



# TALES FROM THE VOID WAR

AN ANTHOLOGY OF ADVENTURES



**PMD&D HOMEBREW**

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THE LAND OF AETINUM IS ONE RAVAGED IN YEARS past. The Cult of the Void terrorized the peoples of Aetinum, using unholy magics and beasts from beyond the known universe. But as evil descended, good rose to meet it. Pokemon from all walks of life took up arms to defend the world from the

Void incursion, and drove out the invading force. The Void War created chaos, but it also gave the world a glimpse at what it could do rallied against a common foe. Enclosed in this tome are adventures chronicled during the Void War.

## THE CONTENTS AND HOW TO USE IT

This book contains six short adventures set in the lands of Aetinum. Each adventure takes place during the events of the Void War. For details about the setting and expanded lore, please reference **Kerron's Guide to Aetinum**.

Each adventure will have an adventure hook for you to give to your players that explains the premise of the adventure and gives some relevant details. It will also suggest a player level and number of players for the table. For new dungeon masters, keep in mind that the more players, the easier an adventure is going to seem. The adventures will also have a player difficulty rating between 1 and 5 stars. If a player knows the basic rules of the game, they should be able to handle a 1 star difficulty adventure without much hassle. Adventures will also have a dungeon master difficulty rating between 1 and 5 stars. This book is written with the assumption you understand the basics of Dungeons and Dragons 5th edition. The rating also keeps improvisation into account. If an adventure requires a high amount of improvising, it will be reflected in the Dungeon Master difficulty rating. Lastly, the adventures list the approximate length of each adventure. This length assumes 3-4 hour sessions and focused players, so your play time may vary.

### DUNGEON MASTER IMPROVISATION

Though this book contains all of the information needed to run the adventures contained within, it does not provide any sample dialogue for NPCs or enemies. We expect dungeon masters running these scenarios to be at least somewhat comfortable roleplaying and improvising NPC interactions.

There is also always the chance that your players do something that surprises you and/or we didn't account for while writing these adventures. If you are just running these scenarios as one offs, we would suggest that you gently nudge them back onto track. However, if you plan on starting a campaign with this as a jumping off point, then feel free to throw this book to the winds and run with what inspiration finds you.

Enemy stat blocks will be linked per adventure when they are used. Some adventure scenarios will call for stat blocks to be altered in some way, typically to give them Pokemon attributes. Additionally, should you decide to use maps, some maps specific to situations will be provided, while free generic maps can be found via google search. If you use a virtual tabletop (such as Roll20) tokens will not be provided, however icons from Pokemon Shuffle work very well as tabletop tokens.

These adventures were designed as standalone events and some may not mesh well into an already existing campaign. On the other hand, some of these adventures may be great jumping off points to start a campaign.

## HUMBLE BEGINNINGS

A simple adventure revolving around theft of valuables from clients of the biggest merchant syndicate on Aetinum. A low level adventure great for new players.

## SHADOW OVER AQUAN

Members of a secret league known as the Order of the Astral Flame are sent to the Water Type City State to investigate Void presense. A well rounded adventure for players new and old.

## THE HUNTING LODGE

Recruitment for a new specialty adventurer's guild brings people from all walks of life. A modular adventure with four optional quests. Well suited for players testing character builds.

## LAST HOPE

Umbra Castle Town is falling, and it's up to a handful of unlikely heroes to save what they can or fall to the Void's corruption. An intense adventure set under a ticking clock with mild horror elements.

## PALACE OF THE RAINBOW LORD

An adventure involving delving into ancient ruins for a powerful artifact on Ignan City State land. A dungeon exploration adventure that tests players problem solving skills.

## THE SIEGE OF UMBRA CASTLE TOWN

The final blow that ended the Void War with intense fights that decide the fate of Aetinum. A collection of high level combats that culminates in a end of campaign level boss fight.

## SKILL CHALLENGES

Some of the adventures within call for a skill challenge. This is a specific mechanic used by some dungeon masters to replace boring skill checks. Every dungeon master runs them differently, but these adventures are balanced around these skill challenge rules. Skill challenges are a way to weave skill checks into the narrative either in social or exploration circumstances. A skill challenge is made up of the following components.

- **Challenge:** The obstacle or challenge the players must overcome as well as specific circumstances
- **Skill Challenge DC:** The difficulty of checks made during this challenge
- **Success Threshold:** The number of successful checks needed to complete the challenge
- **Failure Threshold:** The number of failed checks needed to induce a catastrophic failure
- **Catastrophic Failure:** The penalty for meeting the failure threshold.

To run a skill challenge, you first declare to the players you are initiating the skill challenge, laying out the challenge and the success threshold. You do not have to tell players the skill challenge DC, failure threshold or the catastrophic failure consequence.

Players then must come up with ways to use their skills, tools, spells and abilities to overcome this challenge. Players act in rounds to contribute to the skill challenge. Each player only gets one attempt to contribute per round. If a skill or tool is used more than once during the skill challenge (even if it's by different people) the Skill Challenge DC for that attempt increases by 2 for each time it is repeated. Each check in a round is considered to be happening simultaneously. As such, buffing spells, abilities and special equipment can only apply to one character's check per round. Encourage players to be creative in how they use their strengths. If a player truly cannot or does not want to contribute to the skill challenge, they may skip their turn in exchange for an automatic failed check. Between each check, narrate or ask the player to narrate a vignette of how their check helped the party to keep players engaged with the story.

There are three ways to contribute to a skill challenge.

