



**Note:** This chapter goes beyond the finale of the adventure path “The Wolf in the Sky”. There is no point buying this unless you have invested in the background available free online, and all previous paid and pay what you want episodes. **Seriously, the chapter here makes NO sense without them!**

- <https://www.dmsguild.com/product/397807/The-Wolf-in-the-Sky--Background-and-optional-Episode-1>
- <https://www.creatingscience.org/wolf.html> - free maps, images and PCs
- <https://www.youtube.com/watch?v=VGVQD075iy4> - the introductory video

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*Please enjoy your journey to free a nation abandoned of their gods from the divine monstrosity that is The Wolf in the Sky.*

*I want to dedicate this game to all who fought against Covid, and to all the lives it took. This game started as a lockdown hobby, and today, here it is. Now lockdowns are a thing of the past remember what covid has taught you - wash your hands, stay home if you're sick, use sanitiser frequently.*

*D&D - a great game for pandemic times!*

*Dr Joe*

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Owlbear, Dire (Adapted 4 July 2020 from <https://www.dndbeyond.com/monsters/owlbear> using <https://dmdave.com/dire-creature-template/>)

Skeletal Champions (Taken 15 February 2021 from [https://www.dandwiki.com/wiki/Skeleton\\_Knight\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Skeleton_Knight_(5e_Creature)))

Sphinx (Adapted 23 July 2020 from <https://roll20.net/compendium/dnd5e/Gynosphinx#content>)

Orangutan siblings (Taken 3 Jan 2021 and based on: <https://roll20.net/compendium/dnd5e/Ape#content>)

Hairy men - (Taken 3 Jan 2021 and based on: <https://roll20.net/compendium/dnd5e/Ape#content>)

Giant hackled wolf, based on dire hyena.

Owlbear that falls through the ceiling (Adapted 4 July 2020 from <https://www.dndbeyond.com/monsters/owlbear> using <https://dmdave.com/dire-creature-template/>)

Kharrum - (Adapted 27 Jan 21 from <https://rpgtinker.com/index.php>)

Mind flayer - (Adapted 29 Aug 2020 from <https://www.aidedd.org/dnd/monstres.php?vo=mind-flayer>)

Venomax - (Adapted 29 Aug 2020 from <https://roll20.net/compendium/dnd5e/Ancient%20Red%20Dragon#content>)

The gus (Inspired and Adapted 7 June 20 from <https://www.d20pfsrd.com/bestiary/monster-listings/magical-beasts/flail-snail/>)

Uncharacteristically loyal drow (Adapted 22 May 21 from <https://roll20.net/compendium/dnd5e/Drow#content> and <https://fastcharacter.com/results.php>)

Shade of autumn (Inspired 16 Jan 2021 from <https://www.5esrd.com/gamemastering/monsters-foes/monsters-by-type/undead/specter/> and <https://roll20.net/compendium/dnd5e/Young%20Green%20Dragon#content>)

Flying wolves (adapted 9 Feb 21 from <https://www.dndbeyond.com/monsters/dire-wolf>)

Stuktaag (Adapted 7 July from <https://www.d20pfsrd.com/bestiary/monster-listings/humanoids/giants/giant-true/giant-stone/>)

Pterosaurs (adapted 6 July 2020 from Section 15: Copyright Notice. Pathfinder Adventure Path #37: Souls for Smuggler's Shiv. © 2010, Paizo Publishing, LLC; Author: James Jacobs.)

Demonic dire wolves (adapted 9 Feb 21 from <https://www.dndbeyond.com/monsters/dire-wolf>)

Hate drakes (Adapted 11 July 2020 from <https://www.d20pfsrd.com/bestiary/monster-listings/dragons/drakes/drake-forest/>)

The she wolf (Based 11 July 20 from <https://www.d20pfsrd.com/bestiary/monster-listings/magical-beasts/abyssal-wolf-tohc/>)

### Items and rules

Staff of power (Adapted 6 Feb 21 from <https://www.5esrd.com/gamemastering/magic-items/rods-staves-wands/>)

Spell spectral hand (Section 15: Copyright Notice. Scarred Lands Player's Guide © 2016 Onyx Path Publishing Authors: Bill Ashbless, Jason Bolte, Chris Cowger, Adam Eichelberger, Alain Giorla, Nathan Knaack, Chris Sims, Eddy Webb. Taken 7<sup>th</sup> august 2020 from <https://www.5esrd.com/spellcasting/3pp-spells/spells-onyx-path-publishing/spectral-hand/>)

Madness (adapted from <https://www.dndbeyond.com/sources/basic-rules/running-the-game#Madness>)

### Maps

Map of Narrowhaven - Courtesy of <https://watabou.itch.io/medieval-fantasy-city-generator>, taken and adapted 27 April 20

Map of Hammerville - Courtesy of <https://watabou.itch.io/medieval-fantasy-city-generator>, taken and adapted 27 April 20

Map of Bittern - Courtesy of <https://watabou.itch.io/medieval-fantasy-city-generator>, taken and adapted 27 April 20

Cheeky monkey - (Adapted 1 Aug 2020 from <https://roll20.net/compendium/dnd5e/Stone%20Golem#>)

## *Game advice*

### *Skill checks*

A brief reminder about the skill checks in this book are set out for 5<sup>th</sup> edition as follows;

| <b>Task Difficulty</b> | <b>DC</b> |
|------------------------|-----------|
| Very easy              | 5         |
| Easy                   | 10        |
| Moderate               | 15        |
| Hard                   | 20        |
| Very hard              | 25        |
| Nearly impossible      | 30        |

So, a Survival DC Very Hard check is equal to 25. Most checks in this adventure path are medium difficulty.

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### *Block text overload*

In order to help new DMs and gamers there is deliberately more **readable block text** offered herein than most groups need. Feel free to summarize, and adapt, the text to suit your group's preferences. You, oh DM, are not bound by the block text, but may edit as needed. It is wisest if you prepare such changes before hand, and record any such changes throughout, in writing, to help augment your memory.

### *Key background NPCs*

This game has a few gods who work behind the scenes to make things happen. Replace with regional variants as needed.

#### *The Wolf in the Sky*

A wolf-human hybrid who cast out all other gods to become the god of the nation, he is the big bad who is the cause of every woe and suffering. He does not know what the PCs are up to, but his minions are everywhere, stirring up trouble and looking for conscripts. They will covet or confiscate any obviously magical or clearly expensive items.

#### *Enimaea*

The neutral goddess of challenge and trial, she is taking on the Wolf by inspiring adventurers worthy to challenge him, eventually. Her avatar, Aea, may be adventuring with PCs to help them out, though she has no idea who she really is. Enimaea is antagonistically helpful.

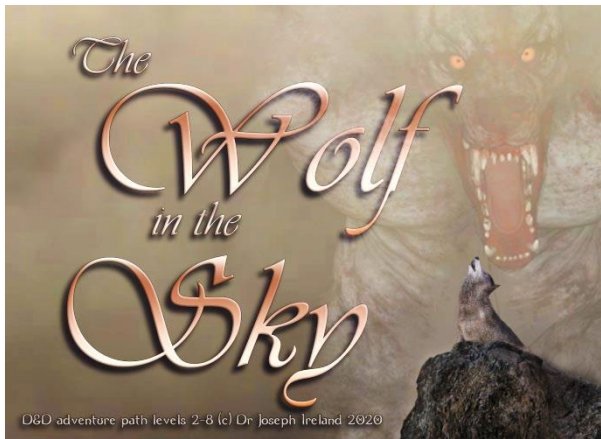
#### *Autumn*

The goddess autumn who weakly aligns herself with the Wolf to help conquer the nation without destroying it utterly. She is a reluctant help, yet openly opposes the PCs quest.

#### *A note on the playable characters.*

This game is designed to be played by 4-5 level 8 PCs, and should be altered to fit that expectation.

# Background



A hundred generations ago your land lost its name, now it is only known as *Abandon*. You lived in poverty and fear, hounded by a brutal and idle military force known as the *Sons of the Wolf*. None dared challenge them, none could.

A hundred generations ago, or so it is told, the land was not steeped in the eternal gloom of an endless autumn, where a pale sun streamed fading light even at midday, where the leaves of every tree began to die before they were even fully formed. Crops were hard, and food was scarce, and magic belongs only to the military.

For every month at the full moon all citizens trembled in their houses. Nearing midnight at the appointed time, the *Wolf in the Sky* howled from atop his enormous, mountain sized *Spire* – the sound a mind-wrenching, gut-twisting, soul-crushing horror. No one knew why he did this, but even his own military would cringe on the ground at the sound. And every month, the land would seem darker, bleaker, less free...

But then... the impossible happened. The howl came late, in the early hours of a pale dawn. No one knew why, yet the howl was but a shallow memory of its normal power. In that one month, everything changed. Moss began growing, apples are fruiting once more. And in the fading echoes of the diminished horror, hope was found. Enimaea, the goddess of trial and impartial judge of conflict, who had long sought to overthrow the evil Wolf from tormenting his own people, decided to take a stand.

From that very hour, she inspired the three nations surrounding Abandon to step up their military presence and threat. Then, she scoured the nation for any spark, for even the tiniest embers; of hope, indignity, or justice. Fanning these ever so gently, she sponsored heroes, and inspired them to take the fight to a frightened, and distracted, tyrant.

Most heroes died in the first few hours. But one handful had remarkable, unprecedented success. Together, the unlikely band of allies, thrust together by fate and desperation, retrieved the sacred weapon of the Wolf's most hated ally – the sword of Sir Green, as well and bringing back into the light the oaths and sacred texts of the order he belonged to. Together, they braved the last wilderness of Abandon to free the Westfren druids from the Wolf's poison, and empowered one of the Wolf's most intelligent adversaries; the artisans of Kath Makrah. There, they claimed the scimitar of Lady Fang, and found a way to turn that poison against its master. The heroes then found family in the capital city who gave them the Concealed Codex – a secret manual for defeating this cruel god. It lay in the hands of a desperate and deceived cult who, after failing to slay them, joined them, granting them items of might and power gathered from across the world. Together, the heroes restoked the flames of freedom at Hidden Chambers, a secret organization dedicated to protecting the people, and freeing them from the Wolf's tyranny.

Finally, the heroes safely crossed the Autumn Wonderland, and dared to traverse the Path of Ten Thousand Steps to ascend the hated Spire where the Wolf lived and challenge him in a fight to the death... and won.

Now, a battered and beleaguered nation lies, desperate for new leadership. The Wolf's most powerful lieutenants have sensed their chance, and each now rallies their forces for an attack on the new alliance of free people at the heart of the country. What will our heroes do? Having defeated a god, the land looks to them for help. But first, all must survive the unparalleled rage of a deeply offended god – Winter is coming...

## Important Context

This adventure path is designed to be particularly helpful to DM's new to running games or developing their own adventure path. It is relatively short, and begins as a low magic campaign where characters are steeped in poverty, magic is new and exciting, and a single sword is worth half a year's labor. Gold is *precious*, and anyone wielding even the slightest spell is rare, frightening and *powerful*.

This adventure path can be easily merged into any established game world you enjoy. It is set in a small nation tucked away between three greater powers. Any news and history of the outside nations has been held back by the military for 'a hundred generations', so any maps or information about the outside nations PCs will have access to are well and truly outdated.

Players can choose from 5 pre-generated PCs, or they can generate their characters in the optional encounters in episode 1, learning the skills of the game as they go. Other characters start at level 2 – they have already established themselves as standing out in their respective communities; for good or evil. The campaign ends battling a weakened deity at level 8. What happens to the heroes after this is entirely between you, your players, and your gaming world!

Above all else, this adventure path includes more details than you usually need to run your game, so feel free to audit and edit as needed – just be sure to jot it down! Yet D&D is also a game of infinite variety, thus no adventure path can ever hope to cover every act, deed, and misdeed the characters might get up to. Prepare to improvise, adapt, apologize, and at times gently suggest that you, oh DM, are not prepared to have a game go ... "there".

## History and context

The following details below are for the DM, and you may use them to help generate and envision the game world, sharing this information at key times to help the game world develop as the PCs experience it.

### Oppressed

All live in fear of the Wolf, a lesser deity who conquered the land generations ago. His brutal and cruel followers are known as the Sons of the Wolf, who have been known to hew entire towns to the dust just, apparently, at a whim. While the Sons are officially both the military and policing force of the nation, they seem to rarely do either.

### Steeped in poverty

Most commoners earn a single copper piece a day (the D&D standard is 1 silver piece a day). People are *poor*. Bread is *scarce*. The goddess Autumn secretly intercedes a thousand times a day to provide food to stop people starving to death. Almost all national wealth is hoarded and squandered by the military. Any roads just about anywhere the heroes will want to travel are run down and poor.



### *Optional low magic adventure - initially*

It is vital that players understand that this campaign begins as a low magic campaign. This means that the PCs have probably never seen a magic item or a magical spell – at least without it being used to terrify or control them.

Wizards and clerics must study in secret, often for years and without proper training. Clerics do not know the correct rituals to appease their deity; the voice of the Gods is scarcely heard amongst this downtrodden populace. Wizards have had to piece together their research with only sporadic clues and possibly a single spell scroll. Even sorcerers, warlocks and others are mysteriously weak for some unknown reason. Magical items are hidden for generations for fear of being claimed by the military. This means that *all* spell casters begin with only *one spell* per spell level, and only gain new ones at the direct imposition of a deity. Even so, anyone else who knows the PC possesses this power will fear and revere them mightily for it.

Yet this also means that any magic the PCs manifest might be the first time they've ever seen it. And as new powers manifest it's a topic of great interest. For gaming benefit, you can stretch out the mystique. For example, as sorcerers gain new spells, they are completely unaware of their new powers until they mystically manifest it at propitious times. This is intended to put the magic back into being, well magic.

Also, everything is blown out of proportion by a superstitious and hope-starved people. *Wind wall* is a supernatural gale that can level forests. A +2 thundering maul has thrown down mountains. A wizard with *charm person* can control the minds of others and force them to do unspeakable things. As the heroes gain powers, they too can get caught up in the dramatic hyperbole that surrounds those who wield magic of any kind.

It may be useful to have players give you a list of the spells and the order they hope their PCs will gain their magical abilities, as such do accrue quickly in game when the need is indeed very great.

