Strength (Athletics) check.

INTO THE CURSED FOREST

The Wallingmiotta takes on a very different appearance once the characters enter the territory. Once home to the Aiquan elves, the trees are darker and less lush, the air is cooler, and mist clings to everything. Gray clouds hang overhead during the day, blotting out the sun. While traveling through these woods, the characters will hear whispers in the wind and see shadows out of the corners of their eyes. The region of Ayas Kelren (which translates to the "Lands of Kelren") is warped by the death of the elves, creating one or more of the following effects:

- Undead within Ayas Kelren have advantage on all of their Intelligence, Wisdom, and Charisma saving throws.
- Unless they are following Caustis' Mèyor's path, navigators have disadvantage on their Wisdom (Survival) checks to find their path while traveling through Ayas Kelren. Instead of rolling for a random hex, the group moves 1 hex closer to Imfe Aiqua.
- If a humanoid spends at least 1 hour within Ayas Kelren, that creature must succeed on a DC 13 Wisdom saving throw or descend into madness determined by the Madness of Ayas Kelren table. A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.
- Any creature that dies in Ayas Kelren returns as a zombie in 24 hours.

MADNESS OF AYAS KELREN

If a creature goes mad in Ayas Kelren, roll on the Madness of Ayas Kelren table to determine the nature of the madness, which is a character flaw that lasts until cured. See the *DMG* for more on madness.

MADNESS OF AYAS KELREN

d10 Flaw (lasts until cured)

- | | |
|-----|---|
| 1-6 | "I am overcome with great sadness and do not wish to travel any further." |
| 7 | "I believe that I am the reincarnation of an ancient elven warrior." |
| 8 | "I must go the ruins of Imfe Aiqua, City of the Elven Kings and find the Tomb of Ruehnar Kelren." |
| 9 | "I will stop at nothing to unleash the Great Titans on the land and bring about the doom of our world." |
| 10 | "I must speak with the dead of Ayas Kelren. They harbor secrets." |



TRAVELING THROUGH AYAS KELREN

Referencing the map above it will take the characters four days to cross through Ayas Kelren to Imfe Aiqua at normal pace. The dotted lines on the map represent the path Mèyor took her first trip into Ayas Kelren. If Igodarin or any character that watched Mèyor through Enuxar's *scrying* mirror is with the party, they can recall the path Mèyor took by following certain landmarks.

On the map of Ayas Kelren, each hex measures 5 miles across. Characters moving at a normal pace can travel 2 hexes per day on foot when moving through the forests and 1 hex per day on foot when moving through the swamps. If characters move at a fast pace, they can move 1 additional hex per day. Characters moving at a fast pace take a -5 penalty to their passive Wisdom (Perception) scores, making them more likely to miss clues and walk into ambushes. While in the forest, characters can move at a slow pace, moving only 1 hex per day. Characters moving at a slow pace can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other creatures they encounter. The characters cannot move stealthily through the swamp.

ENCOUNTERS IN AYAS KELREN

The map of Ayas Kelren shows four points of interest between Camp Hummingbird and Imfe Aiqua, the ruined elven city. When the characters reach those points on the map, run each encounter as described below.

If you like, you can run random encounters as well, using the rules from Chapter 5 of the *Hand of the Eight* to do so. However, it's recommended that you use these only if the characters get off track or are taking too long to follow Caustis Mèyor's path. Otherwise, it may become tedious. At night, assume that any encounters that occur are mostly inconsequential and that those taking watch are able to handle them without too much trouble.

ZOMBIE ATTACK

Within the first 10 miles of Ayas Kelren, the characters learn firsthand how strong the presence of undead are within the cursed forest. Twelve **zombies** attack. The zombies are a mix of dead Vaskilish Anorians, Drakescale orcs, and other travelers who entered Ayas Kelren without heeding the warnings.

GARDEN OF CLAWS

When the characters reach this encounter, read:

Surrounding you on all sides is a putrid, stinking mire, with black mud and biting insects. Tall, dead trees push themselves up by their roots, their grim branches reaching out above you like twisted claws. The only sounds of life here come from the cawing of ravens overhead.

If Igodarin is with the party, he explains that he watched Captain Mèyor cross through the swamp without an encounter. He does warn that the mud is thick and the going will be slow.

The characters may circumvent the mire. Doing so will add at least two days to their journey. Furthermore, it may result in them becoming lost in the forest (see Chapter 5. Wallingmiotta for details on becoming lost).

While passing through the muck, choose a random character. Then, read the following:

Just as you're about to pull your leg out of the mud, you find that you're stuck. But it doesn't feel like your leg is stuck in just the mud—instead, it feels as if something is pulling at you. Soon you know why: Looking down, you see a gray, emaciated hand attached to your leg, keeping you in place.

The characters have entered the Garden of Claws. The Garden takes up a 10,000-square-foot block of swamp filled with severed humanoid arms that literally grow out of the mud. When living creatures pass through the Garden, the arms animate and attack, typically once the creatures reach the center of the muck. Treat the Garden of Claws as a complex trap.

GARDEN OF CLAWS

Complex trap (level 1-4, dangerous threat)

Created by the evil and unholy nature of Ayas Kelren, the cursed forest that was once home to the elves of Imfe Aiqua, the Garden of Claws is a 100 ft. x 100 ft. tract of swamp that generates zombie-like arms. The arms literally grow out of the mud of the swamp.

Trigger. This trap activates once a creature enters the center of the garden.

Initiative. The trap acts on initiative count 10.

Active Elements. The Garden of Claws' has hundreds of arms within its area of influence.

Claws (Initiative 10). The claws attack each creature within the Garden's area, with a +3 to the attack roll and dealing 3 (1d4 + 1) bludgeoning or slashing damage on a hit (garden's choice). In addition, a creature hit by the claw is grappled (escape DC 11).

Dynamic Elements. More claws appear the longer the trap remains active.

Generate Claws. Each round at the end of initiative count 10, more claws appear. When this happens, the claws get one additional attack per creature up to a maximum of 4 attacks per creature. In addition, the escape DC to break free of the claws increases by 1 each round (to a maximum of DC 15).

Constant Elements. The swamp is difficult to travel through. Not only that, but the claws try to drag creatures into the bog each round.

Difficult Terrain. The Garden's entire area counts as exceptionally difficult terrain, requiring 3 feet of movement for every 1 foot moved.

Claws. Any creature that ends its turn grappled by the claws must succeed on a Strength saving throw against the arm's escape DC. On a failed saving throw, the creature is restrained and pulled underwater. It then begins to suffocate.

Countermeasures. In addition to breaking the grapple as normal, characters can hack away at the arms themselves.

Claws. A creature can attack the claws in its area. Each area of claws has AC 15 and hit points equal to 4 times the number of attacks it has (maximum of 16 hp). Destroying the claws in an area prevents the character from being attacked in that square until the end of the next initiative count 10.

CAUSTIS

When the characters are two-thirds of the way to Imfe Aiqua, still following Caustis Mèyor's dream path, read the following:

Some hundred feet ahead of you, you see another creature shuffling through the forest. While you've spotted numerous undead as you've pushed your way through the hell that is Ayas Kelren, this one doesn't seem like the others. It wears black leather armor with red accents. In one hand it clings to a greatsword it drags behind itself.