- **Direct Progress:** Skill or tool checks made to directly progress the challenge. A success adds one success count towards the success threshold. If a player has special equipment that may help with the task, they have advantage on their check.
- **Assisting:** If a player tries to make a skill or tool check in a way that may assist but doesn't directly progress the challenge, they may still attempt the check. On a success, the next check made has advantage. On a failure, it may not add to the failure threshold (at the dungeon master's discretion.)

- **Spells and Abilities:** Some players may have a spell or ability that can trivialize some parts of the skill challenge. The dungeon master can tell the player to expend between one and three uses of the spell or feature (at your discretion) in exchange for progressing the successes by one

While we will provide some suggestions for skills, tools and spells to use, ultimately, it is up to the dungeon master to decide whether or not a skill or tool proficiency can be used to make direct progress or assist with progress. If a group reaches the failure threshold, the players suffer the catastrophic failure penalty. This penalty is dependant on the adventure, usually taking the form of damage or adding a complication into the next event in the story. A catastrophic failure does not end the skill challenge unless otherwise stated. If the catastrophic failure doesn't end the skill challenge, the failure count is reduced to zero and you continue the skill challenge until it is completed.

### EXAMPLE SKILL CHALLENGE

The party must navigate their way up to the peak of a mountain. The challenge DC is 13 with a success threshold of 6 and a failure threshold of 2. On a catastrophic failure, players take 2d8 damage and the success count is reduced by 1. This reduction can only happen twice.

**Suggested skills and tools:** Athletics, Nature, Perception, Survival

**Suggested spells:** Jump, Spider Climb, Fly

**Possible equipment:** Climbers kit, pitons

## MAGIC ITEM BUY POINTS

When running one shot adventures at medium to high levels its hard to know how many magic items the players should start with. The table in the Xanathar's Guide to Everything has recommendations for how many magic items the party should have, but not how many each player should start with. This can be tricky for DMs to navigate; the table is designed for a whole campaign or adventure series, not necessarily starting equipment.

With that in mind we've created a simple system for using points in Character Creation to "purchase" magic items to start with. This allows players some freedom to have uniquely synergistic magic items with how they want to play, while also ensuring that every player has access to the same theoretical power cap. Single Use consumable items like Potions and Spell Scrolls can be accessed in bulk, you can receive 3 of them for the price of an item at their tier. This does not apply to items like Necklace of Fireballs or Healing Ointment, as they are multiple uses already, even if they are consumable.

The DM is also encouraged to talk with the players about potential outlier items in power relative to rarity and items that may nullify entire mechanics of the adventure that is being run and adjust the point price

accordingly. For example, Winged Boots are incredibly powerful relative to other items in the Uncommon tier, so it might be priced at 4 points instead of 3, while a pair of Sending Stones is a little more niche in its applications, so it might only cost 2 points. If one of the main mechanics of the adventure is diseases and disease effects, perhaps the Periapt of Health is simply unavailable to the players, as they've been bought out by most of the nobility or wealthy class. This table is meant as a starting point and a suggestion based on our experiences.

The players start with a number of points equal to their character level - 1. Level one characters shouldn't necessarily start with magic items, they should be provided over the course of a campaign or adventure.

The costs below are simply starting points, and the adventures in this book will have suggested point cost listed in the adventure entry.

Rarity	Point Cost
Common	1
Uncommon	3
Rare	6
Very Rare	10

#### **A note on Legendary and Artifact items:**

Legendary and artifact items are game, setting, and adventure warping. At very high levels (18+) It might be expected that all party members have one item of that caliber. However, these items, while fun, can be very disruptive. It is up to the DM to decide whether or not legendary and artifact items are in play for the adventure that is being run. Our recommendation if Legendary and Artifact items are available at character creation is that Legendary and Artifact items cost 15 points to purchase.

# HUMBLE BEGINNINGS



THE WORLD IS UNDER SIEGE AND YOU AND YOUR companions are trying to rise to the call. However, you need gear. Connections. Access to supplies. And currently every government is snapping up all the combat equipment possible to outfit their armies to defend themselves. You have one chance

left, the legendary Golduck merchant Omega. Renowned for his independence, sometimes defying the boundaries of war to trade, and his soft spot for adventurers. He sets aside equipment for adventurers, but it requires a membership to access, and unfortunately you and your companions were denied. Frustrated and about to lose hope, you talk it over in a tavern and are approached by Omega's retired lieutenant, the Samurott Phi. He tells you that he can help you get that membership if you'll do him a favor. Somehow, once supplies have been dropped off in Lumen Port and given to those who ordered them, they've been going missing. He wants you to find out what has been happening to them and put a stop to the thefts. If you do, he will make sure that you're able to get access to Omega's Adventuring supplies and also pay you all a hefty sum for your services. Two hundred gold pieces to each of you. Enough to buy a house and live comfortably, or land some sweet adventuring gear. So. Do you take the job?

## HUMBLE BEGINNINGS

Player Level:	3
Suggested Number of Players:	4-5
Player Difficulty:	*
Dungeon Master Difficulty:	**
Length:	2-3 sessions
Magic Item Buy Points:	None

## GATHERING INFORMATION

The Samurot Phi is still at the party's table in the Topsy Karp Tavern. Allow players to introduce themselves to each other and get to know their characters. Phi will reiterate the following before wishing the party luck and departing.

- The party's goal is to find what supplies they can and return them to the shops.
- An optional goal of the party is to turn in anyone associated with the thefts to Phi.
- Goods are going missing after they are delivered, and no one would steal directly from Omega Merchantile.
- He offers the 3 nearest stores that were robbed, Eclectic Eccentricities, The Steel Domain and Glamorous Goods.