### *Gods at war*

Three gods are in conflict throughout this scenario.

**The Wolf** – A chaotic evil god who thrived on fear and hopelessness. A condition of his victory millennia ago was that the good aligned gods would abandon the land, which they have done. This does not stop them from influencing the people, however. The Wolf was slain by the PCs in chapter 8, but the essence of his power lingers on...

**The Goddess of Autumn** – The lawful neutral regional goddess of autumn. Having sided with the Wolf for millennia she uses the bulk of her now formidable power to protect the people from complete starvation. Yet while relishing the Eternal Autumn he promised her, she is still at conflict with herself for what she helps to create.

**Enimaea** – The neutral goddess of conflict and trial. While never an outright evil, she can be a bit of jerk at times. She is always looking for ways to strengthen and challenge both friend and foe. Enimaea sees in the Wolf's late howl her first real chance to redeem a suffering people.

To increase the sense of conflict between the gods, and the sense of paranoia among the heroes, Enimaea and Autumn manifest themselves to the heroes at least once per episode. Usually they do so individually, occasionally they do so in dreams, visitations, etc., Be sure to keep a record of which deity manifests to which heroes so that there is a fair sharing of divine interventions amidst them. Note you should only ever share the image of a deity to the player from the area where this avatar resides – in order to increase their mystique and player apprehension.

Other gods do have a minor role in the campaign, not counting any actual PC gods. They include **Windchime**, the Lawful Evil deity of tyranny, and **Nago**, the Chaotic Good gnomish god of gifts and mischief.

# *Abandon - a broken nation*

## *The Fallen Ones*

The citizens living in Abandon are descendants from what was once a privileged, wealthy nation amidst other more powerful nations. However, descriptions of the past, and of the powers of magic, now tend to be over exaggerated. They, all they once built, are now known only as *the Fallen Ones*.

As spoken by the sage Merrifyrth of Bittern;

**We were once Scindillon - a small yet prosperous nation. It is said that the Wolf secured a promise from the other deity that if the concurred this nation, they would leave. Yet the cunning immortal took his time sewing chaos and gaining power. The innocent and careless people did little to stem the growing tide of evil till it was far too late, frustrating our deity with our sloth and willful ignorance to the cries of suffering among our own people, cries we cannot now stem.**

## *Religion*

*"There is one only god in Abandon..."*  
*the Red Wolf.*

Religion is rare in the land. Few trust any god to deliver them, and the Sons of the Wolf actively oppose any religion but their own as, they claim, it encourages laziness and distracts the citizens from working (twenty hours a day, seven days a week). Most people believe the gods were asleep when the Wolf took the land as his own. Others feel the gods are too powerful to care for a little nation such as this, and the solution must be found within the people themselves. Most just don't know.

There are no public displays of divine power other than the Sons of the Wolf. Some clerics to good deity exist in secret, wondering from town to town, trying to kindle the faint embers of hope.

Any publicly calling on the name of any god other than the Wolf are publicly burnt at the stake. Any not declaring their loyalty to the Wolf before any other god are hung. Any showing potential favor of any deity, almost without exclusion, disappear.

## *Magic*

Magic 'belongs' to the Wolf in Abandon. Any caught practicing it are either executed or conscripted – usually the former. All magical items of any power are confiscated on sight. There is no training for wizards, and no magical items have been seen in a generation.

Magical creatures; such as fey, outsiders, or even elves were all forced into hiding generations ago.

Any PC has scrupulously studied in secret. Perhaps a wizard found a scroll and interpreted it, or perhaps a sorcerer has manifested a power. Both know greater power is to be had, but neither know how to look or where to find it.

## *Other nations*

Rumors and trade occasionally reach the populous about the three other nations that surround the Wolf's territory, and which are each in a state of constant war with the Wolf – though it has been noted that in a hundred generations he seems to have yet to conquer any of them. It is assumed this is because he simply cannot be bothered at this time. Perhaps Abandon sates him? It is impossible to tell.

As a DM you can edit these local nations as needed for your campaign world, as what these nations currently look like and are called may have changed dramatically over time. These nations are merely mentioned for gaming flavor, to flesh out the world and help it seem real. But be careful not to mention these too early or the players will assume they are vital to their quest.

Current rumors in Abandon attest to three nearby nations;

### *Salisdain*

Knights and sailors to the northwest. While dignified and honor-bound, the Wolf spreads lies about their continuous treachery and dishonesty. Instructions are to kill on sight in order to prevent the Sons from learning the truth. The tabard of the defeated knights pays well in Bittern.

### *Fenwaren*

Desert nomads and half dragon kin to the north east. Again, the Wolf lies and calls them savage lands with no leaders and no rules, leaving some to wonder why the Wolf does not simply overrun their lawless lands. In truth, they are fierce and noble defenders of their own lands and people.

### *Barsh*

A cooler mountain climate to the south gives way to dwarven fortresses and the abodes of giants. The Wolf spreads rumors of their lands being filled with treasure and adventure; it is considered a great honor to raid into these lands.

### *The military*

While auspiciously lawful, the truth is that the strongest always prevails. None are good aligned due to the deeply torturous and humiliating initiation rituals. All are required to worship the Wolf in the Sky, whom they believe gives them strength. (+2 to be precise, as long as they obey him without question.)

PCs can have military service as their background, but if they are good aligned they must keep it a secret and can no longer claim the +2 bonus to strength. Some aspire to replace the Wolf one day, but none have succeeded.

The military has a handful of genuinely competent and powerful archmages and clerics, but each suffers no heir and actively continues the suppression of the populace. There are also highly dangerous melee warriors, but again, they activity dissuade competence in others.

### *Grey Wolves*

Standard military. Most are neutral evil, and they are selfish, craven individuals. The military is harsh, but cleverly organized. They are fond of setting ambushes and traps. They often have wolves as companions to help with tracking and terrorizing. Each Grey Wolf has Perception and Survival as a skill, with other skills painstakingly honed for individual merit, such as; Animal Handling (for wolf handlers), Insight (popular among commanders), Medicine (for field medics), or proficiency in trapsetting or siege equipment (for traps and siege engines respectively).

### *Red Wolves*

Soldiers dressed in red half plate armor dedicated to the Wolf are his priests and clerics. They are rare and few, and their powers are feared greatly by the people. A point in fact is that the Wolf is not very good at granting prayers, and most Red Wolves must appeal to the generic powers of fear, hunger, evil and community to gain their powers. A few manage to channel positive energy by adhering secretly to some neutral deity, and they are highly valued by the military. Any military unit of 100+ individuals, such as a platoon, will more often than not host a highly revered and deeply feared Red Wolf, who will answer directly to the unit commander, and rest and eat in his pavilion.

### *Black Wolves*

Military dressed in black robes embossed with the sacred symbols of the Wolf are usually his wizards or, occasionally, sorcerers. While they are put under enormous pressure to get to level 5 and cast fireball, they are almost without exception dead before level 9. This is because whomever is the current Lieutenant of the Black Wolves risks no heir. Any military unit of a thousand individuals, such as a legion, inevitably hosts a Black Wolf with up to three assistants, also of the black cloak. Magic is rare, and life is cheap, in Abandon. Black Wolves can be expected to look after only themselves.



## *The Wolf's Lieutenants*

The Wolf has always had three key advisors, known as his lieutenants. While his original three were all highly loyal and competent, he has not found their equal in all his reign.

### *DM notes on the Lieutenants*

A point of note, these three do not play any direct role in the current adventure path, but are left here to enrich the gaming world, and to help the DM decide how the system might play out during and after the fall of the Wolf. Military or well-informed PCs (such as the one from Bittern) might know of or perhaps even met these dangerous individuals. Of his three current lieutenants;

#### *Ksathé, the swordmaster*

A talented swordmaster and capable military leader, Her Lawful Neutral persona means she not only keeps the military in line better than anyone, but she is likely to survive the Wolf's overthrow as she will serve any leader that rises.

Ksathé is headed northwest to fight the encroaching Salisdain Knights. She had draconic blood as her split iris's attest.

#### *Barkrow*

This dark mage is headed northeast to deal with the Fenwaven half dragon desert nomads who have suddenly started to raid the nation with earnest. His command of the



elements are truly legendary, and his necrotic powers the stuff of nightmares.

He is evil to the core, always seeking for new miseries to inflict on others. He quests to replace the Wolf one day, of which Autumn is well aware. An ordinary looking human of nondescript

appearance, he usually weaves the illusion of being a living skeleton in order to up his ante, and trick attackers into using positive energy against him; almost everyone thinks he's undead.

#### *Nimeneah*

Part elven priestess of treachery and evil, she is headed south to Barsh, to quell attacks by the giants and dwarves. Filled with ambition, she is a highly

competent if not entirely self-serving cleric. She uses magic to make herself appear less than a third her real age.

Seduced to ever darker and darker powers she may tempt good characters of her potential redemption, only to betray them in the end. Hedonistic and sadistic, she seeks not to rule, but to see whatever else she can get away with before Fate steps in. Celebrating death, she may well ascend to undeath of her own wicked vices if slain. If she could replace Autumn as the Wolf's greatest ally, she would.



# Autumn & the Dragon



Perhaps I am a monster, as you say. I could probably tear him down from his den but still, I do not. Perhaps I just don't want to see every man, woman and child of this sorry nation ploughed mercilessly into the dirt, and some feral monster take their place? Because that is what will happen if your rebellion takes hold. Perhaps because, without him, a far greater evil would decimate this land within a year. Perhaps I simply love Autumn time? But I am what I am.

The regional expression of the deity of Autumn. Not happy with the Wolf's treatment of the people, she is still happy to go along with his plan as she *likes* eternal autumn – and she feels it's the only way to preserve life at the moment even though she knows it's bad for everyone. Also, human's lives are so fleeting; she cares for them more on the cultural level than as individuals. If the Wolf is slain she will take her natural role without complaint.

Using her enhanced powers as the Wolf's key ally she creates hundreds of avatars of herself each day in order to watch over and provide for the broken people. In fact, each PC already knows her, as a caring local, wise archivist, or other minor figure.

One of the main ways she protects the Wolf is by using *suggestion* spells to discourage him from doing something overly stupid. She has a specific deity power that allows her to turn into a raging Autumn dragon if physical conflict is needed, though she is still unwilling to battle the Wolf in his power in a one-to-one fight.

Autumn's role in the campaign is to gently tempt PCs to give up their quest and return to the safety of normal. She turns up at least once an episode to a PC who is alone to try and give up this 'fools quest' and embrace mediocrity.

She is also the 'dragon'; she who must be defeated for the heroes to take on the Dark Lord. In the end, if they are thoughtful, prepared and kind, she provides no obstacle to them. If they do win, she sides with them immediately.

## *Goddess of Autumn*

**Color** – Red, brown and yellow

**Sacred Animal** – the maple treant

**Favored weapon** – the club

**Manifestations** – wilted red maple leaves, maple syrup.

**Forms** – a gargantuan red-leaved maple treant, a colossal brown/red dragon

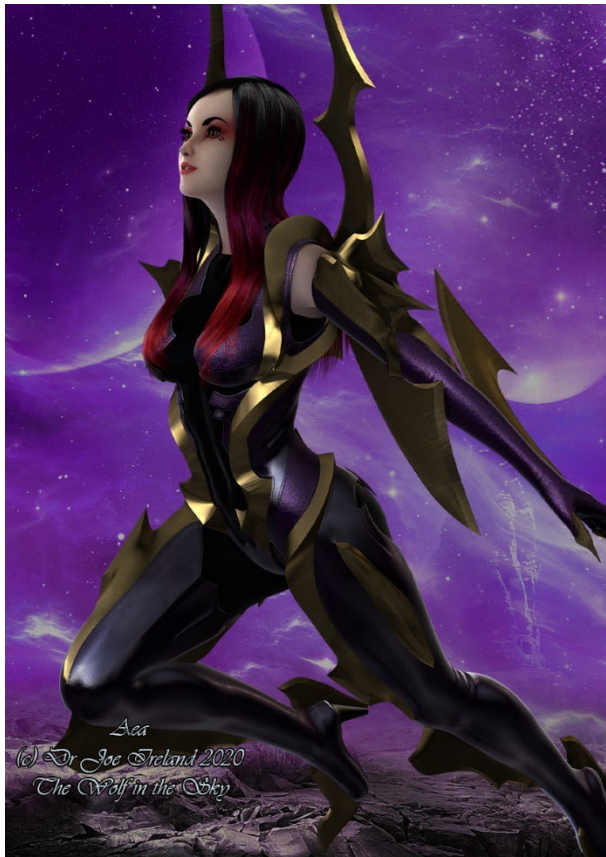
**Summons** – treants of Autumn

**Divine realm** – Abandon, shared with the Wolf

**Divine abode** – Autumn wonderland, just at the base of the Wolf's tower.



## Enimaea



Before you stands a singular being – a short half elven female of divine proportions, yet her expression is one of dark challenge, perhaps amusement. Her armor appears to be a perplexing yet dangerous assortment of blades.

Enimaea is known as the goddess of conflict, challenge and rivalry. Generally not considered an outright evil, she is known to sponsor conflicts from lover's quarrels, national sporting events, to all out wars on her bad decades. Her name is invoked by anyone wanting a serious challenge that will bring out their best, and her name avoided by those who want to live quite, normal, simple lives. Known for her slightly twisted sense of humor, she is also widely regarded the Impartial Judge of conflict. She takes issue with those who complain about how hard life is when it's not actually too bad, such as women who survive childbirth and men who don't die in battle.

While certainly not an unmitigated evil, she can be a bit of a jerk at times.

The moment *The Month of the Late Howl* began, Enimaea managed to convince the nearby nations to harass the borders of the Wolf's land, which they do and with a level of success that surprises even themselves. This draws away almost all of the Wolf's forces, and he is not prepared to risk his person in his 'fragile' state – meaning he is essentially unpowered, almost unguarded, and just about completely alone.

She then acts from behind the scenes to take down the Wolf forever, engaging in several projects including taking advantage of the initial situation the PCs find themselves in. She knows she is virtually the only deity not good enough to exist in this land, yet kind enough to actually want to free the frightened and stagnant populace.