Although it's hard to make out between the trees, it looks like it may be Captain Caustis Mèyor.

Mèyor is alive but exhausted. Have the characters believe that she is a zombie at least until they can get within 30 feet of her. If they go to attack her, she turns and gasps, "I'm alive!"

Relieved to see living creatures, she sits on the ground and puts her hands in her face. She then explains what happened:

"It was Zau Teken'ath. He found me in the forest and told me that Enuxar was dead. Then he attacked me with the help of some... something in the forest. I don't know what it was, but it wasn't human. At least not anymore. He referred to the creature as his lover. It injured me. Badly."

Caustis motions to a hole punched through her armor. A similar hole can be found on her back. However, there doesn't appear to be a wound. At least not anymore.

"I thought I was dead. But then it came to me, like in my dreams: the white impala. It told me, 'Don't be afraid.' I must have blacked out after that, because I had a vision. I saw Zau holding the glaive. Behind him was an army of undead elves. At the front of the army was a great, crimson worm—easily hundreds of feet long. They destroyed everything in their path.

"Next thing I know I was lying on the ground staring at the sky. And the wound was healed."

She sighs and stands. "We have to stop him. We have to stop Zau."

From there, Mèyor can lead the way to Imfe Aiqua. Nothing can convince her to stay behind.

THE WRETCHED

Once the characters pass through the hex marked on the map "The Wretched" they are hunted by the eponymous creature. The Wretched is a **revenant**. In life, its name was Orist Xyrfaren, a soldier and trusted ally of Ruehnar Kelren. Xyrfaren was among the last living elves in Ayas Kelren. He placed Kelren's body in the Tomb of Nihalar and guarded it until he eventually succumbed to the plague. A year later, Orist rose against as The Wretched. The Wretched seeks to



destroy any who would disturb the tomb, including the Chosen Ones. Just a little over a day ago, the Wretched attacked Zau and injured him. Xenia was able to destroy the Wretched, but the battle sidetracked the pair. Once the Wretched rose again in a new form, it detected the presence of a second set of interlopers: Mèyor and the characters.

The Wretched attacks at night, using its darkvision to its advantage. Unafraid of physical damage, it goes directly for Mèyor, first attacking her with its Vengeful Glare from 30 feet away, then moving in to grapple and pummel her.

As the Wretched attacks Mèyor, it declares in Elvish, "First the boar, now the impala. I will destroy you both—Kelren's grave shall not be disturbed!"

The Wretched fights until it is destroyed. In 24 hours, it rejuvenates and begins its hunt for Mèyor and Zau once more. It continues to hunt its quarry until they both leave the forest, one of them reclaims Dusk, or a *wish* spell is cast to force its soul into the afterlife.

THE DEADZONE

The Deadzone extends from Imfe Aiqua for 7 miles in every direction. It is filled with literally thousands of undead that linger in the forest. Read:

The moans of thousands of undead fill the air, a true cacophony of torment. Everywhere you look undead of varying degrees of decomposition shuffle through the trees. Some wear the regalia of Imfe Aiqua, still clinging to the weapons, arms, or tools they used in life. Others were commoners, men, women, and children, who died in the forest. They still wear their elaborate funeral dresses.

As you approach, the mob of undead begins to move towards you.

At this point, the characters are still half a day's journey to Imfe Aiqua. It should seem nearly impossible to push past the undead hordes at a normal pace. They can, however, try to run through the horde before they can cluster.

To do so, all of the characters must move at a fast pace. If they do, it will take them two hours to reach Imfe Aiqua on foot. Remember that they suffer a -5 penalty to passive Wisdom (Perception) checks while traveling at this speed. In addition, each character and NPC must make a series of checks each hour to avoid being mobbed by undead. The checks are Strength (Athletics), Dexterity (Acrobatics), and Constitution, and the DC for each of the checks is 11. Once the checks are made, refer to the Deadzone Run table to determine what happens.

Once every character has made their checks, allow any characters who rolled 3 successes to give out their rerolls. After the rerolls are made, the worst possible result is the situation that the characters are in.

For example, four characters roll their checks. Two of the characters get 2 successes, one character gets 1 success, and one character flubs all three rolls and gets 0 successes. The character who got 0 successes trips and falls and is then surrounded by 6 zombies with another 15 closing in. Caustis Mèyor automatically passes all of her saving throws.

If more than one character tied for successes, choose randomly which character is affected.

DEADZONE RUN

Result	Value
0 successes	The character trips and falls. The character is prone and is at the center of a mob of 6 zombies with an additional 5d6 zombies within 50 feet
1 success	The character is surrounded by 4 zombies with an additional 3d6 zombies within 50 feet.
2 successes	The character passes the undead without stopping.
3 successes	Not only does the character get through the undead, but they can help their allies, too; another character can reroll one of their failed Deadzone Run checks.

Running the Undead Horde. When a character rolls results of 0 or 1 successes, follow these steps to run the battle efficiently.

- Place the character at the center of the combat area which is a 100-foot by 100-foot forested area with plenty of trees, obstacles, and difficult terrain.
- If the character had 0 successes, they are prone and surrounded by 6 **zombies**, and if the character had only 1 success, they are surrounded by 4 **zombies** and not prone.
- Randomly place additional zombies within 50 feet of the character.
- For a character who rolled 0 successes, place 5d6 **zombies** and for a character who rolled only 1 success, place 3d6 **zombies**. These additional zombies cannot be adjacent to any other zombie or the target character.
- The other players place their characters and NPCs within 50 feet of the mobbed character. The characters can place their characters adjacent to zombies or the mobbed character if they choose.
- Run the combat as normal, except at the end of the zombies' turn, 3d6 more **zombies** appear at the edge of the combat area and take their turn on the zombies' next turn.
- In addition, the moaning and appearance of the zombies are quite horrific. At the start of a creature's turn, it must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute. Undead creatures and constructs automatically pass their saving throws. A frightened creature's movement is reduced by half. On its turn, a frightened creature can use its action to repeat its saving throw, ending the frightened effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to this effect for 24 hours.
- On their turn, zombies move towards and attack whichever creature is a) loudest and then b) closest.
- At the start of the zombies' turn, any creature completely surrounded by zombies must succeed on a DC 14 Strength or Dexterity saving throw (target's choice) or fall prone in its space.

It's recommended that you use mob rules for the zombies as rolling that many attacks may slow down combat

ZOMBIE MOB ATTACKS

Target AC	# Zombies	Target AC	# Zombies
8 or less	1	16	3
9	2	17	3
10	2	18	4
11	2	19	4
12	2	20	5
13	2	21	5
14	2	22	10*
15	2	23+	20*

* A character completely surrounded by zombies automatically takes one hit each round regardless of its AC (the zombies tear away armor).

considerably. For your convenience, a quick reference chart is included. To further simplify the combat, assume the zombies deal average damage on each attack (4 bludgeoning damage). To retreat from the combat, all characters must escape the battle area.

Zombie Tactics. If you want to run a particularly nasty encounter, consider these tactics. Each time a zombie comes near a creature with a movement speed, the zombie first tries to grapple the creature. Then, if the creature is still standing, it attempts to shove the creature prone. After the creature is grappled and prone, only then does the zombie attack. As more zombies approach, they use the same tactics: grapple, shove (if the creature isn't already prone), and attack.