### THE TIPSY KARP

The tavern itself is a small establishment with few patrons other than the party. Perfect for a discreet meeting. It's located near the pier district for sailors to stop by when ships dock at the town. The building has a tall ceiling with a second floor banister above the bar where doors for four inn rooms are visible.

### THE SAMUROT PHI

Phi is an older man wearing expensive looking clothes and a decorative blade at his hip. He speaks politely but firmly, as a businessman would.

The party is encouraged to investigate the stores that were targeted recently. They can all be found without much searching in the market square. After inquiring with two of the shops, if a player has a passive perception of 16 or higher, they notice a Pancham snooping after them. If the players don't succeed a DC 15 stealth check, the Pancham runs away. The player can confront the Pancham if they succeed the stealth check which skips the rest of the Gathering Information section and proceeds to the combat in the next section. After speaking to the last shopkeep, the Pancham can be spotted again, without needing passive perception. He will still dart away if noticed, but if the party tries to confront him or the party tries to move around the city, proceed to the next section.

### THE ECLECTIC ECCENTRICITIES

This store is a magical component shop, selling all manner of specialty components for spellcasting and rituals. The shop owner, a Florges named Abigail, is very adamant you return the goods that were stolen from her. She will relay to the party that 300 gp worth of diamonds and diamond dust, 100 gp worth of insense, 100 gp worth of high quality inks and a 5000 gp chest made of special materials with a small replica of said chest were stolen from her shop.

Players can make an arcana check to recall what these components might be useful for, or a persuasion check to get the information from Abigail. With a 13 or higher, they learn the diamonds are commonly used for Revivify and the inks can be used to scribe spell scrolls or copy spells into spellbooks. The insense can be used for a wide variety of spells, notably Find Familiar. With a 15, they learn the chest can be used to cast the spell Secret Chest.

Abigail does not know who could have done this and does not know who could have targeted her. She has not noticed anything out of the ordinary leading up to the theft, which happned four days ago. If asked, she tells the party that the components were under lock and

key and protected via Arcane Lock. She found the lock dispelled and the contents were stolen. If the party asks if she has any connection to the other stores, she will tell the party that she is friends with Ron from the Glamorous Goods, but does not know of Sal or the Steel Domain.

### THE STEEL DOMAIN

The Steel Domain is a large blacksmith shop near the center of the market district. The proprietor is a Alolan Marowak by the name of Sal. He is very direct about what happened and generally will only speak to the party about the theft or about weapon and armor commissions. Stolen from the shop was thirty ingots of Nyxian silver and ten ingots of adamantine.

Adamantine is a well known material for its durability. When made into armor, it can allow the wielder to turn critical hits against them into normal hits. With a successful DC 14 intelligence check, the players learn that Nyxian silver is a special metal from Glacius, the Ice Type City State. When made into weapons, they deal an additional 1d4 cold damage. If a player has proficiency with blacksmith's or tinker's tools, they make the check with advantage. A persuasion check with the same DC can be made to learn this information, but only if the player has proficiency with blacksmith's or tinker's tools as he will only talk shop with someone who will understand.

Sal is unimpressed about the theivery attempt on his safe. If asked, he will tell the party that the lock was forced open and damaged in the process. The lock was made of high quality material and was a high quality lock. He has made enemies that could target his shop, but doesn't think they have the gall to as they're other merchants. He does not name Omega Mercantile among these enemies. If asked about suspicious circumstances, he will recall that he has noticed a shifty looking Pancham lurking around the area leading up to the theft, which happened two days ago. If asked, he will tell the party he has no connections to the other shops or proprietors.

### GLAMOROUS GOODS

Glamorous Goods is a smaller shop that enchants specialty magical items for adventurers. The shopkeeper is a former adventurer, a Liepard named Ron. He is a disciplined mage and speaks carefully and directly. If asked, he will tell the party that the thieves took a selection of Sending Stones and Spell Scrolls, totalling up to twelve thousand gold pieces in value.

Ron muses that the thief must be some kind of mage, as his security was the Alarm spell and the Arcane Lock spell. Ron found both of them dispelled. If prompted, he has seen a Pancham lurking around the market district recently and has had his eye on him. If asked if someone could be targeting him, he will tell the party that he has made a number of enemies during his time as an adventurer, but none of them are local. If the party asks

if there is a connection to the other shops, he will tell them that he knows Abigail from the Eclectic Eccentricities and he is familiar with the Steel Domain from his time as an adventurer, but has no business dealings with the shop.

### THE ECLECTIC ECCENTRICITIES

The shop is a medium sized wooden building painted white. Plants and vines decorate the outside of the building and it has a hanging sign advertising the business. The windows are tinted, making it difficult to see inside. The interior of the store is a cluttered mess of trinkets, bottles and odd looking reagents that are hard to identify even for experienced spellcasters. It is dark inside to keep the delicate reagents safe, the inside of the building painted a dark brown in stark contrast to the outside. It's lit dimly by an overhead chandelier that hangs just barely 5 feet above the floor.

Abigail is a middle aged Florges. She has a very cleaned up appearance and wears a simple but elegant robe that is stylized as a mage robe. She is energetic and enthusiastic about her shop and very vocally upset about the theft.

### THE STEEL DOMAIN

Half of the shop appears to be open air with shutters that can be drawn when the shop closes for the day. The shutters themselves are made of sturdy metal that lock into place. All sorts of metal weapons are on display on the wall beside the counter. The back room of the forge is clearly visible, well lit by standing torches. There are ingots of various kinds in neat piles near the forge.

Sal is a no nonsense Marowak of older age and gruff disposition. He wears a blacksmith's apron over heavy, worn clothes with a tool belt that appears cluttered with tools. He is very blunt and direct, speaking only the words he needs to convey his point.