Enimaea's role in the campaign is to nudge characters along, help them out of tough spots, and keep things challenging and interesting. She will help out in person via an avatar (named Aea, see appendices) if needed, though prefers to send dreams or challenges (esp. owlbears). If they are unworthy of her help she quickly leaves them to their own devices.

### *Goddess of the challenge*

**Colors** – Magenta and black

**Sacred Animal** – the owlbear

**Favored weapon** – bladed armor

**Alternate forms** – a red stag, a dire owlbear

**Manifestations** – a spinning coin, a dire threat.

**Summons** – 1d3+2 Viking warriors (barbarian level 4) or 1 dire owlbears (CR8, summon VII)

**Divine realm** – a plane on Mt Celestia where she frequents workshops and a battle arena

**Divine abode** – the battle arena. She does not sleep; she battles to the death for 'down time'.

## *The Wolf in the Sky*



A feral, half man, half wolf sits of a throne hewn from the suffering of his people. He speaks, 'Mortals... you have made a grave mistake in coming here,' and the earth trembles at his growl.

The Wolf was a chaotic evil deity, but he is now slain by heroes in the seat of his greatest power, and Autumn turned against him, scattering his essence and driving him far, far away from the mortal realm.

But few gods are so easily, permanently, slain.

### *The Tooth of the Wolf*

This powerful magical artifact is a single tooth taken from the Wolf in the Sky. The tooth itself is large and sharp, with a blackened tip that glows with an otherworldly energy.

While attuned to the Tooth of the Wolf in the Sky, the wielder gains the following benefits:

- **Regeneration.** The wielder regains 10 hit points at the start of their turn. If the wielder takes magical fire damage, this trait doesn't function at the start of their next turn. The wielder dies only if they start their turn with 0 hit points and don't regenerate.
- **Innate Spellcasting.** The wielder can innately cast the following spells, requiring

no material components: Pass Without Trace, Commune with Nature, Guidance, Resistance, Poison Spray. The wielder's spellcasting ability is Charisma (spell save DC 20 minimum).

- **Pack Tactics.** The wielder has advantage on attack rolls against a creature if at least one of the wielder's allies is within 5 feet of the creature and the ally isn't incapacitated.
- **Terrifying Howl.** The wielder can use an action to let out a terrifying howl. Each creature of the wielder's choice within 60 feet of the wielder must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Legendary Resistance.** The wielder can choose to succeed on a saving throw that would otherwise cause them to fail.

Once attuned, PCs must make a DC 10 wisdom save if they want to unattuned to the item, otherwise they will continue to covert it, and fight to keep it.

Furthermore, the PC may invoke a special power at any time to become infused with the tooth's greater powers;

**Wolf's Fury.** By embedding the tooth into their body, the wielder transforms into a wolf-like creature.

They may gain the following benefits for 1 minute:

- The wielder's size becomes Medium, and they gain a movement speed of 60 feet. Their base AC is a minimum of 18.
- The wielder gains a claws and bite attack that deals 2d6 + str piercing damage, and is considered a magical attack.
- The wielder gains advantage on Wisdom (Perception) checks that rely on hearing or smell.

- The wielder can use a bonus action to make a Pounce attack. If the wielder moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the wielder can make one bite attack against it as a bonus action.
- They had advantage on all Charisma based checks on beasts and animals.

But as soon as this great power is activated, the Wolf himself draws ever closer to a full resurrection within the PC. Unknown to players, using this powerful ability, based on the divine level monster The Wolf in the Sky, comes with dread curses that afflict the bearer.

**Curse of the Wolf's Howl:** The bearer of the artifact is afflicted with an uncontrollable howl, similar to the Wolf's Terrifying Howl ability, that emanates from them at random intervals at least once a day, causing fear and panic to those within hearing range. The howl cannot be silenced, and it grows stronger with time, eventually leading to madness and a permanent loss of sanity.

**Curse of the Wolf's Hunger:** The bearer of the artifact develops an insatiable hunger that can only be quenched by the flesh of sentient beings. They are compelled to seek out and devour creatures, even their own companions, until they are sated. The curse slowly transforms the bearer into a feral beast, until they are no longer recognizable as their previous race.

**Curse of the Wolf:** Whenever you are in danger or feel threatened, you must make a DC 20 Wisdom saving throw or succumb to the curse. You become a vessel for the Wolf in the Sky, and your mind becomes clouded by its instincts, and Wolf's Fury activates.

You must make a DC 20 Wisdom saving throw at the start of each of your turns to resist attacking the nearest creature. If there are no creatures within your reach, you must move towards the nearest one and

attack it. You are forever at disadvantage to this second saving throw if you ever willingly fail it.

### **Apotheosis of the Wolf**

If you remain under the curse for more than 1 month, the Wolf in the Sky gains enough power to manifest in the material plane once more. It tears through your body, killing you instantly, and emerges in a physical form that matches your size and shape. The Wolf in the Sky then goes on a rampage, seeking to reclaim its former glory and dominion over the wild.

### *Destruction of the tooth*

It is unlikely that the tooth can ever be destroyed, and it will pass from evil petitioner to cruel tyrant time and time again. However, a number of methods may be attempted, but they will each attract opposition from the forces of evil;

- Bathe it in magical, holy fire for a year, disintegrating it and the Wolf forever.
- Sacrifice it to a greater nature deity, who may be able to use it for some good.
- Purify it in ritualistic silence for a millennia, perhaps it might become a tooth for someone else one day?

### *The Spire*

An unnatural edifice of stone several kilometers high from whence the Wolf ruled supreme. It was destroyed as Autumn turned against her former ally, and it is now a massive heap of rubble in the center of the land of Abandon.

Rumors of vast treasure now lying unclaimed in the rubble often surface, and many desperate and unholy entities have flocked to the site of a god's demise.

## *People Lower factions*

### *The Knights of Virtue*

The last to hold out against the Wolf when he conquered the land, they are the first to rise now against him. It is from their ruined fortress of Mon Kumon that the sword of Sir Green, which terrified the Wolf enormously, was rediscovered.

The Cult of the Dragon in Bittern, always studying to slay the Wolf and the original authors of the Concealed Codex (which outlined all the Wolf's powers, tactics, and weaknesses) once tried to subvert the prophecy of the Wolf's eventual defeat by anointing their leader with the PCs blood. Having failed, and now deeply repentant, make a very public announcement that they are going to restart the order, move back to Mon Kumon and rebuild the fortress, and anyone interested in helping is welcome to come along. Hundreds flock to the call, thousands soon after – many of them repentant military looking for absolution for their terrible deeds done while dominated by the Wolf's abyssal will. They have the texts of the Knights of Virtue to help them, and may be anointed by the ghost of Squire Gwain, who remained after death to see this very hour of the Order's resurgence achieved.

Within days of their return, the Knights of the Order of the Virtues are a political force to be reckoned with.

### *Druids of the Westfren*

Freed by the heroic actions of the PCs in chapter 5, the predominantly elven druids take the advantage and tour the land, planting seeds, and counselling the broken and bemused people. They are a major factor in helping everyone survive the approaching Winter-pocalypse. Their leader, Ebonheart, works closely with Hidden Chambers to restore dignity and power to the people.

Within days, all in Abandon recognise that the druids, ever a secret power, are actually indeed a mighty force, who successfully held out against the wolf for 700 years.

### *Parliament / Hidden chambers*

The rising nobility of Abandon never abandoned their land, but strove in secret to feed and clothe the people, ever preparing for this very day. They called themselves the Hidden Chambers, and from the beginning of the Month of the Late Howl they began to move considerable resources to prepare the land.

The moment the Wolf was slain, they attacked his mansion in the capital city of Bittern, liberating it for the people and making it a centre of justice and honour which it had never been, though it continued its role of organising and managing the people.

Within days an operating parliament if functioning to see the PCs wishes done and the people protected. They seek to ordain a PC as king or queen, or accept whatever leadership the heroes requires.

They will rename themselves the Parliament, or whatever name the PCs require. They ask the PCs what they should rename the capital city too, if they like.

### *Artisan's of Kath Makrah*

The sentient apes, orangutan and monkeys hid for centuries, slowly loosing most of their technology and dignity. Now, with the death of the Wolf, there is hope. They soon restart their flying cities, and move towards the centre of the land again, setting up near Bittern. Aside from the rapid reclamation of their artistry, mechanics, and manufacturing, they provide invaluable air support in any battle the central Free people choose to fight.

### *The people*

Abandon's downtrodden population typically sign on with whatever local power is present.

## *Cult of the Tooth*

One semi-powerful group that is seeking at all points to oppose the PCs aims are those whose cruel and malicious souls are able to sense the lingering essences of the Wolf in the Sky, and who willingly heed the call to murder, fear, and malice in the hope of restoring the defeated deity back to life.

They are extremely dangerous cult, who recognize each other instantly, though they have no formal leadership or structure at all. They are, for the most part, werewolves. They desperately want death, hoping to bring their god back to life with enough mortal sacrifices, which number in the hundreds of thousands – the kind a blood a savage civil war just might speed along.

Cult members turn up at random, hoping that even a drop of the PCs god-slaying blood can help improve their own powers, or speed the return of their Lord.

As chaotic evil creatures, they work together poorly and have little allegiance to each other. They have no long-term plans apart from the wickedness and fear necessary to return their god to life, so they can be found wherever pointless murder or sadistic cruelty appears.

Above all else, they seek the tooth, hoping to anoint it with the blood and suffering of the innocent. If they obtain it, it can be found at the site of the nearest slaughter, guarded carelessly by mad adherents. They turn up at random, demanding the tooth, killing all they can.

The cult keeps reforming, time and time again, until it either succeeds or the tooth is destroyed. The path to destroying the tooth is challenging, a quest unto itself. But it can be neutralized, for the most part, by immersing it in holy water, made new each week.

Bloodmoon the Terrible is the current master of the cult, and he can sense the general direction and distance the tooth is in. He would prefer to send lesser wolves, dire wolves, and were wolves in for the attack, trying to study PCs tactics and methods, though he is

not particularly cunning (see his stats in the Appendix). He lies, threatens, and bullies his way toward anything his malicious heart desires. The land of Abandon is much safer without him.

Each lieutenant and all the Free people put aside their differences and team up to fight against the cult with extreme prejudice. So, if the quest is getting derailed, have the cult turn up, and it may be the reset that the game needs. Botten, and Betrushka, are particularly loathing of this werewolf, and will hunt him tenaciously.

### *Telescope of Stone Vision*

*Wondrous item, rare (requires attunement)*

This ornate brass telescope is adorned with intricate silver engravings of mountain ranges and earth elementals. While holding the telescope, you can see through up to 1 foot of stone as if it were transparent, and can also see up to 10 miles away, as if you were scrying with a similar effect. However, the telescope only works in areas whose alignment is the same as or compatible with the wielder's alignment.

In addition, the telescope has 3 charges, which recharge on the first of the month. While looking through the telescope, you can spend 1 charge to cast the *stone shape* spell, targeting only the stone within the telescope's view. The spell lasts for 1 hour, after which the stone returns to its original shape.

Finally, the telescope is also a focus for divination spells related to earth, stone, and mountain, and provides a +1 bonus to spell attack rolls and spell save DCs for such spells while holding it.

### *Bloodmoon Fang*

This +2 dagger has a hilt made of a twisted metal that resembles a pack of snarling wolves. It glows faintly in the light of the full moon.

The Bloodmoon Fang has the ability to draw upon the power of the moon. Once per long rest, the wielder can activate the dagger to double their movement rates for one round, as long as they are in their werewolf or hybrid form and there is a visible moon in the sky.

# Weapons of legend

Players are expected to start with the following;

## *The Sword of Sir Green*

You smash through the thin stone façade that the ghost of Squire Gwain indicated, and, sure enough, there is a small room behind it. There is little within except a table with a spent candle, scripture, and a clearly dead squire still in armor, the legendary sword of Sir Green clutched protectively in his unmoving hands.

## *The Sword of Sir Green*

Adventuring gear (hand and a half sword)

Category: Items

Item Rarity: Unique

Weight: 9

Requires Attunement by a Paladin, Cleric, or Fighter.

Lord Sir Green's sword is a powerful +2 flame tongue sword. When drawn, bright green fire leaps from the blade always. It grants its wielder *protection from energy (fire)*. Specially made, carefully balanced, and more than just a little magical it can be used as a normal longsword, however, it does 1d12 damage when used two handed (as a magical effect when the versatile property is used).

It is a gleaming sword apparently drop-forged from a single nugget of magically hardened silver. It bears huge, priceless green diamonds in its form. Obviously magical, it must be kept from the Sons of the Wolf or they will destroy it.

Due to their dependence on their cruel deity, and due even more so to his deep-seated fear of magical fire, the Wolf and all who serve him are automatically *shaken* in the presence of the unsheathed sword, no save. (Note: A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.)

## *The Scimitar of Lady Fang*

A small procession of elven druids approach, a curved blade wrapped reverently in the rarest herbs and leaves. 'This was never ours to keep. Long ago one came, a tall human female, a Paladiness of great power. She spoke but little, yet used this blade to heal all who came to her. She died at a great old age and left the weapon with us for safe keeping. We knew that, though her scimitar could be great use against our enemy, that it would be destroyed should the Wolf ever find it. So, we entrust it now to you – let us hope you are, indeed those fated to change the world.

This is the legendary scimitar of Lady Fang, a rare Paladin/Druid. Destiny again smiles on the PCs cause! Having, despite all odds, survived the fall of Mon Kumon, Lady Fang went to Westfren, helping there till she died of old age and a sad heart.

The scimitar has been unused for a long time, and must be renewed by enacting the deeds of goodness; healing, defeating great evil, and such, before reclaiming its former strength. Aside from being a magical weapon +2, this scimitar has a number of charges a day equal to the episode number minus one, so 3 at this time (and its maximum 7, at episode 8).

If the Sons recognize it as a magical item, they will covet it. If the heroes succeed at restoring their druidic powers, the druids know a powerful enchantment that will make the scimitar appear like a simple walking stick – until used in battle.

## *Scimitar Of Lady Fang*

*This singularly beautiful, incredibly light, and eternally sharp scimitar is made of mithril bears a narrow hilt decorated with lapis and inlaid runes of gold. It is a potent weapon of healing, and destruction.*

Damage: 1d6

Damage Type: Slashing

Item Rarity: Unique

Properties: Finesse, Light

Weight: 3

Requires Attunement by a Druid or Paladin



This +2 scimitar does 1d6 hp radiant damage to any evil creature touching or touched by it.