A creature grappled by a zombie can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the monster's stat block. In this case, the zombie's escape DC is 11. This means that a character can only escape one grapple at a time. So if a character is grappled by eight zombies and it's prone, it's going to be exceptionally difficult for them to escape.

OPTIONAL RULE: HOW TO AVOID EXPERIENCE FARMING

The Deadzone encounters should be seen as a hazard, not a way to earn extra experience. Award the characters 1,000 experience points for crossing the Dead Zone, regardless of how many zombies they fight.



CHAPTER 4. IMFE AIQUA

After their run-in with the Wretched, Zau and Xenia rested within the ruins of the city. In a vision, his own path following the white boar was interrupted by the presence of the white impala who was always right behind him. When he woke, he knew what it meant: Caustis Mèyor was still alive and had to be stopped. Before pushing on to the Tomb of Nihalar, he asked Xenia to stop Mèyor and the characters before they could find the Tomb. His lover agreed.

IMFE AIQUA

The lost city of the Aiquan elves, Imfe Aiqua, lies in ruin, crawling with undead. Once the characters arrive at Imfe Aiqua, read the following:

Finally, the forest peels back to reveal the neglected stone towers, crumbling walls, and unhallowed streets of Imfe Aiqua, the lost city of the elves. What probably once held ten thousand or more living creatures is now home only to the dead. And while the creepers and flora of the Wallingmiotta have tried to consume Imfe Aiqua over the last two centuries, the city persists. Flanking either side of the old gate which once welcomed travelers of all races are two 50-foot high stone impalas facing each other.

It's quiet. The only sounds within the old city are the shuffling steps of the mindless dead that patronize its streets and the cawing of crows above.

The Tomb of Nihalar is at the center of the city. So long as Caustis Mèyor is with the party, she can show the characters

where it is located, since, at this point, she can actually feel the presence of the ten kings.

As the characters move through the city, they will certainly see the hundreds of festering undead doddering through the detritus. You're free to run any encounters that you like, but at this point—especially if the characters were stopped by an undead mob—your players will likely want to reach the conclusion of the adventure.

Still, instead of the typical random encounters, use the Imfe Aiqua Flavor table in the Appendix to add a sense of wonder and horror to their travel through the ruined city. You're free to add as many as you like, but 2-3 should be enough.

XENIA

Once they are within sight of the Tomb, read the following:

"There," Mèyor says, pointing to a tall, overgrown hill roughly 1,000 feet from you. Upon it stands a black pyramid. "That is the Tomb of Nihalar. That is the place where my visions have led me. It's where the bodies of the elven kings rest. It's where I will find the Glaive of the Revenant King, Dusk. And it's where we will find Zau."

Before you can begin the march to the endpoint, an eight-foot-tall figure dressed in all red steps out from behind the ruins 100-feet ahead of you. The only non-red element is its perfectly white mask that stares back at you through its dark eye holes.

"I thought I killed you?" the incredibly tall person asks, its voice mechanical—almost like a choir of metallic voices

speaking as one.

"That's the one," Caustis says to you, drawing her sword.
"That's the thing that tried to kill me in the forest."

"Zau called it Xenia. They're connected somehow. Be careful—the thing is dangerous."

Xenia cackles. When she does, her crimson robes undulate, as if there were thousands of small creatures trapped within its folds.

"Little deer. When I kill you this time, you will certainly stay dead."

Xenia attacks!

Xenia is a **horror soul** (see the Appendix). She has one goal: destroy Caustis Mèyor. How the rest of the adventure plays out—and potentially the broader campaign—depends heavily on the outcome of this battle.

Xenia aims to grab Mèyor and climb out of reach of the rest of the party. Only once Xenia has killed Mèyor once and for all will she turn her attention to the party. Xenia does not feel death and will fight until she is destroyed.

Note that Xenia is an extremely tough combatant—she's CR 9 versus a level of 3rd or 4th level characters—but she is fundamentally a brute. By keeping their distance and coordinating their strategy, the characters should be able to defeat her.

Once Xenia is destroyed, she dissolves into a pool of black ichor cackling maniacally as she fades.

THE TOMB OF NIHALAR

Once the characters reach the hill with the tomb, read or paraphrase the following:

Directly ahead of you, past a narrow creek, the black pyramid looms—the Tomb of Nihalar. You can see that the large, iron door protecting the front of the temple has been opened, likely by Zau. To your right, you see an old campsite, tucked into a clearing in the forest. Oddly, the tents appear to be in relatively new condition. Smoke rises from a small fire at its center.

GENERAL FEATURES

Unless stated otherwise, the interior of the Tomb of Nihalar has the following features.

Ceilings. The ceilings within the tomb of 12-feet high and made from limestone braced with granite crossbeams.

Doors. Most of the doors in the tomb are made from sturdy, 1-inch thick iron hung on hinges built directly into the stone of the walls. Despite centuries of neglect, the doors have remained in good condition. The doors which were closed to prevent any who was not deemed "worthy" were locked, but have since been propped open by Zau. The other doors in the tomb are open to invite the "unworthy" into the

traps of the tomb. Wise characters will quickly learn to avoid rooms where the doors are still open. If any of the tomb's magically sealed doors are shut, a "chosen one", such as Caustis Mèyor, Zau, or a character that is part of the You Are a Hero story option, can open the door without any trouble.

Enchantments. The entire tomb is protected by ancient, elaborate magical spells. Attempts at breaking through the walls and doors always fail. The magic prevents spells like passwall, stone shape, earthquake, disintegrate, and even a destructive wish spell. In addition, the protective spells also prevent magical entry by such means as teleport, dimension door, or wish spells. In addition, divination spells and effects fail to see within the tomb.

Floors. The floors are made from granite tiles.

Light. There are no lights within the tomb. The read-aloud descriptions assume that the characters have darkvision or their own source of light such as a torch or lantern.

Monsters. All of the monsters within the Tomb will not attack any character or NPC deemed "the chosen one", such as Caustis Mèyor, Zau, or a character that is part of the You Are a Hero story option, even if the character attacks them. In addition, "chosen ones" have advantage on attack rolls, ability checks, and saving throws against these creatures as they will not defend themselves.

Pit Trap. All throughout the main level of the Tomb, pit traps have been hidden to thwart the overambitious. They are marked on the map with red boxes with X's through them. Each pit is 5 feet by 5 feet wide. The top of the pits are masked by a powerful illusion, concealing its true nature.

If Zau passed through the room, a successful DC 15 Wisdom (Perception) check discerns Zau's path around the pit. Otherwise, there is no way to notice the pit without falling in or making a successful DC 18 Intelligence (Investigation) check on the spot where the pit is located. Also, a character or NPC deemed worthy by the temple, such as Caustis Mèyor or a character that is part of the You Are the Hero option, can see past the illusions without any difficulty.

When a creature steps through the illusion, it falls 10 feet down into the pit. A creature that falls into the pit takes 1d6 damage from the plus 11 (2d10) piercing damage from the spikes at the bottom.

Walls. The walls of the tomb are made of massive limestone blocks.