### GLAMOROUS GOODS

Glamorous Goods is a small, hole in the wall shop. It's decorated simply, with a folding sign out front to advertise the contents. Inside is a cramped store with each product behind glass cases. One of the walls has a potion shelf behind a glass case, the other has diamond shaped cubbies with rolls of parchment inside of them. Many of the glass cases are empty, but others have simple looking items like rings and gemstones in them. If the party can see magical effects, they can see warding magic on each of the cases.

Ron is a middle age, well put together mage, wearing fine wizard robes recognizable as robes of a Magi Guild graduate from Cypress. Ron has a distinguished disposition and a no nonsense personality. He is very intentional in the way he speaks and chooses his words wisely.

## JUMPED BY THUGS

Either by confronting the Pancham or by being jumped by the Pancham, the party will be lead into an allyway and be surrounded by the Pancham in front and a Nidorina and Mienfoo in the back. The Pancham will threaten the party for investigating the thefts and initiate combat. The Pancham will use the [Bandit Captain](#) stat block, while the others will use the [Thug](#) stat block with the following changes.

### PANCHAM

**Damage Vulnerabilities** Flying type, Psychic type, Fairy type  
**Damage Resistances** Rock type, Bug type, Dark type

**Shrug it Off.** *1/day* When Pancham fails a saving throw to resist being stunned or paralyzed, he can choose to succeed instead.

### BONUS ACTIONS

**Berserker's Charge.** *1/day* When Pancham hits a creature with a melee attack, he can use his bonus action to attempt to shove that creature.

### NIDORINA

**Damage Vulnerabilities** Ground type, Psychic type  
**Damage Resistances** Poison, Fighting type, Poison type, Bug type, Grass type, Fairy type  
**Condition Immunities** Poisoned

**Blowback.** *1/day* When Nidorina hits a creature with an a weapon attack, she can attempt to shove the creature.

### BONUS ACTIONS

**Poison Point.** *1/day* Nidorina can poison a weapon she is holding. The next time she hits a creature with the weapon, the target is poisoned until the end of Nidorina's next turn.

If the thugs are all killed, they can search the bodies to find a note from someone named Manson. The note is seemingly nonsensical, but if a party member can read their's cant, they know the note is orders to stop anyone looking into the thefts. Alternatively, a player can make a DC 14 history check to figure out this is likely some sort of code. The party can inquire with the guardsmen or with Phi who can be found at the Topsy Karp about this Mason. They will be told to look for a Ledian in the dock district. This note is not present if the party knocks out any of the thugs.

### MIENFOO

**Speed** 35 feet

**Damage Vulnerabilities** Flying type, Psychic type, Fairy type

**Damage Resistances** Rock type, Bug type, Dark type

**Lashing Fur.** Mienfoo's reach is 10 feet with melee attacks on its turn.

**Fluid Fighting.** Mienfoo has advantage on saving throws to resist being stunned or paralyzed.

If the party knocks out any of the thugs, they can be interrogated. The players can make a DC 14 insight check to determine that the Mienfoo would be easiest to interrogate. This will initiate a skill challenge. The party must first choose who to interrogate, which will set the DC for the skill challenge. If the party fails the skill challenge, they can attempt to interrogate one of the other thugs who the party hasn't already tried to interrogate. If treated well, or suitably intimidated, they reveal their names; the Pancham is Dalton, the Nidorina is Lian and the Mienfoo is Rald.

### SKILL CHALLENGE: MAKE THEM TALK

The party has to figure out why the thugs jumped them and if they're connected to the thefts. And if they are, how. The challenge DC is 15 unless they are intimidating the Mienfoo, in which case the DC is 13. The challenge has a success threshold of 3 and a failiure threshold of 3. Upon a catastrophic failure, the thug shuts up and is unresponsive to further interrogation attempts. During this skill challenge, allow multiple checks using the intimidation skill if the players use different ability scores. For example, if a player makes a charisma intimidation check, do not increase the DC of the check if another player attempts a strength intimidation check, and so on.

**Suggested Skills:** Intimidation, Persuasion, Insight

**Suggested Spells:** Charm Person, Detect Thoughts

**Possible Equipment:** Weapons (for intimidation)

Upon successfully completing the skill challenge, the party learns some information. The thug will tell the party that they were hired by a Ledian by the name of Manson who frequents the dock district. If any of the checks made roll above 19, they also learn that Mason has a bandage around his arm, making him easier to identify.

## FOLLOWING THE LEAD

The party then proceeds to the dock district. At this point, it's approaching evening. The party must now attempt to make a investigation check to find Manson or a persuasion check to have other dockworkers point them towards him. The DC for both checks is 16 unless the party knows about Manson's bandage, in which case the DC for the investigation check is 14. If the party succeeds, they find Manson. Any attempt to confront Manson will start a chase (see below.) If everyone in the party fails, they will see Manson attempting to flee, which will also start the chase, however each party member is immediately subjected to a complication at the start of the chase. Manson uses the **Commoner** stat block during this chase, though he takes no damage from chase complications.

### CHASE THROUGH THE DOCKS

Have every participant in the chase roll for initiative. Each round every participant is considered to have moved at once, so the distance cannot be closed in one turn by a particularly fast player. Keep a note of how far every player is from their quarry, or use a map to help visualize the distance to the quarry. Manson begins the chase 30 feet ahead of the party. The chase will then act in initiative similarly to combat with the following changes.