This scimitar has a permanent Shillelagh effect on it, meaning any creature wielding it can use their wisdom bonus for attack and damage.

It can look like a simple walking stick at will, as if with a *sanctuary* effect (DC18 will save to beat).

While wearing and attuned to it, you can use an action to expend 1 or more of its Charges to cast one of the following Spells from it, using your spell save DC and Spellcasting Ability modifier:

- Cure Wounds (1 charge per Spell Level, up to 4th)
- Revivify (3 charges)
- Greater Restoration (5 charges)
- Raise Dead (7 charges).

The scimitar regains all current Charges daily at dawn (though recall it only ever has as many charges as *episodes-1*, so 3 at this point).

Used as a tool of healing in her day, Lady Fang would add her paladin spells and abilities to it (such as Branding Smite or Dismissal) if someone did need a good physical chastising.

#### *Scimitar of Lady Fang improved*

If the scimitar is ever empowered by the hand of an immortal's touch, it gains the following properties.

This scimitar has a permanent Shillelagh effect on it, meaning any creature wielding it can use their wisdom bonus for attack and damage. It also has Detect Poison and Disease at will as a constant effect at no cost.

While holding it, you gain a +1 bonus to spell attack rolls, AC, and saving throws. You also add one extra dice to any healing spell cast by you or the blade.

While holding and attuned to it, PCs can use an action to expend 1 or more of its Charges to cast one of the following Spells from it, using their spell save

DC and Spellcasting Ability modifier. Including previous spells, it can now also cast:

- Lesser restoration (2 charges)
- Dispel evil (5 charges)
- Heal (6 charges)
- Regenerate (7 charges)
- Resurrection (9 charges, requires diamond).

The scimitar has 15 charges. Lost charges are fully restored at dawn. However, if the scimitar has 0 charges left then 2 charges may always be restored after a short rest. No more than 2 charges can be restored in this manner until the staff is back at 0 charges.

The scimitar may be broken for a so called "dis-retributive strike". It casts *Mass Heal* on all party members, but is forever destroyed in the process. The event has a 85% of sending the wielder into another plane of existence – usually a good one.

#### *Trech's battle axe of Wounding*

This axe, forged as either a battleaxe, handaxe or greataxe (player decides) has a +2 to hit and damage. It also has the following properties: hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d6 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

## *Scamper's family legacy bow*

Shortbow

Category: Weapon

Item Rarity: Unique (1 PC only, requires attunement). Not obviously magical.

This +1 bow also grants +1 to the AC and saves of any who wield it, as per a ring of protection.

This bow becomes a +2 weapon in the hands of any Halfling (or Quinzet), or any direct descendant of the bow's previous wielders.

Anointing a full dose of any one poison upon the bow allows it to magically imbue every projectile from said bow with the quality of that poison for the next hour.

This gently crafted and simple shortbow holds powerful, and terrifying magic. It seems to whisper of the good and kind deeds of its former owners to its current bearer's mind, gently showing them acts of simple hope and kindness in the world. Each day the wielder must make a DC Low Wisdom save or find their alignment shifting ever closer to Good. After 10 such failures, if evil they become neutral, and if neutral become good aligned.

### *Witch Phage - sacred poison*

Scamper Tarrybrinkle has learned how to make 2 doses a day.

Witch Phage - Subject must make a DC 14 Wisdom save or take 2d6 (7) hp psychic damage.

### *Cursed Quicksilver*

*Potion, unique.*

This poisonous metal augmented by unnatural archaic rituals negates any powers that draw on nature, such as regeneration or druidic spell casting, if the victim fails a Wisdom Save Impossible (DC 30). The potion can be imbibed, or thrown on a creature in a manner similar to Holy Water or Alchemists Fire.

If sufficient quantities of the metal are cast into a natural waterway, it can potentially negate the magic of an entire forest.

## *Broken staff of power*

Item Rarity: Unique

Weight: 4

*Does not require attunement*

**An ebon staff topped with a faintly glowing diamond. It once might have belonged to a powerful archmage, though magic clearly still ebbs weakly through it.**

This staff has 3 charges a day, and can only cast Magic Missile (level 3), Levitate, and Ray of Enfeeblement (1 charge each). In its damaged state it can be taken to 0 charges without problem. If greater power hides within, it may come forth only by the touch of an immortal.

This staff grants a +2 bonus to AC

### *Staff of power - almost entirely fixed*

**Mended by Daytrude Singleton of Little Town, the staff reclaims a portion of its former power**

Item Rarity: Unique

Weight: 4

*Requires Attunement* (by a sorcerer, warlock, or wizard)

The staff sheds white light like a torch, which can be extinguished and relit at will.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to spell attack rolls.

The staff has 12 charges when found. The staff regains 1d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties for one day. On a 20, the staff regains 1d4 + 1 charges.

**Power Strike:** When you hit with a melee attack using the staff, you can expend charges to deal an extra 1d6 force damage to the target per charge spent.

**Spells:** While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus:

- Magic Missile (1 charge per Spell Level, up to 4th)
- Ray of Enfeeblement (1 charge)
- Blur (2 charges)
- Levitate (2 charges)
- Fireball (5th-level version, 5 charges)

**Retributive Strike:** You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to  $20 \times$  the number of charges in the staff.

Every other creature in the area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

**Distance from Origin Damage**

|                       |                                   |
|-----------------------|-----------------------------------|
| 10 ft. away or closer | $10 \times$ the number of charges |
| 11 to 20 ft. away     | $5 \times$ the number of charges  |
| 21 to 30 ft. away     | $2 \times$ the number of charges  |

**Radiating with light and power now, you can only expect the touch of a god will bring out this mighty item's full potential.**

When the PC reaches level 17 the touch of a god, any god, will make it even more powerful: Raise to 20 charges. Restored  $2d8+4$  at dawn, on a 20 restored  $1d8+2$  charges. Retributive strike DC 17. Added spells;

- cone of cold (5 charges)
- hold monster (5 charges)
- lightning bolt (5th-level version, 5 charges)
- wall of force (5 charges)
- globe of invulnerability (6 charges)

Furthermore, while holding it, you gain a +2 bonus to Armor Class, attacks, damage, saving throws, and spell attack rolls.

### *Rod of the old man*

Item Rarity: Unique

Weight: 3

*Requires Attunement by a creature of extreme old age, beyond what is usually possible for their race.*

This rod operates at all times as a club +2, granting also a +2 to spell attacks. Very helpfully, it grants advantage on all Strength and Dexterity checks (not attacks) to help wielders do such things as climb, balance, break out of a grapple, etc. And above all the rod grants Immunity to fear, *including* dragon fear...

While wielded or held, the rod grants normal human hearing and vision at 20/20, granting its bearer the vision of a young person and insight of a much older one – even if they don't have eyes to begin with. It also grants advantage to Persuasion or Intimidate to any person of a lower age category than the wielder.

Most importantly, the stick rod can be broken for a retributive strike. This act also has the effect of casting *Banishment* as a level 21 caster (DC will save 24). The bright flash does not damage buildings or unattended objects, but looks amazing.

## The crown

In no way *the* crown of the Fallen Ones, that was destroyed long ago, but a powerful magical artifact, nonetheless. This crown stands to rally the people behind a new leader – before wicked lieutenants or enraged other nations enraged at centuries of decadence and crime step in to destroy everyone.

Autumn delivers the crown to Hidden Chambers, with an apology for allowing herself to be used and deceived for 700 years, and a heart warming promise to respect the turning of the seasons for forever more.

Hidden Chambers will give the crown to whomever can make good on a promise for peace in their land forever.

### *Crown of the Benevolent Sovereign*

*Wondrous Item, Legendary (requires attunement by a creature with royal bloodline)*

This magnificent golden crown is studded with precious gems that sparkle and shine even in the dimmest light. When worn by a rightful ruler, it enhances the wearer's intelligence, wisdom, constitution, and charisma. The Crown of the Benevolent Sovereign has the following properties:

**Benevolent Aura:** The crown exudes an aura of authority and benevolence that can inspire the wearer's subjects. While wearing the crown, the wearer gains proficiency in

the Persuasion skill, and their charisma score increases by +4, and their int, con, and wisdom by +2.

**Royal Protection:** The crown shields the wearer from harm and subterfuge. The wearer gains resistance to psychic damage and advantage on saving throws against mind-altering effects. Additionally, the crown can detect hostile intent directed at the wearer, and warn the wearer of imminent danger through a subtle tingling sensation.

**Usurper's bane:** When someone not of the royal bloodline attempts to wear the crown, they take 2d6 points of damage each round until they attune to the crown, at which point a new sovereign line is recognized. (At this point no royal line is recognized, so the PCs are safe).

**Wisdom of the Ages:** The crown contains the wisdom of some of the greatest rulers and advisors in history. Once per day, the wearer can ask the crown a question related to governance, leadership, or diplomacy, and receive a wise answer that provides insight and guidance, as per the spell *Divination*.

**Sovereign's Judgment:** Once per week, the wearer can use the Crown of the Benevolent Sovereign to summon a manifestation of the divine right of rulership. This takes the form of a spectral image of the crown hovering above the wearer's head, emitting a blinding light that strikes fear into the hearts of evildoers. All enemies within a 60-foot radius of the wearer must make a Wisdom saving throw (DC 20) or become frightened for 1 minute. While frightened, the creature cannot approach the wearer, and must use its actions to move away as quickly as possible.



## *Beyond the finale*

To live in Abandon was to live in a land bereft of her gods, governed only by a cruel divine creature known as the Wolf in the Sky. Till one day, emboldened by his folly, a small group of intrepid heroes fulfilled prophecy; climbed to his throne, and destroyed him.

Now a destitute land awaits with bated breath for its future. Will one of the Wolf's powerful lieutenants claim the throne? Will the heroes rise to the occasion once more? Will the surrounding nations, finally sensing weakness, descend upon a benighted land and destroy all before them? Or does some fate even worse than death whisper after the souls of the forgotten nation. For winter is approaching. And Winter is very, very angry...

## *Timeline*

**This timeline assumes the PCs do nothing but defeat the Wolf. It will likely change depending on their actions.**

### *1 hour before the death of the Wolf*

Draytrude Singleton, the prophet who first foretold of the Wolf's demise, announces He and his Spire have no more than 1 hour to live. Justifiably, this sets off a panic in Hidden Chambers, which manages to evacuate most of their people and historical artefacts in time. They move towards Bittern, bringing blankets and food to spare.

As for Daytrude himself, sensing his time is finally at an end after more than 700 years, he walks towards the Spire, and goes finally to his immortal rest in its collapse.

### *The Death of the Wolf*

Everyone in the nation, sentient or not, immediately sense the change in their land, the air, and their very souls. Most burst into tears of gratitude and relief, and begin a tentative celebration.

The Sons of the Wolf, his military faction, are split between those who celebrate, those who fear, and those who simply die from the shock.

By the second second, each of the lieutenants immediately declare themselves the only lawful successor to Abandon and begin to assume power of their local troops. Those that do not pledge loyalty immediately are slain. Most fall in line within the hour.

The PCs are seen flying over Bittern. If they land, they can help clear out the Mansion, and will be declared by Hidden Chambers as the only lawful successors to the Wolf in the land, as they slew him.

Snow is seen falling for the first time in 700 years.

### *The first hour*

Unbeknownst to most mortals, good and kind deity flock to the area, in form and via avatar. They honour Winter's Wrath, but intercede to keep an embattled people battling on.

Hidden Chambers rises up in Bittern to declare it free. They assume immediate authority over the capital city, and slay any who refuse them, and take the Mansion as the new palace. They announce they are the Parliament, awaiting the true rulers of Bittern.

### *The first day*

Uncle Merryfirth, and the new Knights of the Order of the Virtues (previously, 'the cult of the dragon') set out for Mon Kumon.

The hairymen of Kath Makrah, and the elves of the Westfren, immediately militarise and send aid to Hidden Chambers.

Snow is beginning to block visibility on occasion, but the fresh water is welcomed.

### *By day three*

It is obvious Winter is about to set in with a vengeance. Sudden snowfalls block entire roads, then disappear in moments. Creatures associated with Winter seem to appear from nowhere.

The lieutenants all work feverishly to secure an alliance with the people they were trying to destroy not three days ago. All secure a peace treaty, but only Ksathé and Nmenwah are wily enough to manage a productive relationship. They threaten each other to sign on, but not one gives an inch.

The local nations, all battered by the recent increase in violence since the Night of the Late Howl, decide to hold back and see what becomes of Abandon.

### *The first week*

The first souls turned completely to ice are found here; those who stay out at night or ignore warning signs.

The three lieutenants bunker down for Winter's wrath.

Mon Kumon is a bustling hive of activity as the Knights of Virtue industriously reinforce the area, scooping up hundreds of refugees and ex-military in the area. If they have the PC with the sword of Sir Green, that number becomes thousands. By the end of the first week, it is a functional refuge from the dread winter which it is now, obvious, cannot be avoided.

### *Week 2 The time of Winter's Wrath*

Winter is unleashed and does not hold back.

The snow does not abate, and most homes are entirely covered. Anyone caught outside for more than about 10 minutes turns into ice. The entire land grows eerily silent.

Worse yet, strange old-god like entities of pure wintry nature again walk the land. They appear to be engaged in some form of mystical project, tearing up entire forests and pulling down entire mountains. They gaze occasionally at the terrified mortals with detached, alien disinterest. Some mortals die just by looking at the Lovecraftian horrors.

### *Week 3*

The entities are seen less and less. Sunlight is again spotted occasionally. People can remain outdoors for about an hour before turning into ice.

### *Week 4*

Winter's rage appears sated, but the land is still bitterly, unnaturally cold.

### *Week 5 Spring begins*

With no warning at all, spring finally arrives. Tufts of bright green grass are seen springing through the rapidly thawing snow. Brown bunnies are seen hopping over the ground. People begin to thaw out, and waking up, wonder what happened.

Having spent the last three weeks working hard in order to stay warm, Mon Kumon is already a bustling, hastily constructed, fortress.