KEYED ENCOUNTERS

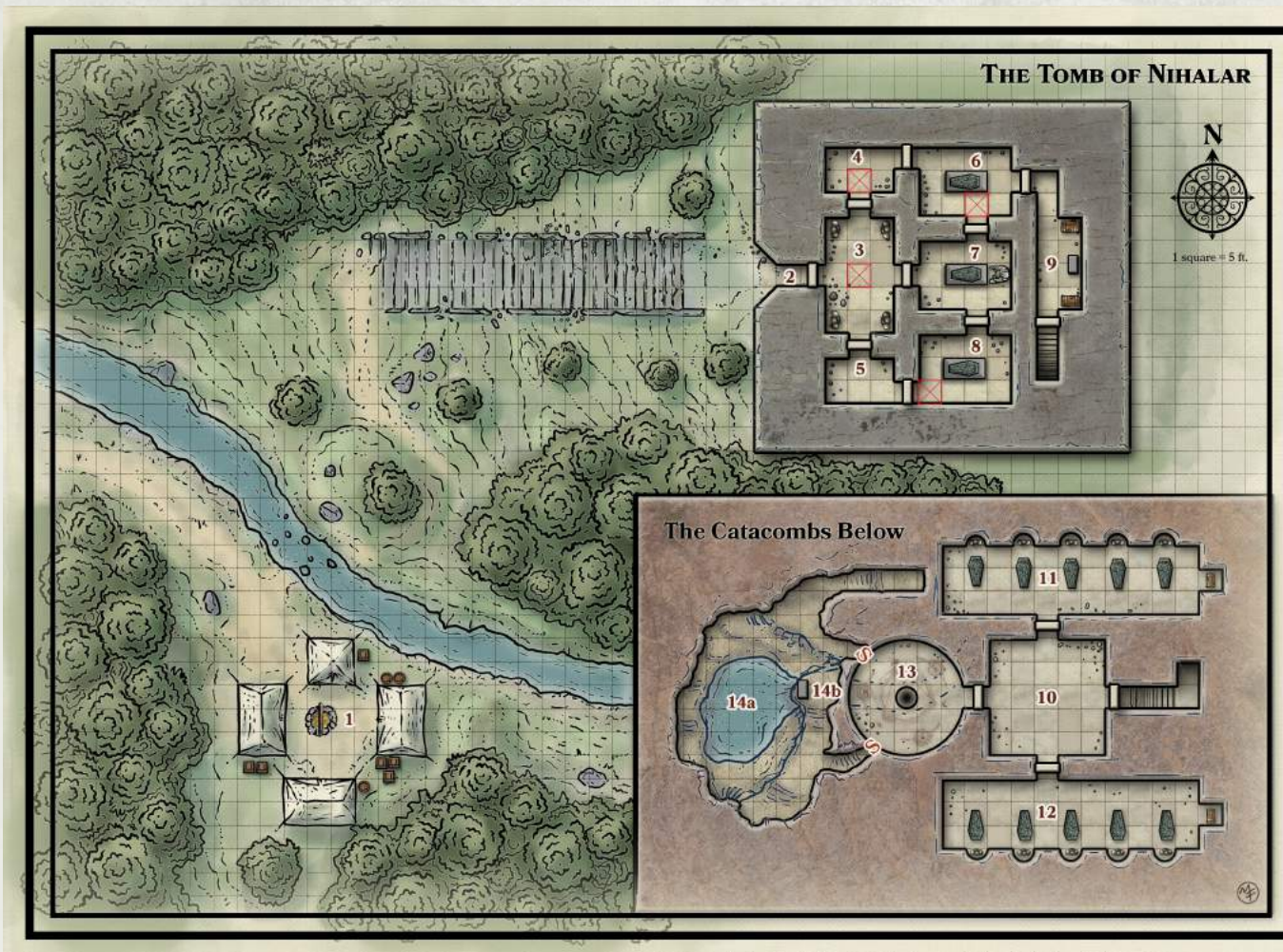
The locations below are keyed to the map of the Tomb of Nihalar on page 31.

1 - ARUXIUS' CAMP

As the characters approach the campsite to the southwest of the Tomb, read or paraphrase the following:

Gentle conversation, the crackle of fire, and laughter. A sight for sore eyes in this gods-forsaken forest and city, you see three unusual creatures huddled around a cozy fire.

The first man is easily 8-feet tall, with massive hands and feet, noticeable even as he sits on a log by the fire. His skin has a gray hue to it, a bit like ash, and his hair is short and blonde. His eyes are golden, like a cat. Still, despite his strange



Cartography by [Miska's Maps](#)

appearance, he smiles warmly when he sees you.

Across from the giant man is a bearded gnome smoking a corncob pipe. He squits at you through one, large green eye.

Finally, a squirrel wearing northern Omerian livery sits on the log next to the giant man. It wears thick spectacles with gold frames.

"Well," says the tall man, "Here they are."

The tall man is the illusionist Aruxius, a friendly **rakshasa** in humanoid form. Even if the characters are not looking for him (as they would be in the *Hand of the Eight* storyline) he is here to greet all those who seek the Glaive of the Revenant King. His companions are Wilgrim, a **couatl** who is also in disguise, and finally, Jelbi, a **fey squirrel** (see the Appendix).

"Please, join us," the tall man insists, motioning to the empty logs. "My friends and I were sitting down for a meal and discussing the nature of all things."

If there is a Dinzer in the party with an Intelligence score

of 12 or higher, they will likely recognize Aruxius, who is something of a legend in Odonburg. Otherwise, the three introduce themselves.

Regardless on which adventure path the characters are on, Aruxius acts as a mysterious figure to help point the party in the direction of their destiny.

THE GLAIVE OF THE REVENANT KING

If the characters are participating in only the *Glaive of the Revenant King* storyline, the scene plays out as follows.

"I would like to tell you all a story," the giant says, clapping his huge, gray hands together. He pulls a small, golden flute from the chest pocket of his robe then plays a short, charming melody on it.

"Before man. Before the elves. Before even the sky beings, there were the titans. In all, there were five such creatures."

Aruxius interposes with another melody. The gnome, Wilgrim, leans back with his hands over his stomach. Meanwhile, the talking squirrel, Jelbi cleans his spectacles with the end of his shirt.

"They were," he continues, "Calanshop the Wise, Dhucabra

the Illuminator, Grihoo the Traveler, Uduzmoth the Obese, and Kongradol the Conquerer." This time, he extends the melody for close to a minute. Perhaps it's your eyes playing tricks on you, but it seems like the fire is dancing to his flute playing.

"Of course," Aruxius says with a sigh, tucking the flute back into his pocket. "They've been asleep for thousands of years. But they are starting to rise. Already, I sense one stirring from its slumber to the south.

"To many, they are seen as monsters. After all, some monsters have claws and teeth and attack you in the dark and fill the air with their howls. While other monsters are small and invisible, but just as deadly, capable of wiping out entire cultures. And then there are those monsters who are more than just creatures. They are concepts and ideas that infect and spread. Those monsters use weapons of passion, fear, paranoia, and hatred. Those are the most dangerous monsters as you never notice them until it's too late. And the greater those monsters become, the more difficult they are to destroy.

"When a monster like that appears in the world, only the combined might of the five titans can destroy it. This is why they wake now."

He stands. Suddenly, the sky grows dim, like an eclipse.

For a moment, you see the world as it truly is: Aruxius is no longer a man, but a great, muscular creature with the features of a tiger, except its fur writhes around it like snakes. The gnome Wilgrim is replaced by a winged serpent wearing an ornate gold headdress. The talking squirrel Jelbi glows, its inner light illuminating the darkness around it.