- Participants in the chase can take their movement and their action as normal, but not a bonus action or reaction.
- Chase participants can take the dash action a number of times equal to 3 plus their constitution modifier. For every use of the dash action after this, they must make a DC 10 constitution saving throw. On a failure, the participant takes a level of exhaustion. Levels of exhaustion gained this way are all removed at the end of a short or long rest.
- Each chase participant rolls a d20 at the end of their turn to determine a complication. (If the party failed their investigation or perception checks in the previous section, have them all roll a d10 to determine a complication.)
- Participants can use their action to create their own complications. (Such as casting a spell that creates difficult terrain.)

Upon catching Manson he will prove to be difficult to interrogate. Players can make deception, intimidation or persuasion checks to interrogate Manson. The DC for this check is 15, but a 13 will net them the **Less Successful Testimony**. If players rolled 13 for the check, they can make a DC 14 insight check to determine that there are some lies in his statement. Alternatively, if a character has 14 passive insight, they can tell there are some lies without making the check. If they roll 18 or above on their insight check, they can pinpoint the

specific lies. If called out, Manson will become flustered and let slip where the hideout is.

### DOCK CHASE COMPLICATIONS

d20	Complication
1	A large obstacle blocks your way. Make a DC 15 acrobatics check to get past the obstacle. On a failed check, the obstacle acts as 10 feet of difficult terrain.
2	A crowd blocks your way. Make a DC 10 athletics or acrobatics check to make your way through the crowd unimpeded. On a failed check, the crowd counts as 10 feet of difficult terrain.
3	A large glass window or other similar barrier blocks your path. Make a DC 10 strength saving throw to smash through the barrier and keep going. On a failed save, you bounce off of the barrier and fall prone.
4	A maze of barrels, crates, or similar obstacles stands in your way. Make a DC 10 acrobatics or intelligence check to navigate the maze. On a failed check, the maze counts as 10 feet of difficult terrain.
5	The ground beneath your feet is slippery with rain, spilled oil or other slippery substance. Make a DC 10 dexterity saving throw. On a failed save, you fall prone.
6	You come upon a pile of broken glass or other sharp hazzard. Make a DC 10 acrobatics check to avoid the hazzard. On a failed check, you take 1d4 piercing damage and the area counts as 5 feet of difficult terrain.
7	You run into a brawl in progress. Make a DC 15 athletics, acrobatics or intimidation check to get past the brawl unimpeded. On a failed check, you take 2d4 bludgeoning damage and the brawlers count as 10 feet of difficult terrain.
8	A beggar blocks your way. Make a DC 10 athletics, acrobatics or intimidation check to slip past the beggar. Alternatively, you can toss a coin to the beggar and succeed the check automatically. On a failed check, the beggar counts as 5 feet of difficult terrain.
9	An overzealous guard mistakes you for someone else. If you move 20 feet or more on your turn, the guard makes an opportunity attack to hit you with a spear (+3 to hit; 1d6+1 piercing damage on a hit).
10	You are forced to make a sharp turn to avoid colliding with something impassable. Make a DC 10 dexterity saving throw to navigate the turn. On a failed save, you collide with something hard and take 1d4 bludgeoning damage.
11-20	No complication

If all the checks fail, the party can turn Manson in to Phi, who will be able to squeeze a location out of Manson; a trinket shop by the name of the Lucky Find. Phi will ask the party to look into this store, musing it's likely some kind of front and suggesting the party break in under the cover of night.

### SUCCESSFUL TESTIMONY

The hideout is located beneath one of the stores in the Ports district, a small tucked away trinkets shop

that never seems to get much business called the Lucky Find, used for money laundering. Despite this, it looks very well taken care of, as if the owner has money. He's working for an Aggron that he only knows as R. The thieves were a Combusken and a Leafeon. He works for the Treasure Hunter Guild. There's a few pokemon who are in and out of the hideout at any given time, and there's a couple traps and alarms. The hideout is in a section that used to be part of the sewers, but was sectioned off.

### LESS SUCCESSFUL TESTIMONY

The hideout is located in an inn in the same district, called the Deep Draught. The boss is a Tyranitar. The base is filled with many traps, and the gang has it's fingers into every part of the city. Even if you tried to turn them in, there's no way they'd face any consequences.

At this point, it's highly encouraged for the party to take a short rest.

### INTO THE BELLY OF THE BEAST

The Lucky Find is a small shop that can be found in the market district wedged between two other shops. No matter what time the party goes to the shop, it will be closed. The doors and windows are locked with a thief's tools DC of 18. Alternatively, the door can be broken in with an AC of 15 and 18 hit points. The windows can be broken with any bludgeoning damage. If a character knows thief's cant, they will be able to find a mark that shows that the store is a dangerous thief's den.

Once inside the shop, the party must succeed a DC 15 investigation check to find the secret entrance to the thief's den. If every player fails, the entrance is still found, but the store has to be fully tossed which makes a lot of noise. The entrance to the hideout is found in the bottom of a large barrel.

#### THE LUCKY FIND

The store is well put together and in good condition despite appearing to be permanently closed. The windows have all been shuttered and the inside of the store is dark. It is impossible to see inside from the outside under normal circumstances. The inside of the store is well put together but the shelves are sparse with trinkets, none of which seem like they have much value.

The party climbs down the ladder into a sewer tunnel. The tunnel is bricked up and is completely dry. The next chamber has a Combusken and a Leafeon in it. Players can attempt DC 17 stealth or deception checks. On a success, the two of them will ignore the party and if it's night time will leave the hideout to rob another shop. On a failure or if the party had to toss the shop to find the hideout, the party must fight them. The Combusken

uses the [Fist of Bane](#) stat block, while the Leafeon uses the [Evil Mage](#) stat block. The stat blocks have the following changes. If you use maps, this map is A1.