The Westfren sends elven druids to all the human lands to warn of the upcoming life-pocalypse. Most often, they are laughed at.

The first of the flying cities of the artisans of Kath Makrah arrives in Bittern, to the initial terror of the residents, quickly followed by their immense gratitude.

Now the fighting begins: knowing they have no chance to wait, the three lieutenants begin to summarily enslave all nearby settlements.

### *Week 6. Spring, week 2*

Spring goes into *overdrive*. Plants are producing with supernatural productivity. Animals are spontaneously generating throughout a land covered in dense foliage. Hay fever is going rife. Some people eat more than they've had in their whole life combined, and eat themselves literally to death.

Creatures, including humanoids, fall pregnant with minimal encouragement, and some offspring are full term within 3 weeks.

*Week 7-9. Spring 3-5 the Life-pocalipse*

Only druids, and those who they were able to warn, are prepared for the resulting life-pocalipse. Food is over ripe and rotting only hours after being picked. People are entangled by vines minutes after cutting them down. In some areas, plants animate and crush the life out of nearby animals in an apparent desperate attempt to get nutrients. Most people are battling half a dozen illnesses of thrush, disease and moulds. No one is happy, though communities who have not offended their elven druid do a little better with good medicines and someone who can talk the plants out of their wild overdrive.

Flying moth-like demigod entities, bringing an abundance of life that is maddening and unnatural, ride thought the land at night. Attempts at being bitter at the gods are somewhat mitigated by the fact that people's bellies are full, injuries including bones heal within hours, and the land is filled with life and colour once more.

*Weeks 10-19. Spring weeks 6-15*

Spring is eventually talked out of her wild enthusiasm, and the land attains a better balance once more.

*Week 20. Summer, and the very end*

Finally falling into season with nearby lands, a gentle summer begins. Rather than being bitter about his destruction and scattering by the Wolf, Summer has already worked through some of the issues, and with thanks to the PCs recovered most of his spirit. The encroaching Summer is mild, and the days are long and sweet.

In other words, this is the *perfect* time for launching three a major invasions against the peaceful lands in the central regions.

If PCs do not intervene, Mon Kumon is besieged, Kath Makrah isolated and ignored, and the Westfren forced back into hiding – neither brave enough to help anyone but themselves. Bittern itself fights a war on three fronts. The lieutenants eventually over run the city and destroy Hidden Chambers once and for all.

Eventually, the three lieutenants face off at the Mansion, and each slay the other. The land is brought to entire desolation and ruin. Disgusted and distressed at the turn of events, the gods of goodness and the gods of life declare Abandon bereft of use. Within hours the entire land is swallow up by the earth, never to be seen or heard from again.

Unless, of course, PCs intervene somehow...



*Pictured–  
the isolated  
hamlet of  
Narrowhaven,  
where  
Enimaea first  
found heroes,  
prior to the  
fall of the  
Wolf in the  
Sky.*

## *How it ends*

If the PCs declare one of them to be regent, Hidden Chambers/ the Parliament, fall in line quickly. The central lands – in a rough circle around Bittern and to the radius of Mon Kumon sign on enthusiastically, including the Hairy men and Westfren elves. By the start of spring, the heart of the new nation is a force to be reckoned with. The Parliament forms a functioning and effective bureaucracy to suit the PCs goals, whatever they may be.

If the PC's refuse to rule the heart of Abandon, The Parliament does what they can, but they will fall to the war of the three lieutenants and the land is destroyed. Progress assumes the heroes continue to intercede.

PCs will need to deal with the three lieutenants. Each begins with around 20 thousand troops, the rest having fled. As soon as Winter is over, each begins to invade nearby lands within Abandon to gain supplies and troops in preparation to launch an attack on the central lands and bring Bittern into heel.

## *Barkrow*

The game assumes they take out the necromancer first. He murders his own troops and raises them as undead within hours of his ascension. His designs for conquest are soon paused by Winter, however, and he must wait it out. His forces are mighty, and he surrounds himself with powerful undead who are promised endless sustenance if he is crowned king.

He bunkers down in a series of catacombs deep underneath the Wartorn; a formidable fortress right at the ends of Fenwaven lands. They have never managed to destroy the fortress, while it continues to send raids and troops for years across their borders.

PCs can teleport over and attack him right in the heart of his army during Winter, if they like, or wait till Spring, though he will have more forces very quickly. PCs will likely want wade through the hundreds of undead around him, or they can try to plough their way though. 'King' Barkrow has a dozen

loyal vampires who will try to hamper and distract PCs on their way though, but they are all too selfish and evil to mount a coordinated defence against a small group of invaders, hoping the PCs will slay off rivals, etc. This means Barkrow is in a far more vulnerable position than he has any way of knowing.

Keep in mind – he is a mortal, living, human being, who only disguises himself as a lich. Everyone believes him an undead, meaning PCs will bring the wrong equipment for dealing with him, at least at first. But they may meet a disaffected serving vampire, see Yaghmeh in the Appendix, who is willing to spill the truth about her master if PCs play their cards right. She wields the Soulreaver blade, designed to kill Barkrow.

Barkrow keeps control over his undead using a powerful artefact; the shin bone of a long forgotten deity. Once slain, or if the item is destroyed, his undead turn on each other in confusion. Fenwaven nomadic heroes then surge into the land. However, the fortress of Wartorn is lost to 20 thousand undead, at least, until someone manages to conquer it again.

Destroying the shinbone requires nothing more than exposing it to the *actual* sun, which no spell can do, except perhaps a *wish* spell for a few moments of light at the height of the fortress in the middle of the day. After undead chaos breaks out, PCs can simply walk away, as long as they avoid shadows and dark places. They can find a ring with one *wish* on it on Barkrow himself, which he does not use, not even at the risk of his life.

PCs will want to cremate or sanctify Barkrow's body in some way, however. A lifetime of such nearness to necrotic powers has corrupted him deeply, and he will rise as a ghoul, if not something more evil, in three nights time. A shadow of his former power, it will still claim the fortress, and manage to command many of the undead within. But Abandon is saved from his heartless rule.



## *Kzathe*

The swordmaster is perhaps the next wisest target, even if it does give Nmenwah more time to prepare.

Unlike the other two, Kzathe can be reasoned with. She will host the heroes under the flag of parlay, and not betray it. A host of her former enemies, a hundred honoured Salisdain Knights, leading great credence to her lawful, dependable nature.

At this feast her most loyal troops celebrate her upcoming coronation as Queen of Abandon.

**'Friends, old foes, farmers. Tonight, we welcome ambassadors of the central lands, but no, so much more. Tonight, we honour those who slew the <spits> Wolf in the Sky.'**

**At her signal everyone in the room stands, and all fall silent in a reverent salute.**

**She speaks again, 'In honour of those that died at the hand of the bloody tyrant, in honour of our children who will now grow up without fear. In honour of the countless hosts of Abandon, who will now bring peace to this land. To the heroes, who slew a god,' and she raises a toast in your honour.**

Quick conversation will reveal, however, that Kzathe's vision of the future of Abandon is not one of peace, but of a land filled with absolute authority of the military – not unlike the world the Wolf created, but one with a military lead by her.

She politely, and softly, denies the PCs claim to the throne, or any attempt they have to sway her to their cause. She is not flustered if they get angry or threatening, but offers to have them escorted safely out, so they can meet the destiny of their causes in the just field of battle: let the ones the gods choose prevail.

PCs can summon the army from Bittern to her battle, though it takes two weeks to arrange, and no one is really prepared. (And Nmenwah will really use it as a chance to prepare her forces!) The 30,000+ troops each face a long and arduous battle that does neither of them very much good, and PCs will need to

run veritable black ops missions to get behind enemy lines and make a difference in the war;

- Slay a blue dragon that signs on with Kzathe.
- Talk a nearby city, Axegrind, into remaining neutral and not sending 4000+ key troops.
- Protect a flying town of Kath Makrah from a dangerous infiltration and sabotage attempt.
- Find a lost healing gourd of the Westfren to bolster the free people's army.
- Reclaim the banner from Kharrum, who is being hunted by Kzathe's forces for the same.
- Win the honour of Pok, a LN regional god of war, to bolster the troops.
- And if it's a draw so far, in the middle of the actual battle, take down a party of NPCs of their same level who support Kzathe.

Whichever army wins the majority of these events win the war. If Kzathe wins, she demands their allegiance, and tries to kill them one at a time if they don't. If the PCs win, she signs on, asks for the position of general, or at least chief military counsel to the parliament, and becomes a valuable and loyal servant of the people.

## *However...*

Kzathe hides many secrets, not a few may be used to prevent the war before it even begins. If PCs are extraordinarily cunning;

- They can solve a romance crisis amongst the visiting Salisdain knights, for the two do love each other very much, but for their oaths are afraid to even speak up. They only need Kzathe's permission, as their current governing officer, to leave the order and pursue true love. They are busy writing love notes and leaving roses out for each other to find, but dare not even make eye contact. Kzathe is puzzled, but content to allow it. If successful, they tell the PCs about the owlbear opportunity below;

- The army is really impressed if the PCs slay a colossal owl bear that Enimaea has prepared for just the purpose. Gifting its pelt to Kzathe is a political bombshell, as the Knights of Virtue at Mon Kumon will quickly realise. A very impressed 2<sup>nd</sup> in command hints there's some lingering personal family issue that might help.
- They can find out that from high level divinations, such as by the Westfren druids, that she has a lost father, a human, who is near death from poverty in Bittern. He loves and misses her so much, though has not seen her since infancy - but he will know her eyes, and she his. If they can find him, and destroy the spirits that haunt him, he begs her to try peace first.

If PCs follow the role playing clues here, they can reunite Kzathe and her half dragon father, and she will reconsider her ways. She offers to pursue the path of peace, surrendering her army to the free peoples as long as she is allowed the position of general. She will then willingly, competently, and somewhat compassionately, prepare them all for the cunning machinations of the unrepentant evil of Nmenwah.

## *Nmenwah*

By this time, Nmenwah has charmed, bribed, and tortured the entire southern half of the country, and is now massing for the beginnings of her assault on Bittern and the Free people.

Her emissaries spurned, she begins to attempt to intimidate the cities nearby into compliance, tormenting key leaders with nightmares or assassination attempts. A few concede, most dig in.

If the PCs bring in Kzathe, she will competently and heroically hold off Nmenwah's forces until the priestess will become frustrated. Not risking her tyranny, both Barsh Dwarfholds and Fenwaven nomads send heroes to threaten and weaken her, while also using said heroes to keep tabs on what is happening in the land.

Nmenwah digs in, well aware she will win in the long run with her seductive plans and soft words.

First, she waits for the PCs to attack her in person, and then surrenders. Feigning a religious conversion in jail (to the moon goddess) she rapidly gets to the point where she is de-facto running the prison. They ask to have a presentation to the judges.

During this time, her minions have surrendered to Kzathe's forces. None of them are as good a liar as she is, and rumours of a fake conversion and eventual resurgence are heard.

During her presentation to the judges, they are so convinced of her goodness they set her free, and right there and then the church of the moon declare her to be their high priestess. Her forces then hoist a new flag over Bittern, and she is crowned queen within seconds – at this point, she is unstoppable; even if slain she rises as an undead spirit to continue her quest. She executes the entire Hidden Chambers and installs her own forces, taking charge of the entire army. She summons Ksathé, who wisely flees, and declares her a traitor. She sends assassins after the PCs to reclaim the power to slay a god, and if she is able to anoint herself with the blood of the one who landed the killing blow, declares herself a demigod and ruler of Abandon forever more. Crime, cruelty and malice flourish in Abandon, and she makes plans to concur the surrounding nations one by one.

Of course, PCs may step in at any time, but Nmenwah is kind, apparently honest, pitiful and quick to beg. She honestly seems surprised such honours are hoisted on her uninvited, and seeks only to do the 'right' thing by murdering everyone who threatens her. If she can get her hands on Deathletter, she will.

PCs only hope is to *see through time*. Mon Kumon, Kath Makrah, and Westfren druids all speak of a sacred pool of water that would allow one to see the future, a relic of the fallen ones now lost to time. It will allow them to judge Nmenwah's sincerity before her treachery is fully formed.

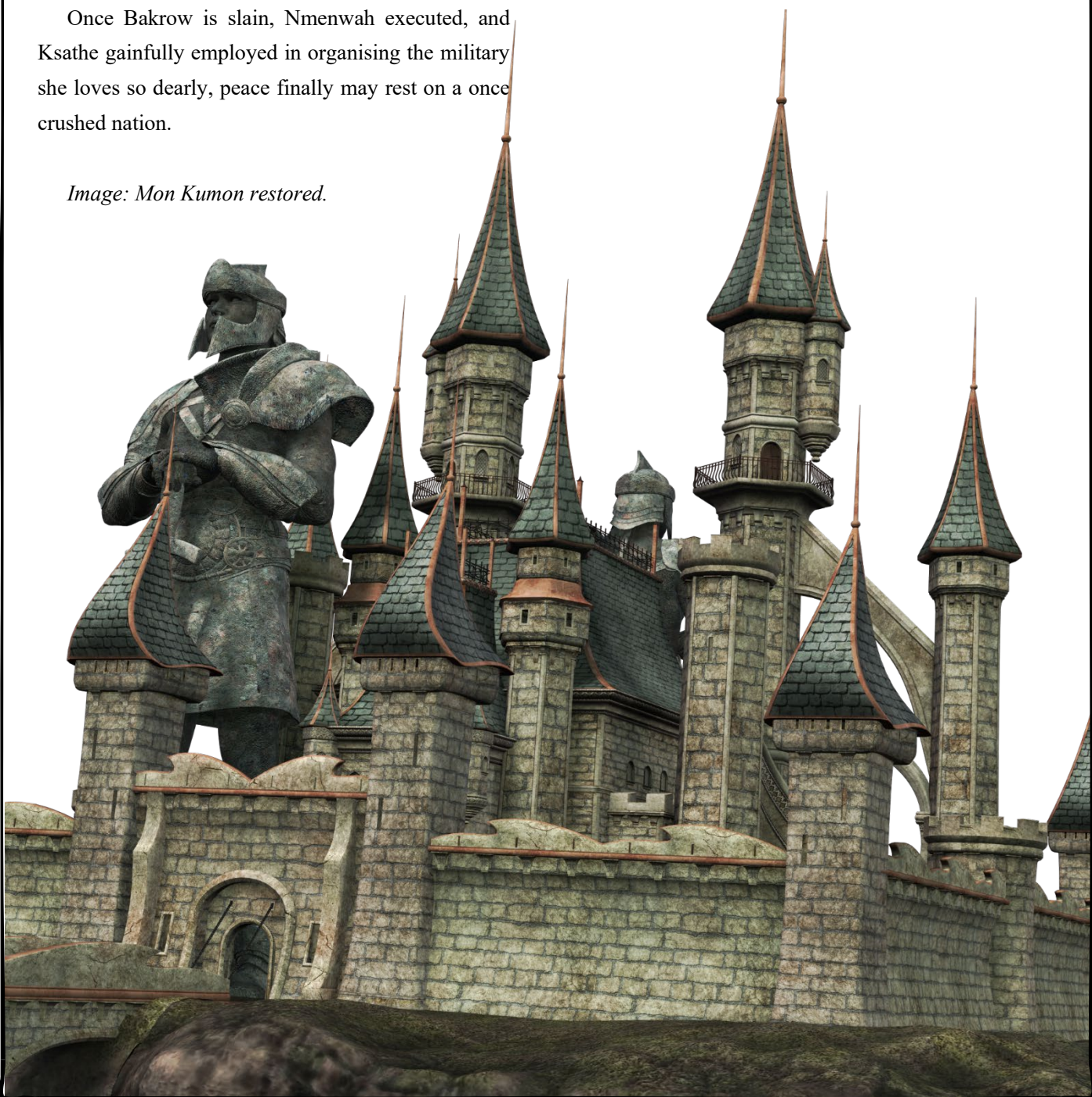
But finding the time scry mirror is no easy task, see chapter 10, *Only Time will tell* (TBA).