The tiger-creature-that-was-once-Aruxius opens its maw. Red light seeps out like smoke. Without moving its mouth, the creature speaks a phrase in a language you don't understand. You watch the fire erupt into the sky above you. In the sky, you see images of a boar and impala circling each other. They are soon replaced by a dark forest—the forest's trees erupt as a worm, hundreds of feet long, emerges from the earth. The oceans run red with blood. The cities of Omeria lie in ruin. The only memories of man are bleached white skulls in the sand. There is only darkness and ash.

The tiger creature says something again, this time in a language you can understand, "Recover the Glaive of the Revenant King from within the Tomb of Nihalar."

The creature points to the pyramid on the hill.

"Then, go to Kongradol's Rest at the opposite corner of this forest. There, you will understand the glaive's true purpose."

The characters then wake, almost as if they had experienced a mutually-shared dream. It's as if no time had passed. However, the tents and campfire are gone. Only the stream and the pyramid remain.

Strangely, the characters are fully recovered, as if they had completed a long rest.

THE HAND OF THE EIGHT

If the characters are participating in the *Hand of the Eight* storyline and have the book, *Prime*, the scene plays out the same as it does at the end of *Chapter 5. The Wallingmiotta*.

"Ah!" the giant says, taking the book in his huge, gray hands. He pulls a pair of gold-rimmed glasses from the chest pocket of his robe and sets them on his nose at a loose angle so he has to tilt his head to look through them. "I remember this old book." Aruxius opens the book and thumbs through it.

Wil stands and stretches, then walks over. "Is it still as boring as I remember it?" the gnome asks reading over Aruxius' shoulder.

"Boring to some, maybe," sighs Aruxius. "But to most, a valuable clue."

After a moment he stops looking through the book and shuts it. With the tip of his finger, he traces the edge of its cover, smiling nostalgically.

"Two-hundred years ago, this book was given to me as a gift from an old friend. Of course, when it was written, no one knew what it would mean for the world. They just knew it would lead to great danger.

"You see—this is more than just a book, my friends. This is the chill you feel at the back of your neck when something doesn't feel right. This book is the flutter you feel in your chest when you think someone is lying to you. This book is a terrifying doorway into a new world. One that I'm not sure mankind is ready for.

"The world is full of many monsters, friends. Some monsters have claws and teeth and attack you in the dark and fill the air with their howls. Others are small and invisible, but just as deadly, capable of wiping out entire cultures. And then there are those monsters who are more than just creatures. They are concepts and ideas that infect and spread. Those monsters use weapons of passion, fear, paranoia, and hatred. Those are the most dangerous monsters as you never notice them until it's too late. And the greater those monsters become, the more difficult they are to destroy.

"One of those monsters was spawned from this book." Aruxius removes his glasses and places them back into his pocket. He stands. Suddenly, the sky grows dim, like an eclipse.

If the characters were in Qola when the Black Bird attacked, the scene is similar.

For a moment, you see the world as it truly is: Aruxius is no longer a man, but a great, muscular creature with the features of a tiger, except its fur writhes around it like snakes. The gnome Wilgrim is replaced by a winged serpent wearing an ornate gold headdress. The talking squirrel Jelbi glows, its light illuminating the darkness around it.

The tiger-creature-that-was-once-Aruxius opens its maw. Red light seeps out like smoke. Without moving its mouth, the creature speaks a phrase in a language you don't understand.

You watch as the cover of the book in his hand starts to melt. The unreadable words dissolve, then drip onto the ground. For a moment, the phantom ink sizzles before it eventually evaporates. Once the cover of the book completely melts away all that is left is an old bundle of papers held together by two pieces of undecorated plywood and a leather cord. The earth begins to shake violently. Air rushes through the trees all around, causing the fire to dance wildly. The tents tear at their stakes.

The tiger creature says something again, this time in a language you can understand, "Seek the Tower of Burshai on the tallest peak of the Basilisk's Spine. There, all will be revealed."

The characters then wake, almost as if they had experienced a mutually-shared dream. It's as if no time had passed. However, the tents and campfire are gone. Only the stream and the pyramid remain.

Strangely, the characters are fully recovered, as if they had completed a long rest.

2 - TEMPLE'S ENTRANCE

The iron door that blocked entrance into the pyramid is wide open. A large hunk of rock has been placed at the foot of the door in order to prop it open.

Because of Zau's connection to the glaive, he was able to open the door, which would not normally open for a creature that was not "chosen." He left the door open for Xenia to join him after handling Caustis Mèyor.

3 - ENTRY HALL

This chamber is 25 feet wide north-to-south and 15 feet across. There are four doors in the room, each at the center of one of the four walls. The western door is already open and propped open with a large stone—you can see the world outside. The eastern door is also open, again propped open with a large stone.

Again, Zau's connection allowed him to see the direct path he needed to travel through the tomb. He also managed to circumvent the pit trap at the center of this hall.

Encounter. Four **tomb guardians** (see the Appendix) guard this area. They attack any creature that is not deemed "worthy" and will fight until destroyed.

4 - CHAMBER OF A MILLION SCREAMS

This chamber is 15-feet long by 10-feet wide. There are two doors: one to the south and one to the east. It appears that there is nothing in this room other than dust and stones shed by the ancient walls.

Trap. The moment one or more creatures steps into this room, both of the doors seal. Then, the walls begin to grow the faces of hundreds of elves on them, almost as if they were pressing against the fabric of reality. The faces start to howl in horror.

Each living creature in the sealed room must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points and is deafened. On a success, a creature takes 3 (1d6) psychic damage and is deafened. Every time a creature ends its turns in the room, it must repeat this saving throw. Then, at the end of initiative count 10, the screams increase in intensity; the saving throw DC increases by 1 (to a maximum of DC 18) and the psychic damage taken increases by 1d6 (to a maximum of 6d6).

The screaming continues until the creatures within open the door, the trap is disabled, or all living creatures inside are dead. A protection from evil and good spell grants immunity to the screaming effect and a dispel evil and good permanently removes the trap.

Creatures who die within this chamber rise as specters in 1d4 days.

The doors are held shut by magic. Casting dispel magic against a 5th-level spell on the doors temporarily unseals them for 1 minute. The doors can also be pried open with a successful DC 20 Strength (Athletics) check. A creature that opens the door in this way must continue to hold it on each subsequent turn or risk the door slamming shut.

5 - CHAMBER OF TEARS

This chamber is 15-feet long by 10-feet wide. There are two doors: one to the north and one to the east. It appears that there is nothing in this room other than dust.

Trap. The moment one or more creatures steps into this room, both of the doors seal. Then, the walls begin to grow the faces of hundreds of elves on them, almost as if they were pressing against the fabric of reality. The faces start to weep uncontrollably.

Each round on initiative count 10 (losing initiative ties), the tears raise one foot and do so each round until the entire room is underwater (the ceilings are 12 feet high). The water is completely pitch black, so any creature underwater is effectively blinded. To make matters worse, once the water rises 4 feet, on initiative count 20, 1d4 **skeletons** appear in the water and do so each round until the doors are opened, the trap is dispelled, or all living creatures within are dead.

The crying continues until the creatures within open the door, the trap is disabled, or all living creatures inside are dead. A dispel evil and good permanently removes the trap.