#### COMBUSKEN

**Speed** 35 feet

**Damage Vulnerabilities** Flying type, Ground type, Water type, Psychic type

**Damage Resistances** Bug type, Steel type, Fire type, Grass type, Ice type, Dark type

#### BONUS ACTIONS

**Blazing Fists. 1/day** Combusken can cause flames to wrap around a weapon he is holding. The next time he hits a creature with the weapon, the target takes an additional 1d4 fire damage.

#### REACTIONS

**Yelp. 1/day** As a reaction to being attacked, Combusken can impose disadvantage on the attack roll potentially causing it to miss.

#### LEAFEON

**Damage Vulnerabilities** Flying type, Poison type, Bug type, Fire type, Ice type

**Damage Resistances** Ground type, Water type, Grass type, Electric type

**Leaf Guard. 1/day** When Leafeon would be blinded, deafened, charmed, poisoned, paralyzed, petrified or stunned it resists the effect.

#### BONUS ACTIONS

**Photosynthesis. 2/day** As a bonus action, Leafeon can gain 1d10 temporary hit points or take the dash action.

#### THE THIEF'S DEN

The den is a small room carved into the rock behind the bricks of the sewers. The walls are lined with crates and barrels of various sizes. The room is furnished sparsely with a wooden table and chairs and a deck of cards spread across the table. There is one large wooden door at the back of the room.

Searching the crates and barrels in the room yields standard adventuring equipment of all kinds. A player can pick up components of a climbers kit, a single artisan's tool kit of their choice or a standard weapon. There are also 3 Potions of Healing in the crates.

#### POTION OF HEALING

*Potion, common*

When you drink this potion, you regain 2d4+2 hit points.

## THE BOSS ROOM

The final room of the dungeon is behind the door at the back of the chamber. The door leads to a long, dug out tunnel that leads to a warehouse on the outskirts of the dock district. Found within is an Aggron organizing the boxes. If the party has not been subtle about their investigation the Aggron is ready to see them. If the party has been subtle about their investigation, the Aggron is somewhat surprised to see them. The Aggron will threaten the party and initiate combat. If you are using maps, this map is A2.

### AGGRON

*Medium humanoid, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 60

**Speed** 30 ft, 30 ft burrow

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

**Saving Throws** STR +5, CON +4

**Damage Vulnerabilities** Fighting type, Ground type, Fire type

**Damage Resistances** Normal type, Flying type, Rock type, Bug type, Steel type, Grass type, Psychic type, Ice type, Dragon type, Fairy type

**Damage Immunities** Poison type

**Senses** passive Perception 13

**Languages** Common, Aetinian

**Mountain Stance.** Aggron cannot be moved against its will, even by teleportation.

### ACTIONS

**Multiattack.** Aggron makes two attacks with its Nyxian Silver Glaive.

**Nyxian Silver Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10ft., one target. *Hit* 8 (1d10 + 3) slashing damage and 2 (1d4) cold damage.

### REACTIONS

**Parry.** Aggron adds 3 to its AC against one melee attack that would hit it. To do so, Aggron must see the attacker and be wielding a melee weapon.

## THE WAREHOUSE

The warehouse lies quiet except for the sounds of movement from the other room. The back room that you've emerged into is empty and devoid of furnishing. To either side are what look like offices, also empty. The main warehouse has piles of other crates, piled up to ten feet up. There are windows that let light in enough to see the hulking figure of an Aggron, moving boxes.

When the Aggron is defeated, the party will have the run of the room. With a DC 14 investigation check, the party will find the stolen goods among the boxes, minus a couple Nyxian silver ingots. If the players choose to turn the goods in, Phi will meet them at the Topsy Karp inn. Phi will congratulate the party, give them their payment and tell them that he'll put in a good word for them to Omega, and that they should be able to access his magic item store the following morning. If the players turned in at least half of the enemies during the adventure, Phi will put in a good word in with the city guards as well.

## NYXIAN SILVER WEAPON

*Any melee weapon, uncommon*

A weapon made of gleaming silver from Glacius. This weapon deals an additional 1d4 cold damage to a target on a hit. Additionally, it grants the wielder advantage on saving throws to resist extreme heat.

# SHADOW OVER AQUAN

**Y**OU ARE MEMBERS OF A SECRET ORGANIZATION called the Order of the Astral Flame, dedicated to finding, investigating and stopping threats to the continent of Aetinum. How you came to be in this group is up to you. Perhaps your martial prowess caught the right Mienshao's eye. Perhaps your magical talent didn't go unnoticed in your time at Cypress' prestigious Magi Guild. Or perhaps you worked your way up from nothing, and now you use your talents to help those around you. However you came to be here, you're dedicated to keeping this world safe. The Order has recently discovered a new threat; the Cult of the Void, and the creatures they summon into this world, known as Void Shadows. Recently, the Order has gotten wind of Void Shadow appearances in the city state of Aquan. Your mission is to investigate these reports, and if they prove to be true, rid the island of Void influence.

## SHADOW OVER AQUAN

Player Level:	5
Suggested Number of Players:	4-5
Player Difficulty:	**
Dungeon Master Difficulty:	**
Length:	3-5 sessions
Magic Item Buy Points:	4

## ARRIVAL BY SEA

The party begins on the Mighty Finizen, a passenger vessel bound to the island off the coast that houses Aquan, the Water type City State. There are other passengers aboard the ship, though most of them are below deck in their cabins. Allow the party members to introduce their characters and ask them what they are doing aboard the ship as they travel.