After this, they simply need to invite her to dinner, arrest her, and execute her for her crimes done in the Wolf's time. She will claim she is cheated, but does not have the power to rise as an undead queen. Instead, she becomes a restless spirit that will continue to plague Abandon, endlessly revealing plots of ambition and power just so that her evil victims can feel as abandoned as she now does...

### *Heroes end*

Once Bakrow is slain, Nmenwah executed, and Ksathé gainfully employed in organising the military she loves so dearly, peace finally may rest on a once crushed nation.

*Image: Mon Kumon restored.*



## *What will people do?*

### *Botten and Betrush'ka*



The highest-level human druid in the land is still a bit useless by this time. He bunkers down for winter and spring, and by summer decides his home is ready for a new coat of paint.

So, what of his mouse companion? Well, it turns out that Betrush'ka is a powerful adult black dragon, who acquired a headband of alter alignment (lawful good) when she was very young, and growing very fond of the life it grants her, she keeps it on. Were it to be removed, she would likely become a bit of jerk, but learned empathy too young to forget it entirely at this point. Either that, or she's just not an evil black dragon, we may never know.

A high-level druid riding a black dragon into battle is going to change the course of most military campaigns. PCs will not want to ignore the opportunity they present to turn the tide of any conflict.

### *Buhu and Mimah'a*

The orangutan siblings do a very good job of keeping their heads down and out of trouble... right until someone tries to sabotage their flying city in order to make sure Kzathe wins the war. They will again provide informed guidance to any PCs wanting to investigate the trouble.

### *Daisy*

Initially, Daisy is quite speechlessly livid that the entire Spire came crashing down into her home, louder than her sensitive hearing could handle, and crushing thousands of little lights in the process. She never quite forgives the PCs for their role in this.

However, after recovering from the shock, and with the help of others, she is instrumental in commanding veritable legions of lights out of the cavern and into the world above. Over the course of the years, they manage to calm the stone spirits, making the entire area a far more magical, but no less dangerous, place to abide.

### *Deathletter*

How this powerful evil dagger plays out is indeterminate. Groff and the Knights of Virtue guard it cautiously. However, the most evil of villains from Abandon, Barsh, Fenwaven and even Salisdain will here its emphatic call, and seek to reclaim its power over time. The knights must be on constant vigilance.

Hopefully, it stays where it is, and no one touches it...

### *Ebonheart*

The most powerful druid in the nation sends his people, and family, all over Abandon to prepare for the Life-pocalypse, and save thousands.

He becomes intuitively aware of the Tooth of the Wolf in the Sky, and seeks it to perhaps purge it of its

evil. If anyone bothers or attacks the PCs regarding the Tooth, he can be expected to turn up shortly.

## Enimaea

Enimaea loses interest in the land, momentarily, till Spring hits and the breeding conflict start up again – just the sort of challenges she likes! Then the lieutenants get interested in a brutal civil war, and her interest is piqued enormously. Having seen to the defeat of the Wolf, the land of Abandon respects her authority enormously, and she has quite a lot of power at the moment. She uses it to make sure the people are stretched to their limits, resulting in a nation that – if it can survive the war – will be far too strong to be invaded any one of the surrounding nations for quite some time. Then, she smiles, and rests.

## Groff

Groff stays in Hammerville, but continually directs supplies and survivors to Mon Kumon. His stabilizing influence helps the vote swing towards Hidden Chambers.

## Kharrum

Immediately sets out with 8 other powerful individuals to claim, in the name of the nation, whatever treasure can be found lost at the base of the fallen spire. They are moderately successful, for although Autumn took away the best treasures before the spire fell, much treasure still remains. They recover dozens of artifacts and texts of historical significance, and enough gold to make it worth their while.

The quest is dangerous, however – the ground is unstable and still settling, and seven centuries of torment have made the earth spirits still very angry. A handful of other brigands and adventurers are also on hand to try and plunder the fallen depths, however, some important treasures are reclaimed, including;

**The historic tapestry** – said to have been woven over centuries, this enormous, ever evolving tapestry not only held the history of the people with mystical accuracy. It grants advantage on history checks in its presence, warms or cools the room it is in to the state of a pleasant, cool, dry day (regardless of windows, etc.) It can cast *calm emotions*, *silence*, and *quench*, by itself or at the behest of any royal family member once per hour. It can cast *zone of truth* once per day.

**The royal banner** – other banners are found, and the best ones destroyed long ago, but this survived as having the magical property of bolstering troops giving them advantage against *fear* effects, helping them stay in combat longer.

**A royal steed** – a powerful mechatronic device. It is said to be capable of running faster than the wind and striking with the force of a battering ram.

**The royal seal** – a small, hand held, object that allowed sealed objects magical potential. It gives things so sealed a damage threshold and fire resistance of 5, until the seal is broken. It mystically halves the time it takes to deliver such messages, and grants the person bearing the item an effect similar to the sanctuary spell (DC 14) while the seal is unbroken.

## Maid Weather

Sets about immediately organizing the new nation with centuries of experience and pent-up enthusiasm. Her rousing speeches on peace and the new prosperity after winter in Bittern provide nation-saving motivation. She in again voted in a mayor, but is wise enough to know the people will only ever be rallied under ones who slew the god. She answers to the PCs whims as best she can, as all believe no one could ever be worse than the Wolf in the Sky.

If, however, they are worse than a god of chaos and evil, she will attempt to poison them in their sleep, and say the PCs dying wish is for a democratic parliament to be setup in their place.

## *Maths bros*

Escaping with the rest of the hidden chambers, they realize winter is about to hit with a vengeance, and bunker down, saving dozens of lives. They keep selections of quality dirt above freezing, not having germ theory, but knowing spring will need good soil.

They're just helpful, useful farm boys who soon invent calculus.

## *Nago Dumbottom*

Delighted beyond words that the Wolf is slain, Nago invades with innumerable fae, making Spring and Winter more brief, and intense, than they needed to be. He ignores people's survival for their need to be happy with friends and family, which most experience more joy than they have in their entire lifetime. His intervention directly saves countless military from their trauma, and help them move on.

## *Other nations*

### *Barsh giantholds*

Initially encouraged by the fall of the Wolf, Winter hits before they can get motivated or organized enough. The cold winds sweeping south deter any further interest. A few hardy explorers and adventurers soon head back to see what is going on, but nothing more eventuates.

They are grateful Nmenwah keeps her distance. A handful of mercenaries and less desirables are soon seduced to her cause, adding to her mystique and danger.

### *Salisdain knights*

Kzathe not only manages to secure a truce while preparing for conquest of the land, she gains a centurion of knights to show their support, look intimidating, and occasionally help out in not very

dangerous battles. She intends to sacrifice them against either other lieutenant, however, to try and stoke hatred of her enemies by her enemies.

## *Fenwaven nomads*

Horrified by Bakrow's new policy of slaying everyone and rising them as undead minions, they send some of their most bold and daring heroes to hound and hamper him as much as possible. Sadly, this is not much – his power grows quickly, and few are daring enough to take the fight directly to him. Alarmed by this, they seek allies wherever they can to take him down, and otherwise bunker down incase he decides to attack them.

## *Rider and Gus*

These two spend the next few years riding between Bittern and Mon Kumon, bringing life saving supplies, advice, and heroes between them time, and time, and time again.

## *Stuktaag*

The dim witted stone giant cleric stays in Barsh and avoids the news from north.

PCs might be able to convince him to join in the battle against Nmenwah's army, but that fight never really happens, and Stuktaag can sense it. He suggests they look for a mirror that shows, 'the now that isn't yet happening.'

## *The seasons*

### *Winter*

Winter is angry... very angry...

Within a week, anyone standing outside for more than an hour is turned into ice. If broken, they die, but if left till spring they eventually thaw out and get back to life, wondering what happened to the world. Winter

respects the sovereignty of most dwellings, allowing those within to live, never quite warm enough, always wondering if this night will be their last.

By the second week, enormous, city slaying, old-god type spiritual monstrosities rage across the land, warring with each other just out of bitter spite and confusion. They act as if they have some mystical task to perform, as in deed they do – restoring balance to the land after 700 years of autumn is going to take some divine power of truly mythical proportions. Mortal creatures are incapable of assisting in this task, though druids and the like can appreciate what is happening, and how important it is. To others, they are destroying things at whim, writing mystical and nonsensical patterns on the ground and in the air reminiscent of words, and bringing death again to a defeated people. The monstrosities are too busy to talk to mortals, and too powerful to need their help in any way.

Over the third week, winter's rage subsides. The time someone can spend outside increases every day. Ice visibly shrinks. A sense of hope begins to work its way into people's hearts, especially children.

When Spring arrives, she arrives with a vengeance.

### *Spring*

Spring does not handle it well, but goes into overdrive unleashing 700+ years of pent up creativity in only a few weeks, almost killing everyone again.

### *Summer*

Summer is very angry, but managing it well. He does not pick any fights, but gets back to work.

### *Autumn*

Autumn is mostly just embarrassed, and sorry for the role she played, and stubbornly insists it was just to save people's lives because Winter would have killed them all. Which, while not untrue, is an over exaggeration. But she experiences weariness without

the Wolf's powers. Basically, she just goes to bed for the first time in 700 years, leaving only a weak avatar to fend off annoying questions.

## *The Sphinx of Makrah*

The sadonic and sarcastic monstrosity, no longer enjoying the ambience of a renewed Kath Makrah, flies away to Wartorn, to hamper and mock PCs attempts at entering there, while subtly hinting about what dangers they may face. Whether they win or not, she stays there for many years, until someone tries to fix it up again, then moves on.

## *Tubber and the military.*

After seeing to his autistic sister's needs, he helps out with the military of the Hidden Chambers. They immediately seize power in Bittern, in part because they are the strongest military force within moment's of the Wolf's demise. But, more so, because they bring food. They sign up new conscripts from the defeated Wolf's forces by the barn load, though some few do wander away, looking for more wicked and less colorful masters to serve. An even smaller handful try to seize power for themselves, but they are dealt with quickly.

By the end of the first month, military forces are sent in all directions, as far as Hammerville, to secure allegiance. All are successful, but the encroaching armies of the lieutenants prohibit others from signing on – they tend to stall to see which force will become the most powerful in the region first.

## *Windchime*

The goddess of tyranny is bad news for Abandon, and she is happy to see any lieutenant victorious if they can also become tyrannous.

PCs are unadvised to attempt to deal with her directly. It is more likely that a new deity, likely a deified hero-ancestor of the Salisdain knights, will

need to intervene and oppose her directly. PCs will want to keep out of that fight.

## *Uncle Merryfirth and the Cult of the Dragon*

Move to Mon Kumon with the cult and friends in order to restart the Order of Virtue. The industrious and now newly motivated order forms quickly, and develops a strong following. By the end of the first week of Winter, a Gus arrives under Mon Kumon, bringing supplies and survivors.

By the end of Winter (3 weeks) they have livable quarters in the fallen castle for hundreds, which swell to thousands by spring's end as rumors of the fabled return of the knights inspires a desperate people, and a leaderless military.

They will seek to enlist, or at least show off on occasion, the PC who wields the blade of Sir Green. Failing that, they will politely ask for it, but not expect it – if fate requires the sword belongs to the Order, it will see it its return in time, even as it saw to the demise of the Wolf in the Sky in time. This may not dissuade a few overly devoted clerics, however.

## *Aea*

As an avatar of the goddess of trial, Aea doesn't really exist. However, if she somehow survived up to this point, she goes her way, looking for fights to win. She can be convinced to settle down to a married life – as long as it involves plenty of adventure and intense arguments.





# Appendix

*Legendary owlbear champion of the goddess Enimaea.*

Huge monstrosity, neutral

**Armor Class 18** (natural armor)

**Hit Points 225** (18d12 + 90)

**Speed** 40 ft.

STR 24 (+7) DEX 12 (+1) CON 20 (+5) INT 3 (-4) WIS 14 (+2) CHA 10 (+0)

**Saving Throws** Str +12, Con +10, Wis +7

**Skills** Perception +7, Survival +7

**Damage Immunities** Poison

**Condition Immunities** Poisoned, Prone

**Senses** Darkvision 60 ft., passive Perception 17

**Languages** understands the languages of its worshipers but cannot speak

**Legendary Resistance** (3/day). If the owlbear fails a saving throw, it can choose to succeed instead.

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

**Magic Weapons.** The owlbear's weapon attacks are magical.

## Actions

**Multiattack.** The owlbear can use its Frightful Presence. It then makes two attacks: one with its beak

and one with its claws.