Creatures who die within this chamber rise as specters in 1d4 days.

The doors are held shut by magic. Casting dispel magic against a 5th-level spell on the doors temporarily unseals them for 1 minute. The doors can also be pried open with a successful DC 20 Strength (Athletics) check. A creature that opens the door in this way must continue to hold it on each subsequent turn or risk the door slamming shut.

Once the doors open, the water and skeletons immediately vanish as if they were never there to begin with.

6 - TOMB OF THE SAGE YINQEN NIHALAR

This room is roughly 20-feet long east-to-west and 15-feet long north-to-south. There are four exits, each in one of the four walls. The doors to the south and east have both been propped open with large chunks of rock. A massive, stone sarcophagus carved to look like a wizened elf dominates the center of the room.

Zau entered the room through the south then went east, propping both doors open for Xenia to follow.

The lid of the sarcophagus can be removed by one or more creatures with a combined Strength of 30 or more. Once removed, read the following:

The withered remains an ancient elf lies inside the sarcophagus. In its bony hands, it clutches a golden and silver glaive, easily as long as its body. Across the blade are elven runes.

Despite its appearance, the Elvish runes cannot be read; they are protected by an *illusory script* spell. Only a chosen one can see through the illusion. It reads:

Only an insect would steal the Glaive of the Great Aiquan Sage Vinqen Nihalar.

Trap. A humanoid who touches the glaive must make a DC 18 Constitution saving throw. On a failed saving throw, their hand begins to crumble into pieces. Each bit that falls away becomes a writhing, crawling insect. Soon, their entire hand turns into insects, forming into a **swarm of insects** on the ground by their feet. A humanoid missing a hand can no longer hold objects in two hands and can only hold a single object at a time.

At the start of the target's next turn, it must repeat the saving throw.

On a success, the effect ends, however, they are still missing their hand. Only a greater restoration spell or similar magic restores the lost appendage.

On a failed save, the creature completely dissolves into six **swarms of insects**. Only a *true resurrection* or *wish* spell can bring the insectified creature back to life.

The glaive itself cannot be moved. Its enchantment functions the same way an *immovable rod* does.

7 - THE TOMB OF LARONGAR ROYARUS, LAST GOVERNOR OF IMFE AIQUA

This room is roughly 20-feet long east-to-west and 15-feet long north-to-south. There are four exits, each in one of the four walls. The doors to the west and north have both been propped open with large chunks of rock. A massive, stone sarcophagus carved to look like an elven knight consumes the center of the room.

Zau went through this room and to the north, propping open doors as he went.

The lid of the sarcophagus can be removed by one or more creatures with a combined Strength of 30 or more. Once removed, read the following:

The withered remains an ancient elf lies inside the sarcophagus. In its bony hands, it clutches a golden and silver glaive, easily as long as its body. Across the blade are elven runes.

Despite its appearance, the Elvish runes cannot be read; they are protected by an *illusory script* spell. Only a chosen one can see through the illusion. It reads:

Join me in damnation.

Trap. A creature who touches the glaive must make a DC 18 Charisma saving throw. On a failed saving throw, they are teleported into a pocket dimension. All around them is darkness with seemingly no end in sight. But they are not alone: a **mummy** is with them. The mummy bears the likeness of Larongar Royarus. The mummy is never more than 30 feet away, even if the creature attempts to Dash away. It wields a 7-foot long glaive. On a hit, it deals 8 (1d10 + 3) slashing damage plus 10 (3d6) necrotic damage and the target creature must save against the mummy's rotting fist effect. If the mummy is destroyed, it returns in 1d6 rounds and continues its pursuit. The mummy's glaive fades to ash if taken from it.

On its turn, the trapped creature can use its action to make another DC 18 Charisma saving throw. On a success, the creature is transported back to where it was before it was teleported to the pocket dimension. Each time a creature fails its Charisma check to return to its reality, the mummy gains a cumulative +1 bonus to its attack and damage rolls and its speed increases by 5 feet.

If a second creature touches the glaive in the sarcophagus, they do not teleport to the same pocket dimension, but a different-yet-identical pocket dimension. They must face their own mummy and make their own saving throws.

The glaive in the sarcophagus itself cannot be moved. Its enchantment functions the same way an *immovable rod* does.

8 - THE TOMB OF EDEA GILWARIN, THE VOICE OF IMFE AIQUA

This room is roughly 20-feet long east-to-west and 15-feet long north-to-south. There are two exits, one in the north wall and one in the west wall. A massive, stone sarcophagus carved to look like a beautiful elven maiden is the focal point of this chamber.

The lid of the sarcophagus can be removed by one or more creatures with a combined Strength of 30 or more. Once removed, read the following:

The withered remains an ancient elf lies inside the sarcophagus. In its bony hands, it clutches a golden and silver glaive, easily as long as its body. Across the blade are elven runes.

Despite its appearance, the Elvish runes cannot be read; they are protected by an *illusory script* spell. Only a chosen one can see through the illusion. It reads:

Those who would violate my corpse will kindly show me their death.

Trap. A creature who touches the glaive must make a DC 18 Wisdom saving throw.

On a successful saving throw, a creature takes 10 (3d6) psychic damage.

On a failed saving throw, a creature becomes charmed by the corpse of Edea Gilwarin. While charmed, the creature becomes consumed with the desire to harm itself. Each round, the creature must use its action to make an attack

against itself, choosing the method most capable of dealing the damage to itself. All attacks that it makes against itself automatically hit it and always scores a critical hit. If another creature grapples or restrains the creature, the charmed creature must roll to attack itself (against its own AC), and it does not automatically score a critical hit against itself.

Each time the charmed creature takes damage, it can repeat its saving throw, ending the effect on itself with a success. Otherwise, the charmed effect remains until the creature dies or a remove curse spell or similar magic is cast upon it.

The glaive in the sarcophagus itself cannot be moved. Its enchantment functions the same way an immovable rod does.

9 - PATH OF THE CHOSEN ONE

This corridor runs 30 feet north-to-south. It is 10 feet wide at its widest point. There are two exits: one to the north and one to the south. Both exits have been propped open with a large chunk of rock.

Against the east wall, there is an 8-foot tall stone tablet with elven runes written upon it. To the left and to the right of the stone table are two 3-foot wide and 2-foot tall wooden chests. The chests do not appear to have any locks on them.

Zau passed through the room and avoided the chests.

Despite its appearance, the Elvish runes on the tablet can not be read; they are protected by an *illusory script* spell. Only a chosen one can see through the illusion. It reads:

It is a difficult decision to take on the path of the king, one that cannot be taken lightly. You must make an important choice, chosen one.



To your right, you will find endless wealth.
But it comes with its own challenges as you will never know true peace.
And to your left, you will find endless peace.
But it comes with its own challenges as you will never know true wealth.
Choose wisely, chosen one.

The tablet is a red herring. When it refers to "the left", it is referring to the northernmost door and the exit of the tomb. If a "chosen one" reads the inscription on the tablet then exits the Tomb, they surrender their status as the chosen one and will never experience the visions again. When it refers to "the right", it refers to the southernmost door and the stairs down to the Tomb of Ten Kings, the Pool of Nihalar and the Glaive of the Revenant King.