Once the party has introduced themselves, the captain of the ship, a Feraligatr named Martin, will tell the party and everyone on the deck that they'll be arriving at the island in a few hours.

Suddenly, tentacles come out of the water and attempt to drag one of the other passengers into the water. A character with 14 or higher passive perception sees the tendrils and can warn the passenger before they are dragged off. Otherwise, players need to hit the tentacles with an attack (with an AC of 14) to cause the creature to recoil and emerge onto the ship. If the players fail, the passenger is dragged overboard and killed. Two [Tusked Skyfish](#) will then attack the party. During this scuffle the captain and all remaining passengers start moving below deck at initiative count 20 using the dash action if necessary. Once the void shadows are defeated, Martin will return and thank the party for defending the ship, commenting on how they must be seasoned adventurers.

## THE MIGHTY FINIZEN

It's a beautiful day for sailing. The skies are clear and the wind is at the ship's back. The Mighty Finizen is a medium sized passenger vessel, operating with a crew of just ten. This trip, only half of the eight cabins are occupied, so it's easy to find places of peace on the ship. The Drapion shipwright mage helps propel the ship when the wind isn't catching the sails. Thankfully the ship's making good time.

When the party arrives at the island, in the late afternoon, they'll very quickly notice that there are white and blue flags being strung between buildings and Pokemon are putting up banners and stalls. If the party asks about it, a Maril will tell them that they're setting up for the Festival of the Tides. He'll explain that it's a festival to celebrate the accomplishments of the youth and to crown the year's 'Champion of the Tides.' It's taking place this evening and everyone on the island is free to participate in the festivities. A player can make a DC 14 religion check to recall this festival has religious significance to Lugia. Originally called the Choosing Tides, it was a way for Lugia to choose her champion. They will also recall that Lugia is a deity commonly worshipped in Aquan.

## AQUAN; THE WATER TYPE CITY STATE

The island is beautiful, the beaches kept clean and scenic, the nearby mountains have an easy hiking path to their peaks, though no one is allowed up right now. The main settlement is kept to the same standard. Clean streets, and friendly locals are a boon to the town's image as a vacation locale. The buildings are built with clay and wood supports, adorned with glowing blue coral harvested from the nearby coral reef. They are simple but beautiful. The perfect vacation spot.

The island is also the home of the only fully underwater settlement, situated in the coral reef. It's here where nearly all of the fully water-bound Pokemon live. During the night, parts of the reef light up with glowing coral. The main settlement itself has made accommodations for these Pokemon as well. Canals are dug through all of the streets and nearly all of the buildings will have a reservoir of water connected to these canals so that the water-bound Pokemon can interact and participate in the land based society.

The party has some time until the evening that they can spend as they please, but are dissuaded from leaving town as locals will explain it's dangerous to leave the town boundaries. If players try to leave, they're stopped by guards patrolling. Players can slip past the guards with a DC 16 stealth check.

Players can ask around about disturbances or sightings of Void Shadows. Each party member can make a DC 14 persuasion check. Each success will gain them a new piece of information.

- With one success, they learn that Pokemon that go to the north beach haven't been returning. No one's allowed to go there anymore.
- A second success and they'll learn that there's a local cave that kids used to play in nearby and that the children are unhappy they're not allowed back there anymore.
- If the party succeeds three times, they learn that there have been dangerously powerful Void Shadows wandering the island and that the guardsmen have been on high alert for two weeks now.

## FESTIVAL OF THE TIDES

The festival starts at dusk. The party can choose to interact with the festival or skip to the choosing tournament.

The entire town is abuzz with excitement. Handmade decorations are hung up from every building, blue and white flags and banners spanning the streets. Depictions of Lugia are common on the banners and stalls. The beach has all kinds of stalls to entertain the festival-goers. Food, trinkets and carnival games keep attendees in high spirits. In the center of the town, a large stage has been set up; a fighting arena for the main event of the festival. Amongst the decorations are banners depicting eight young Pokemon. A Dewott, wielding no weapon but his scotch blades. A Clawner, also not wielding a weapon. A Wartortle with a coral tipped spear. A Buizel wielding a sword and shield. A Panpour, dressed in light robes with no weapon but cloth wrapped around her hands. A Corsola wearing a glowing blue gem. A Ducklett wielding a bow. And a Marill wielding a pair of daggers. Presumably the ones competing for the title of the Champion of the Tides.

## SHOPPING

The entire town is celebrating the festival. There are booths selling trinkets made of sea shells and special glow-in-the-dark coral, purchasable with a silver piece or two.

Players can spot a weaponsmith among the stalls. The Prinplup by the name of Erin has special Aquan

coral weapons for sale. He has a pair of daggers and a shortsword. He will sell the daggers for 10 gold pieces each and the shortsword for 20. He also has a Tidecutter Longsword on display, though not for sale. The party can persuade him (DC 17) to sell it to them for 50 gold pieces.

### AQUAN CORAL WEAPON

*Any weapon, common*

A weapon decorated with special Aquan Coral, typically made into the weapon's crossguard or pommel. When wielded by a spellcaster, this weapon can be used as a spellcasting focus.

### TIDECUTTER LONGSWORD

*Longsword, common*

A gleaming sword with blue wave patterns running up the blade. The wielder of this weapon doesn't have disadvantage to hit with it while underwater.

## CARNIVAL GAMES

The party can participate in a number of carnival games while attending the festival. They include, but are not limited to the following two. While these games provide a fun distraction, they can become time sinks. Try to limit the amount of time the party can spend playing these games.