**Beak.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 18 (2d10 + 7) piercing damage.

**Claws.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

**Frightful Presence.** Each creature of the owlbear's choice within 60 feet of it and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the owlbear's Frightful Presence for the next 24 hours.

## Legendary Actions

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

**Attack.** The owlbear makes one beak or claw attack.

**Move.** The owlbear moves up to its speed without provoking opportunity attacks.

**Nature's Wrath** (Costs 2 actions). The Legendary Owlbear Champion lets out a deafening screech that sends shockwaves through the ground. Each creature within 60 feet of the owlbear must make a DC 18 Strength saving throw or be knocked prone and take 2d10 bludgeoning damage. Additionally, all plants within 120 feet of the owlbear become magically animated and lash out at nearby creatures. The animated plants make one attack against each creature at +8, holding them in place unless they make a DC 18 Dexterity save.

**Divine Blessing** (Costs 3 Actions). The owlbear calls upon the blessings of Enimaea, gaining temporary hit points equal to its total hit points for one hour. It also gains advantage on attack rolls and ability checks for 1 round.

# *Botten and Betrush'ka*

## *Betrush'ka the black dragon*

**AC:** 22

**HP:** 310 (23d12 + 138)

**Speed:** 40 ft., fly 80 ft. (hover)

**Alignment:** Lawful Good (due to the headband of alter alignment)

**Languages:** Common, Draconic, Druidic

**STR:** 27 (+8) **DEX:** 14 (+2) **CON:** 22 (+6) **INT:** 16 (+3) **WIS:** 17 (+3) **CHA:** 18 (+4)

**Skills:** Intimidation +9, Nature +8, Perception +13, Stealth +7

**Damage Immunities:** Acid

**Senses:** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23

**Challenge Rating:** 17 (18,000 XP)

**Special Abilities:**

**Legendary Resistance (3/day):** If Betrush'ka fails a saving throw, she can choose to succeed instead.

**Attacks**

**Bite:** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

**Claw:** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

**Tail:** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

**Frightful Presence:** Each creature of Betrush'ka's choice within 120 feet of her and aware of her must succeed on a DC 17 Wisdom saving throw or become

frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Betrush'ka's Frightful Presence for the next 24 hours.

**Breath Weapons (Recharge 5-6):** Betrush'ka uses one of the following breath weapons:

**Acid Breath:** Betrush'ka exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 72 (16d8) acid damage on a failed save, or half as much damage on a successful one.

**Fear Breath:** Betrush'ka exhales a cloud of gas in a 90-foot cone. Each creature in that area must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A



*Botten and Betrush'ka*  
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*The Wolf in the Sky*

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Spells:** Betrush'ka can cast the following spells once per day each:

- Plant Growth (3rd level Transmutation)
- Control Water (4th level Transmutation)
- Call Lightning (3rd level Conjuration)
- Wall of Thorns (6th level Conjuration)

**Legendary Actions (3/day):**

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

**Move:** Betrush'ka moves half her movement without provoking attacks of opportunity.

**Tail Attack:** Betrush'ka makes a tail attack.

**Wing Attack** (Costs 2 Actions): Betrush'ka beats her wings, creating a powerful gust of wind that affects creatures within 15 feet of her. Each affected creature must make a DC 25 Dexterity saving throw or take 17 (2d6 + 8) bludgeoning damage and be knocked prone. Betrush'ka can then fly up to half her flying speed.

Additionally, Betrush'ka has some unusual abilities due to her unique circumstances:

- She has a kind and protective nature towards her elderly druid companion, Botten, and will do anything to protect him.
- She loves singing to herself and will often be heard humming or singing a tune while picking flowers or herbs from Botten's garden.
- She enjoys drinking dew and taking long walks in the rain.
- Due to the headband of alter alignment, Betrush'ka is lawful good, which is unusual for a black dragon. She prefers to keep the headband on, considering it a blessing.

*Amulet of Mouse Form*

*Wondrous item, rare (requires attunement)*

This magical amulet is in the shape of a tiny mouse with glittering emerald eyes. While wearing the amulet, you can transform into a mouse at will, without any limitations on the duration of the transformation. While in mouse form, you retain your full mental abilities, including the ability to speak and cast spells. You gain the physical abilities of a mouse, including the ability to move quickly and climb walls. Your equipment, including armour and weapons, merge with you during the transformation and become unusable until you revert to your normal form (except for the headband of alignment change). The amulet can be removed at any time to end the transformation.

Additionally, once per day, you can use the amulet to cast the spell *Speak with Animals* without using a spell slot.

While attuned to the amulet, you have advantage on Dexterity (Stealth) checks made to hide or move silently, and you can squeeze through spaces as small as 1 inch wide without squeezing. If you are reduced to 0 hit points while in mouse form, you revert to your normal form and the amulet falls to the ground.

*Cursed Headband of Alignment Change*

*Wondrous item, cursed*

This headband appears to be a normal magical item until it is worn. Once worn, it becomes clear that the headband is cursed. The wearer cannot remove the headband willingly, and must succeed on a DC 18 Wisdom saving throw to remove it with the help of another creature. The headband also cannot be removed by any means of teleportation or planar travel. It continues to function even if its victim is shapechanged, though it usually adopts a different appearance.

While wearing the headband, the wearer's alignment changes to the opposite of what it was before. A lawful good character would become

chaotic evil, a chaotic evil character would become lawful good, and so on. The wearer also gains a new personality trait that reflects their new alignment.

Additionally, the headband grants the wearer a +2 bonus to Intelligence, Wisdom, and Charisma scores, as well as proficiency in two skills of the wearer's choice. However, these benefits are overshadowed by the negative effects of the cursed item.

Finally, if the headband is removed forcibly, the wearer takes 8d6 psychic damage, and the headband disintegrates.

### *Tiniest Wand of Heroism*

*Tiny Wand, requires attunement*

This wand is made of intricately carved wood, and is small enough to be wielded by a fairy. It has 7 charges and regains 1d6+1 expended charges each day at dawn.

While holding the wand, you can use an action to expend 1 charge and cast the spell heroism (3rd level) from it. The spell targets only the wielder of the wand, and its duration is 10 minutes.

If you expend the wand's last charge, roll a d20. On a 1, the tiny wand crumbles into even tinier pieces and is destroyed.

### *Botten, the stats*

*Medium humanoid (human), neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 180 (17d8 + 34)

**Speed** 30 ft.

**STR** 12 (+1) | **DEX** 16 (+3) | **CON** 14 (+2) | **INT** 18 (+4) | **WIS** 20 (+5) | **CHA** 10 (+0)

**Skills** Insight +11, Medicine +11, Nature +16, Perception +11, Survival +16

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** passive Perception 21

**Languages** any two languages

### **Challenge** 15 (13,000 XP)

**Spellcasting.** Botten is a 17th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). Botten has the following druid spells prepared:

Cantrips (at will): druidcraft, guidance, mending, produce flame, shillelagh

1st level (4 slots): Botten's Beastly Transformation, cure wounds, entangle, goodberry

2nd level (3 slots): barkskin, heat metal, lesser restoration, spike growth

3rd level (3 slots): Botten's Wild Growth, call lightning, conjure animals, speak with plants

4th level (3 slots): control water, grasping vine, stoneskin

5th level (3 slots): Botten's Elemental Fusion, commune with nature, tree stride

6th level (1 slot): heal, transport via plants

7th level (1 slot): Botten's Nature's Wrath, fire storm

8th level (1 slot): earthquake, sunburst

9th level (1 slot): Botten's Timeless Sanctuary, storm of vengeance

### **Actions**

**Quarterstaff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if wielded with two hands.

### *Botten's Beastly Transformation*

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You transform into a beast of challenge rating 1 or lower, as per the "Beast Shapes" table in the Player's Handbook. You retain your Intelligence, Wisdom, and Charisma scores, as well as your alignment and personality. You also retain the ability to cast spells and speak, but cannot use any of your other actions,

including special abilities, legendary actions, or lair actions.

Your game statistics, including mental ability scores, are replaced by the statistics of the beast. You retain your hit points, and if the creature form has a swimming or flying speed, you gain the ability to swim or fly (respectively).

You can revert to your normal form as a bonus action. Once you use this feature, you can't use it again until you finish a short or long rest.

When you transform, you can choose whether your equipment falls to the ground, merges with the beast form, or is worn by the beast. Worn equipment functions as normal, but the DM decides whether it is practical for the beast to wear a piece of equipment, based on its shape and size.

### *Botten's Wild Growth*

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (a handful of soil)

**Duration:** Concentration, up to 1 hour

You cause an area of ground with a radius of up to 60 feet within range to become overgrown with thick, tangled vines and foliage. The overgrowth lasts for the duration of the spell, or until dispelled. Any creature entering the area for the first time on a turn, or starting its turn there, must make a Strength saving throw. On a failed save, the creature's speed is halved until the end of its turn.

The overgrowth provides cover for creatures, with dense foliage obscuring sight beyond 5 feet. Any creature trying to move through the area must spend 4 feet of movement for every 1 foot it moves, and any creature that enters or ends its turn in the area takes 2d4 slashing damage from the thick vegetation.

Any creatures of the plant type that enter the area are unaffected by its difficult terrain and gain

advantage on attack rolls made against creatures within the area.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the radius of the overgrowth increases by 10 feet for each level above 3rd. Additionally, the damage caused by the vegetation increases by 1d4 for each level above 3rd.

### *Botten's Elemental Fusion*

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small amount of elemental dust)

**Duration:** Concentration, up to 1 hour

You merge with an elemental being, gaining its powers and abilities for a limited time. Choose one of the following elementals: air, earth, fire, or water. You gain resistance to the chosen elemental type, and you can move through difficult terrain made of that element as if it were normal terrain. Additionally, you gain the following benefits based on the elemental chosen:

- **Air:** You gain a fly speed equal to your walking speed and can hover. You can use your action to create a whirlwind centered on yourself. The whirlwind lasts for the duration of the spell, or until you dismiss it as an action. Any creature that starts its turn within 5 feet of the whirlwind must make a Strength saving throw or take 3d8 bludgeoning damage and be pushed up to 10 feet away from you. The whirlwind can also extinguish unprotected flames and disperse gas or vapor.
- **Earth:** You gain a burrow speed equal to your walking speed and can move through solid earth or stone as if it were difficult terrain. You also gain temporary hit points equal to your level + your Wisdom modifier.

- **Fire:** You gain resistance to fire damage and can use your action to create a 15-foot cone of fire that deals 8d6 fire damage to creatures in the area. Any flammable objects in the area that aren't being worn or carried are ignited. You can use this action once per turn.
- **Water:** You gain a swim speed equal to your walking speed and can breathe underwater. You can use your action to create a tidal wave that moves up to 60 feet in a straight line and is up to 30 feet tall. Each creature in the area must make a Strength saving throw or take 6d8 bludgeoning damage and be knocked prone.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the duration of the spell increases by 1 hour for each level above 5th.

### *Botten's Nature's Wrath*

*7th-level evocation*

**Casting Time:** 1 action

**Range:** Self (100-foot radius)

**Components:** V, S, M (a small amount of elemental dust)

**Duration:** Instantaneous

You cause a powerful natural disaster, such as a tornado or earthquake, to strike a specific area, dealing massive damage to anything caught in its path. Choose an area within 100 feet of you that you can see. The area must be a circle with a radius of 30 feet or smaller. Every creature in the area must make a Dexterity saving throw, taking 12d10 bludgeoning damage and being knocked prone on a failed save, or half as much damage and not being knocked prone on a successful one.

The spell also creates other effects depending on the terrain in the area:

- If the area is on a mountainside or hill, a landslide occurs. Every creature in the area must make a Strength saving throw or be

buried under the debris, taking an additional 2d10 bludgeoning damage and being restrained until they can dig themselves out.

- If the area is on a plain or open field, a tornado occurs. Every creature in the area must make a Strength saving throw or be caught in the vortex, taking an additional 2d10 bludgeoning damage and being flung up to 60 feet away in a random direction

### *Botten's Timeless Sanctuary (9th level)*

**Spell level:** 9th

**Casting time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a sprig of mistletoe and a handful of acorns)

**Duration:** Concentration, up to 8 hours

**Description:** Botten creates a magical grove that exists outside of time and space. The grove can be up to a 30-foot cube within range, and it remains stationary for the duration of the spell. The grove is filled with life and natural beauty, and it provides a safe haven and healing environment for those within it.

While within the grove, all creatures regain 1 hit point at the start of each of their turns, and they gain temporary hit points equal to the spell's level. In addition, any disease, poison, curse, or similar effect afflicting a creature within the grove is cured at the start of that creature's turn.

The grove is a peaceful and tranquil place, and it is impossible for any violence or aggression to take place within its borders. Any creature that attempts to cause harm within the grove is immediately ejected from the area, and they cannot enter the grove again for the duration of the spell.

**At Higher Levels:** When you cast this spell using a spell slot of 10th level or higher, the duration of the spell increases by 8 hours for each slot level above 9th.

# Bakrow the archmage

Level 15 Human Wizard

**Medium humanoid**, lawful evil

**Armor Class** 15 (mage armor)

**Hit Points** 102 (15d6 + 45)

**Speed** 30 ft.

**STR** 8 (-1), **DEX** 14 (+2), **CON** 16 (+3), **INT** 20 (+5), **WIS** 10 (+0), **CHA** 12 (+1)

**Skills** Arcana +11, History +11, Insight +4, Religion +11

**Saving Throws** Int +11, Wis +5

**Damage Immunities** Radiant

**Condition Immunities** Exhaustion, Silenced

**Senses** passive Perception 10

**Languages** Draconic, Common, Fenwaven

**Spellcasting.** Bakrow is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Bakrow has the following wizard spells prepared:

- Cantrips (at will): chill touch, mage hand, minor illusion, prestidigitation, ray of frost
- 1st level (4 slots): detect magic, mage armor, magic missile, shield
- 2nd level (3 slots): detect thoughts, misty step, ray of enfeeblement
- 3rd level (3 slots): animate dead, counterspell, fireball, lightning bolt
- 4th level (3 slots): blight, dimension door, phantasmal killer, wall of fire
- 5th level (3 slots): cloudkill, cone of cold, dominate person, wall of force
- 6th level (2 slots): circle of death, disintegrate, globe of invulnerability
- 7th level (2 slots): finger of death, forcecage, teleport
- 8th level (1 slot): power word stun

**Necrotic Mastery.** Bakrow can control the necrotic energy that flows through him, making him immune to necrotic damage.