Traps. Both chests are trapped. A creature that opens a chest sees only impenetrable darkness within. A creature who stares into the darkness must succeed on a DC 18 Wisdom saving throw. On a failed saving throw, they are charmed by the chest. A charmed creature wishes to reach its full body into the chest. The chest acts as a *sphere of annihilation*; any creature that reaches into it is instantly obliterated. It destroys all items placed within it, as well, with the exception of artifacts which are instead teleported to a random location in the Empty.

If the chest is closed or the creature exits the room, the charmed effect ends for the creature. A character who examines the inside of the chest and succeeds on a DC 18 Intelligence (Arcana) check recognizes the trap for what it is. From the outside, the chests appear normal, however, a *detect magic* spell or similar effect recognizes the presence of strong transmutation magic.

10 - HALL OF KINGS

After the characters descend the stairs from Area 9, read the following:

The door at the bottom of the stairs has been propped open with another chunk of stone. Beyond the door is a huge 25-foot wide square chamber with 20-foot high ceilings. The walls are carved to look the statues of elves who stand upon each others' shoulders to hold the ceiling aloft. Including the door you came through, there are four exits from this chamber. The doors to the north and south are both sealed. Each door is 12-foot high and built into a stone arch. The door directly across from the stairs on which you descended is open, another chunk of stone keeping it in place.

At the center of the room stands ten semi-transparent figures that glow with dull, black energy. Their backs are to you as they stare into the passage ahead. One of the apparitions stands in front of the others. The apparition wears an incorporeal cloak made of boar's hide. Upon its ghostly head is a crown with the horns of an impala.

The ten **ghosts** are the spirits of the Aiquan Kings. The ghost with the horned crown is Kelren the Blade. All of the kings are staring into the next room, Area 13. They watch silently as Zau speaks his prayers to the Gods of the Other, Gylledhia and Sylmare, from the King's Blood Well.

The ghosts watch in complete silence. They will not attack unless they are attacked first. If a ghost is destroyed with its body still intact, it rejuvenates in its respective sarcophagus in 1 hour.

11 - THE TOMB OF THE FIRST KINGS

This chamber is 55-feet wide east-to-west and 15-feet deep north-to-south. Spaced 5-feet apart are 5-stone sarcophagi. Each sarcophagus' lid is carved to represent an elven king.

In the northern wall are five identical alcoves, each with a withered elven knight standing in place. A sixth alcove in the western wall holds a shelf with five tiers. Each tier holds a single golden crown, each one different than the next. It seems that the only exit is the one in which you came.

The lid of a sarcophagus can be removed by one or more creatures with a combined Strength of 30 or more. The sarcophagi only hold the remains of its respective dead king.

To completely destroy the ghosts in Area 10, its respective corpse must be burned or consecrated with holy water.

Encounter. The five knights are tomb guardians. They attack without hesitation.

Treasure. The five crowns are the crowns of the first kings. Each is a cursed magic item that requires attunement. See the "Cursed Crowns" sidebar for details. Each crown has a different property as detailed on the Crowns of the Elven Kings table below.

CURSED CROWNS

All ten crowns are cursed. First, any creature that becomes attuned to the crown ages 60 times faster than normal, aging 5 years per month and 60 years in a year. It's likely that the aging is too subtle to notice until at least a couple months have passed. Second, once per day at dusk, roll a d20. On a result of 20, an apparition of the king whose crown was stolen appears. The apparition has the same stats and functions the same way as the **avatar of death** from the *deck of illusions*. If the wearer is slain its soul becomes trapped within the crown. Until the crown is destroyed, the soul remains within and the wearer cannot be revived.

A wearer cannot become unattuned to the crown unless the curse is removed first, either by a *remove curse* spell or placing the crown back in its original place. The aging effect can be reversed via a *greater restoration* spell if the creature returns the crown to its original location. Otherwise, no magic can reverse the effect, not even a *wish* spell.

THE TEN CROWNS OF THE AIQUAN KINGS

Position	Name	Reign	Crown's Effect
1st	Owezen Aiqua the Dawn	-6244 AT to -5243 AT	The wearer can cast the <i>sunbeam</i> spell. Once this feature is used again until the dawn's light shines upon the crown.
2nd	Hycis Quifina of Olyothy	-5243 AT to -4543 AT	The crown functions as a <i>headband of intellect</i> .
3rd	Abarat Keysatra the Six-Eyed Warrior	-4543 AT to -3844 AT	The wearer gains blindsight out to 10 feet.
4th	Alok Erlana of the Northern Road	-3844 AT to -3678 AT	The wearer does not suffer disadvantage when making a ranged weapon attack at long range.
5th	Galfink	-3678 AT to -2161 AT	When the wearer hits a creature with a weapon attack, the creature takes an extra 1d8 damage. The wearer can only use this effect once per turn.
6th	Ailas Lianelis Who Danced	-2161 AT to -1523 AT	The wearer gains advantage on all Charisma ability checks and saving throws.
7th	Volodar Loracyne the First Born	-1523 AT to -1485 AT	The wearer gains a +2 bonus to their attack and damage rolls.
8th	Vanderar Loracyne the Second Born	-1485 AT to -980 AT	As a bonus action, the wearer can target one creature that they can see within 30 feet. Until the end of the wearer's turn, the wearer gains advantage on its first attack roll against the target. Once this property is used three times, it can't be used again until the next dawn.
9th	Arel Orimoira	-980 AT to -120 AT	Once per turn, when the wearer hits an aberration, fey, fiend, or undead with a melee weapon attack, the fiend takes an additional 1d4 radiant damage from the attack.
10th	Ruehnar Kelren the Blade	-120 AT to 750 AT	The wearer can cast the <i>phantasmal force</i> spell at will. The phantasmal force takes on the appearance of a boar or an impala.

12 - THE TOMB OF THE LAST KINGS

This chamber is 55-feet wide east-to-west and 15-feet deep north-to-south. Spaced 5-feet apart are 5-stone sarcophagi. Each sarcophagus' lid is carved to represent an elven king. In the southern wall are five identical alcoves, each with a withered elven knight standing in place. A sixth alcove in the western wall holds a shelf with five tiers. Each tier holds a single, unique golden crown. It seems that the only exit is the one in which you came.

The lid of a sarcophagus can be removed by one or more creatures with a combined Strength of 30 or more. The sarcophagi only hold the remains of its respective dead king. To completely destroy the ghosts in Area 10, its respective corpse must be burned or consecrated with holy water.

Encounter. The five knights are **tomb guardians**. They attack without hesitation.

Treasure. The five crowns are the crowns of the last kings. Each is a cursed magic item that requires attunement. Each crown has a different property as detailed on the Crowns of the Elven Kings table below.

13 - KING'S BLOOD WELL

When the characters first enter the room, read or paraphrase the following:

This circular chamber is 25 feet in diameter with 10-foot high ceilings. The austere walls are made of hewn stone and the floor is unpaved. At the center of the room is an old, brick well. Kneeling before the well is the Anorian elf, Zau. His arms are raised above his head; both of his wrists have been slashed, the blood dripping into the well before him.

Although he was chanting when you entered the room, he stops.

Suddenly, the room starts to shake. Two 5-foot wide sections of the western wall spaced 15 feet apart descend into the floor revealing hidden passages behind. Soft light pours from beyond, shimmering as if it was being created by an unseen source of rippling water.

Zau sighs, "It is done."

The young Anorian stands and turns to you.

"My destiny lies before me in the room beyond. I was chosen, you see. Chosen to be the next king of Imfe Aiqua. Would you prevent me from achieving my destiny?"

Zau then turns to casually walk towards the Pool of Nihalar (Area 14). If the characters try to stop him, he does all that he can to avoid fighting so he can reach the pool and claim Dusk. Zau is an Anorian elf **warlock** (see the Appendix).



Make the following changes to his stat block:

- Zau's Dexterity score is 16 (+3). This increases his AC plus his attack bonus and damage by +1.
- Zau's Charisma score is 18. His Charisma saving throw bonus is +7, his Deception bonus is +7, and his spell save DC is 15 with +7 to hit with spell attacks.

If Zau is reduced to 0 hit points, he collapses. With tears in his eyes, he laughs, "I don't understand. Why is my life so cruel as to bring me so close to greatness only to take it from me?" He then dies.

The well is 100-feet deep with 20-feet of water at its bottom. There is nothing else of value within.

14A - THE TABLET OF NIHALAR

When the characters first enter this room from the King's Blood Well, read or paraphrase the following.

This naturally occurring cavern is roughly 45-feet wide north-to-south and 30-feet wide east to west. A pool of crystal clear water shimmers at its center, casting dancing lights on the stone. At the bottom of the pool, you see an 8-foot long silver glaive.

A few feet in front of the pool stands an 8-foot tall stone tablet. There are elvish words written on it.

Around the bend to the north of the cavern is a passage that seemingly terminates in a dead-end. However, if the King or Queen of Imfe Aiqua walks to the end of the path, they and up to eight willing creatures of their choice that they can see within 10 feet, or a single object that they can see in 10 feet, can teleport to a destination they select as the teleport spell. Once the King or Queen of Imfe Aiqua leaves the Tomb of Nihalar, they may not return until they die at which point their ghost must return the glaive to the pool.

Over 7,000 years ago, the elven sage Nihalar placed a large tablet before the pool of the Nihalar. Written on the tablet in elven is a simple phrase:

Let the chosen one speak the weapon's true name so he may claim the glaive and be crowned King of Imfe Aiqua.

Treasure. If one of the chosen ones speaks the name "Dusk" into the pool, the *glaive of the revenant king* rises from its waters and gently floats to its proper owner. Once the glaive is taken, the chosen one becomes King or Queen of the elves of Imfe Aiqua, alive and dead. The *glaive of the revenant king's* full description is included in the *Glaive of the Revenant King Magic Items* supplement.

If Zau takes the glaive, he is automatically accepted by it and gains the benefits of its use. Any creature that is slain while holding the glaive immediately becomes a ghost standing by his or her corpse. The ghost is then joined by the other ten ghost kings. Then, the now-eleven former kings of Imfe Aiqua return the glaive to its spot in the pool where it will remain until the dead King or Queen chooses its next successor.

14B - THE POOL OF NIHALAR

Dusk, the *glaive of the revenant king* rests at the bottom

of the Pool of Nihalar. No creature, living or otherwise, can enter the pool. Its surface is impenetrable. No magic can dispel the effect and nothing can change its nature; the will of thousands of elves bind its enchantment.

Only the one chosen by his or her successor king can speak the glaive's name to retrieve it from the water as detailed in Area 14a.

ADVENTURE CONCLUSION

There are many possible outcomes at the end of this adventure. One of three people will have claimed the *glaive of the revenant king*: Caustis Mèyor, Zau Teken'ath, or whichever character is part of the You Are a Hero optional path.

IF CAUSTIS TAKES THE GLAIVE

Caustis is coronated as the first Queen of Imfe Aiqua by the ghosts of the Tomb of Nihalar. The other ghosts bow before her, especially Kelren whose horned crown glows in her honor.

Caustis takes the glaive and along with the characters passes through the teleportation passage so she may return to Camp Hummingbird. Unless the Drakescale orcs were defeated, Camp Hummingbird lies in ruins. All of her friends and subordinates are dead, their bodies flayed and pinned to the walls.

With nothing left for her there, she decides to head in the direction that Aruxius told the characters to: either the Tower of Burshai (see Chapter 6. The Fantastic Lie) or Kongradol's Rest (to be detailed in a future adventure).

IF ZAU TAKES THE GLAIVE

If Zau takes Dusk from the pool, he immediately turns against the characters and those who hoped to stop him. Using his ability to command the elves of Imfe Aiqua granted by the glaive, he commands the former kings to destroy the characters. They obey. The only way to stop the undead is to kill Zau or escape Ayas Kelren. The ghosts will not leave the tomb, but the undead of Ayas Kelren will stop at nothing to fulfill their new king's request and kill the characters.

One month after Zau's reign, the citizens of Barnemouth report that an army of the undead has been seen marching through the Wallingmiotta. At their forefront is the Anorian, King Zau Tekean'ath the Sullen. Eventually, Zau leads an attack on Camor, killing all of its citizens. Then he returns to the manor that was his involuntary home for 50 years to find the remains of his adopted mother.

Zau's story continues in a future adventure.

IF A CHOSEN ONE CHARACTER TAKES THE GLAIVE

The *glaive of the revenant king* is no easy item to wield. It is inhabited by the soul of Kelren the Blade whose advice is not always the best. And whenever a wielder tries to disagree with Kelren, Kelren fights to take control.

The character will also be able to command all of the elves of Imfe Aiqua, living or dead, which naturally comes with its own benefits as well as challenges. And not all of the undead who live in Imfe Aiqua are willing to follow the will of the new King or Queen.

The wielder's story continues in a future adventure.

EPILOGUE

Pataz of Odonburg sat at a small table next to one of his warehouses in Barnemouth's dock ward. Just as he did every day while waiting to meet with those who had important information to trade, he played solitaire with his custom deck of dragon cards. Meanwhile, the autumn sun shone overhead.

A man approached. He was a Knotsider human wearing the blues and silvers of the Fair City. The Knotsider had the sort of face one would easily forget as soon as he left their presence.

"Hello," the man said to Pataz. Pataz looked up from his game and smirked.

"Well, that was fast. I take it your journey was fine, Mr. Bird?"

The man said nothing.

"Never any small talk with you folks, is there?" Pataz leaned back and reached into one of his pouches. He then set a small item on the table. Before the man could take the item, Pataz tsked.

"And what of your master's end of the bargain?"

The man paused and nodded. Then, a small, black bird flew onto the Knotsider man's shoulder and started chirping loudly into the man's ear. The man listened for a moment, then made

a motion with his hand, dismissing the bird.

"The Kingdom of Glass," the man started. Pataz leaned forward. "Seek the danaavrakt, Mlaka, on Elsath. She keeps with her an artifact known as the *Skull of Torment*. Only it can lead you there."

Pataz smiled and let slip a hearty laugh. He then moved his hand. A small vial filled with thick black ichor lied beneath. The Knotsider man picked up the vial, wrapped it in white fabric, and placed it into his own pouch.

"Tell Hulay that I always appreciate our transactions, Mr. Bird," said Pataz as the man stood and walked away.

Pataz restarted his solitaire game. "Elsath, eh?" he said to himself. "Well, I guess I'm going to have to find me a few adventurers." Ω