**Living Skeleton.** Bakrow can cast the spell *disguise self* at will to make himself appear as a living skeleton.

**Legendary Resistance (3/day).** If Bakrow fails a saving throw, he can choose to succeed instead.

## Actions

**Necrotic Blast.** Ranged Spell Attack: +11 to hit, range 120 ft., one target. Hit: 33 (6d10) necrotic damage.

**Animate Dead.** Bakrow raises up to four undead skeletons or zombies. The undead obey his commands and remain animated for 24 hours or until they are destroyed. He has them with him at all times.

## Bonus Actions

**Misty Step.** Bakrow can teleport up to 30 feet to an unoccupied space that he can see.

## Reactions

**Shield.** Bakrow raises a magical shield, granting him +5 bonus to AC until the start of his next turn.

## Shin Bone of the God

*Artifact, Requires Attunement by undead*

This ancient shin bone, once belonging to a long forgotten deity, is made of bleached bone and emits an eerie, pulsing energy. Breaking or resisting curses cast by the bone are at disadvantage. Undead under the user's control withing 60' gain a bonus to their attack and damage rolls equal to the user's proficiency bonus.

Any creatures slain by the owner or by undead under the control of the owner, become undead who are also under the control of the owner – this item has emptied entire nations.

Immune to all damage, destroying the Shin Bone of the God is frighteningly easy - it requires simply exposing it to direct, natural, sunlight. If the Shin Bone of the God is destroyed or the attunement is broken, all undead creatures under the user's control turn on each other in confusion.

*Bakrow is easily slain – it is getting past his undead legions and vampires that is the challenge...*

## Yaghmeh, vampire lady

Yaghmeh, a young vampire, is willing to swear to stay inside the fortress forever IF PCs help her kill Bakrow. She will also keep her influence and minions here too, though she is well aware her reputation is not hers to keep. She intends to stay true for centuries, till tricking all others into thinking her castle is natural and normal, and then slowly concur all nearby lands. In the end, her plan will not work, because she is too hasty.

**Armor Class:** 17 (natural armor)

**Hit Points:** 144 (17d8 + 68)

**Speed:** 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 18 (+4) | 18 (+4) | 17 (+3) | 14 (+2) | 22 (+6) |

**Saving Throws:** Dex +10, Wis +7, Cha +11

**Skills:** Perception +7, Stealth +10

**Damage Immunities:** necrotic, poison

**Condition Immunities:** charmed, exhaustion, frightened, poisoned

**Senses:** darkvision 120 ft., passive Perception 17

With other statistics as per a normal vampire.

However, her main plan for winning over the PCs is her powerful blade, specifically acquired with the goal of taking Bakrow's place as king of the fortress.

## Soulreaver Blade

*Weapon (longsword), legendary (requires attunement)*

This blade is forged from an unknown, blackened metal that seems to absorb light. Its edge is jagged and serrated, and it hums with dark energy when wielded in combat.

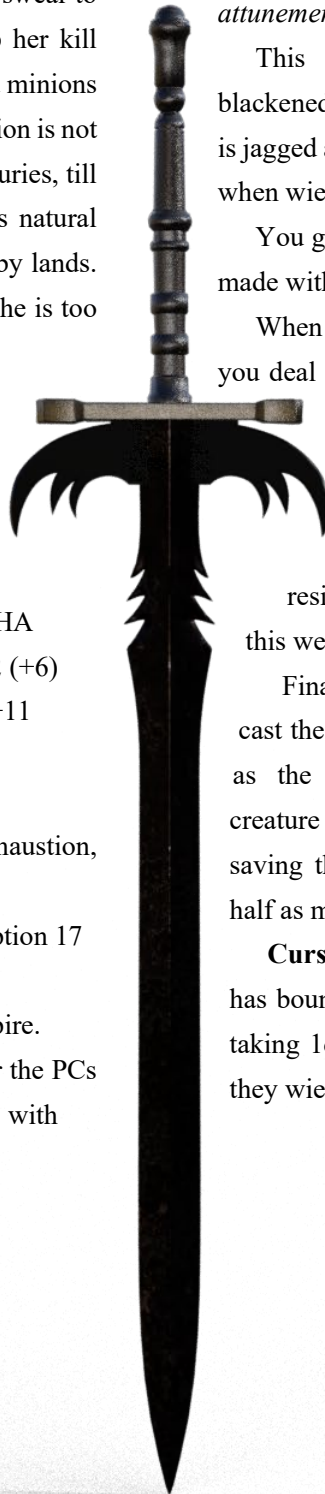
You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you hit a living creature with this weapon, you deal an extra 2d6 necrotic damage and regain hit points equal to the amount of necrotic damage dealt.

Additionally, you and creatures within a 30-foot radius of you have resistance to necrotic damage while wielding this weapon.

Finally, once per day, you can use an action to cast the *harm* spell (save DC 18) using the blade as the spellcasting focus, targeting a living creature within 60 feet. If the creature fails its saving throw, it takes 14d6 necrotic damage, or half as much on a successful save.

**Curse:** at great expense to her soul, Yaghmeh has bound the sword to serve only her, all others taking 1d6 points of necrotic damage each round they wield it or have it on their person.





## Ksathe, the swordmaster

### Ksathe, the Swordmaster

Medium humanoid (half-dragon), lawful neutral

**Armor Class:** 22 (plate armor, shield)

**Hit Points:** 210 (16d10 + 96)

**Speed:** 30 ft.

STR DEX CON INT WIS CHA  
20 (+5) 14 (+2) 22 (+6) 16 (+3) 14 (+2) 18 (+4)

**Saving Throws:** Str +11, Con +12, Wis +8, Cha +10

**Skills:** Athletics +11, Intimidation +10, Perception +8

**Senses:** darkvision 60 ft., passive Perception 18

**Languages:** Common, Draconic

**Challenge:** 16 (15,000 XP)

#### Actions:

**Multiattack.** Ksathe makes three longsword attacks or two longsword attacks and one bite attack.

**Longsword. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage, or 14 (1d10 + 8) slashing damage if used with two hands.

**Bite. Melee Weapon Attack:** +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage.

**Leadership.** Ksathe can grant her allies within 30 feet advantage on attack rolls and saving throws against fear.

**Parry** Ksathe adds 6 to her AC against one melee attack that would hit her. To do so, Ksathe must see the attacker and be wielding a melee weapon.

**Action Surge (1/short rest)** Ksathe can take an additional action on her turn.

**Second Wind (1/short rest)** On her turn, Ksathe can use a bonus action to regain 1d10+16 hit points.

**Superior Critical** Ksathe's weapon attacks score a critical hit on a roll of 18-20.

**Breath Weapon (Recharge 5-6).** Ksathe exhales a 60-foot line of lightning. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

**Legendary Actions.** Ksathe can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Ksathe regains spent legendary actions at the start of her turn.

1. **Attack.** Ksathe makes one longsword attack or one bite attack.
2. **Move.** Ksathe moves up to her speed without provoking opportunity attacks.
3. **Command Allies (Costs 2 Actions).** Ksathe uses her Leadership ability.

#### Sword of Order

Weapon (longsword), legendary (requires attunement by a lawful neutral creature)

The Sword of Order is a finely crafted longsword with a silver hilt and a blade made of a gleaming blue mithril. It exudes an aura of authority and control.

- +3 to attack and damage.
- Properties: Versatile (1d10), finesse.
- Light as per a lantern, coloured blue.

Special Abilities:

**Unbreakable Will:** You have advantage on saving throws against being charmed or frightened.

**Natural Leader:** Once per day, the wielder can cast the spell "Command" (save DC 15) as a bonus action, which she can use to enforce her military orders and maintain order in her ranks.

**Zone of Truth:** When drawn, the sword creates a 15-foot radius zone of truth around the wielder, which lasts for 10 minutes, helping her to root out any subversive elements within her military hierarchy. Anyone within the radius must make a Charisma saving throw (DC 15) or be unable to speak a deliberate lie while in the zone.

The Sword of Order was created by a group of powerful paladins to help maintain order and justice in the world. It is said that the sword has the power to turn the tide of battle and inspire those who wield it to fight for the greater good.

## Nmenwah, priestess

Level 17 Cleric

*Medium humanoid (elf), neutral evil*

**AC:** 18 (scale mail, shield)

**HP:** 165 (17d8 + 68)

**Speed:** 30 ft.

STR: 10 DEX: 14 CON: 18 INT: 16 WIS: 20 CHA: 18

**Saving Throws:** Wisdom +13, Charisma +10

**Skills:** Deception +10, Insight +13, Intimidation +10, Persuasion +10, Religion +13

**Senses:** darkvision 60 ft., **passive Perception** 20

**Languages:** Common, Elvish, Abyssal

**Spellcasting:** Nmenwah is a 17th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): guidance, light, resistance, thaumaturgy

1<sup>st</sup> level (4 slots): bane, command, inflict wounds, shield of faith

2<sup>nd</sup> level (3 slots): hold person, silence, spiritual weapon

3<sup>rd</sup> level (3 slots): animate dead, bestow curse, dispel magic, spirit guardians

4<sup>th</sup> level (3 slots): death ward, divination, guardian of faith

5<sup>th</sup> level (3 slots): contagion, insect plague, scrying

6<sup>th</sup> level (2 slots): harm, heal

7<sup>th</sup> level (2 slots): divine word, symbol

8<sup>th</sup> level (1 slot): power word stun

9<sup>th</sup> level (1 slot): Gate

**Divine Domain:** Trickery Nmenwah has access to the following domain spells in addition to her regular spells:

1<sup>st</sup> level: charm person, disguise self

3<sup>rd</sup> level: mirror image, pass without trace

5<sup>th</sup> level: blink, dispel magic

7<sup>th</sup> level: dimension door, polymorph

9<sup>th</sup> level: modify memory, seeming

**Divine Trickery:** Nmenwah can use her Channel Divinity to invoke duplicity. As an action, she creates a perfect illusion of herself that lasts for 1 minute or until she dismisses it as a bonus action. During this time, she can cast spells as normal while the illusion appears to cast its own spells on a different target within 30 feet of her. Additionally, when an attack is made against her, she can use her reaction to swap places with the illusion, causing the attack to hit the illusion instead.

**Treacherous Charm:** Nmenwah can use her charm and persuasiveness to turn allies against each other. Once per day, as an action, she can force up to three creatures within 30 feet to make a Wisdom saving throw (DC 20). On a failed save, the creature becomes hostile towards the nearest creature to them, and will continue to attack that creature until they or the creature is dead or out of sight, Nmenwah dismisses the power, or they make their Wisdom save.

### Equipment

+2 rapier (see below), +2 studded leather armor, Shield, Unholy symbol (desecrated moon symbol), Component pouch, Priest's pack, Potion of greater healing x2, 500 gold pieces

### Nmenwah's Treacherous Profanity

*Weapon (rapier), rare, requires attunement*

This rapier is forged from a dark metal, with an intricate design that seems to writhe and twist in the dim light. The hilt is adorned with crimson gemstones that pulse with an eerie energy.

This +2 rapier grants +2 to spell DCs, and has the following additional property

**Treacherous:** When you attack a surprised creature with this rapier, the attack is considered a critical hit.

In addition, when you hit a creature with this rapier, you can choose to deal an extra 2d6 necrotic damage. Once per day, you can choose to deal an extra 17d6 necrotic damage instead. However, if you choose to deal the extra damage, the rapier loses its +2 bonuses until the next nightfall.

# Master of the cult

## Werewolf Lord "Bloodmoon"

*Large humanoid (human, shapechanger), chaotic evil*

**Armor Class** 15 (human) 18 (natural armor, other)

**Hit Points** 295 (18d10 + 180)

**Speed** 30ft (humanoid), 50 ft others.

**STR** 24 (+7) **DEX** 20 (+5) **CON** 30 (+10) **INT** 10 (+0) **WIS** 16 (+3) **CHA** 14 (+2)

**Skills** Athletics +12, Perception +8, Stealth +10, Survival +12.

**Damage Immunities** Bludgeoning, Piercing, and Slashing Damage from Nonmagical Weapons That Aren't Silvered

**Condition Immunities** Charmed, Exhaustion, Frightened, Poisoned

**Senses** Darkvision 120 ft., passive Perception 20

**Languages** Common, Sylvan

**Challenge** 16 (15,000 XP)

**Shapechanger.** The werewolf lord can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics are the same in each form, except for its speed, AC, and attacks, which are all different depending on the form.

**Keen Hearing and Smell.** The werewolf lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Regeneration.** The werewolf lord regains 20 hit points at the start of its turn if it has at least 1 hit point. If the werewolf lord takes damage from a silvered weapon, this trait doesn't function at the start of the werewolf lord's next turn.

### Actions

**Multiattack (Humanoid or Hybrid Form Only).** The werewolf lord can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Silvered Heavy Mace (Human or Hybrid Form Only).** *Melee Weapon Attack:* +13 to hit, reach 5 ft.,

one target. *Hit:* 10 (1d8 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone. It magically merges with his wolf form as silver fur on his right arm, and other were-creatures fear its existence enormously.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 7) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

**Claw (Hybrid or Wolf Form Only).** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 7) slashing damage.

**Conjure** Once a day, the werewolf can summon 2d4+6 dire wolves to do his bidding without question.

**Frightful Presence (Wolf or Hybrid Form Only).** Each creature of the werewolf lord's choice within 30 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, and the creature is immune to the werewolf lord's Frightful Presence for the next 24 hours.

### Legendary Actions

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

**Move.** The werewolf lord moves up to its speed without provoking opportunity attacks.

**Attack.** The werewolf lord makes one claw attack or one bite attack.

**Terrifying Howl.** The werewolf lord emits a bone-chilling howl, causing all creatures within 30 feet to make a Wisdom saving throw or become frightened for 1 minute. Creatures that succeed on the saving throw are immune to the werewolf lord's howl for 24 hours.