### CLAMPEARL'S PRIZE

A Buizel sits at their stall, three cups in front of him. The object of the game is to keep track of a small wooden ball as he mixes up the cups. The game costs a silver and takes three rounds in which a single participant makes a perception check to watch the cups. If the participant wins all three rounds, they receive 5 silver in return. The DCs for these checks start at 14 and go up by one for each round. If a player wins, the Buizel will challenge them to a double or nothing. The Buizel is actually a Zorua in disguise and will attempt to scam the party by making the ball an illusion after challenging them to double or nothing, causing the participant to fail no matter what they roll on their perception check. If the participant or another player chooses to watch the Buizel instead of the cups, they can make a DC 17 perception check to spot the casting of the Minor Illusion spell. If he is called out for it, he will flee, dropping 10 gp as he flees.

### RING TOSS

The Pelliper stands behind a stall with several glass bottles set up behind him. The object of the game is to get all three rings on the middle bottle. The game costs a silver and the participant is given three rings to throw. To throw a ring, a participant must roll an attack with an improvised weapon with their dexterity modifier. If they aim for any bottle, the AC is 14. If they aim for the middle bottle, the AC is 18. If a player wins, they're

given a 1 foot tall plush toy of Lugia. It can be sold for 5 gold pieces.

## THE CHOOSING TOURNAMENT

When the sun is fully set, the villagers will all gather in the square. The head of the village, an elderly Drampa named Jhaan will begin a speech about the ceremony. To either side of him are eight young Pokemon, none looking older than sixteen years old. They are the same Pokemon that are on the banners that hang in town.

If a party member has at least 16 passive perception, they will notice that the guardsmen are agitated and many of them are moving towards the outskirts of town. The party can move to follow now, being intercepted by two [Qtyugh](#) that slipped past the guards. If they don't move now, a shout will alert the party and the civilians in the town square that a void shadow is approaching. The party then rolls for initiative as the [Qtyugh](#) barrels into the town square. Populate the map with eight civilians who will flee on initiative count 20.

When the party finishes this fight, they will be informed that there were void shadows attacking all along the outer perimeter. Guards that see them take down the void shadow will commend them on their fighting prowess. The party is now no longer barred from leaving town.

If the party snuck out of town and didn't attend the festival, they will hear about a void shadow attack on the town that injured several guardsmen.

## CURRENT OBJECTIVES

The next morning, a party member will be contacted via the Sending spell. They will recognize the sender as Tara, a Ninetales sorceress and fellow member of the Order of the Astral Flame. The message is as follows:

"Agents, we're gearing up for a major magical ritual. Complete your assignments ASAP and return to headquarters. Transport will be arranged for evening tomorrow."

The party has until the transport arrives to finish searching the island for the void shadow influence. If the party doesn't already know about the situation at the north beach or the cave, they can learn these pieces of information by consulting the head of the town or any guardsman. Traveling to or from either location takes one hour.

## WANDERING VOID SHADOWS

The first time the party leaves the town, they will encounter two [Spectators](#). If the party has already rolled stealth with a DC of 16, they get the jump on it. If not, the party can make a DC 14 perception check to see it before it sees them and attempt a DC 16 stealth check to stay hidden from it. The party can attempt to sneak by it, requiring another stealth check, or they can fight it.

Whenever the party moves between areas, roll 1d6. On a 1, they encounter another two Spectators. If they avoid the Spectators, they number on the dice required to encounter the Spectators increases by 1 for each time they do avoid it, up to a maximum of 3. There are only three pairs of Spectators wandering this island (including the initial one), and once they are all killed, no more can be encountered.

## THE NORTH BEACH

When the party begins approaching the north beach, they will notice four [Gibbering Mouthers](#) wandering around a wrecked boat. The boat is damaged to the point that it's clear there is no useful supplies still left on it. There are plenty of tracks that lead in this direction, but there are no bodies to be found. Being members of the Order of the Astral Flame, they know that these creatures consume bodies that they kill. The players begin the combat within the treeline 60 feet from the mouthers. When the party kills the void shadows, they find 10 gold pieces worth of loose change, a ring of water breathing and a statue of a fiery red bird. A successful DC 10 religion check reveals this to be Moltres. If the party has already found and identified the Articuno or Zapdos statue, they succeed this check automatically.

### RING OF WATER BREATHING

*Ring, uncommon (requires attunement)*

While wearing this ring, the attuned creature can use the ring to cast Water Breathing on themselves.

The north beach has not been kept to the normal standards of the island. A shipwreck is grounded on the pristine beach, splintered wooden planks are scattered amongst the sands. On normal circumstances this would be a fascinating sight, but with void shadows patrolling the beach, your attention is otherwise occupied.

## THE FORBIDDEN CAVE

The cave is easily found when the party makes it to their destination. The mouth of the cave is large enough for medium sized creatures to make it in without squeezing. The cave tilts down and quickly twists, plunging the party into darkness. The map for this cave is B1.

### Area 1:

The tunnel quickly widens out to a much larger cavern. There is no light filtering into the cave, making the entire area fully dark. Two [Chuuls](#) are waiting here and will attack the party, taking them by surprise if they aren't able to see them. Once the party defeats them, they will have the run of the cave.

### Area 2:

In this area is a large basin of water. Players that investigate the water will find a statue of a blue bird Pokemon at the bottom of the basin inside of a hidden crevice. A successful DC 10 religion check reveals this to be Articuno. If the party has already found and identified the Zapdos or Moltres statue, they succeed this check automatically.

### Area 3:

Players that take the time to investigate this area find a poorly hidden chest with children's valuables in it. Amongst them is an idol of a pointy yellow bird that has been broken into three pieces. A successful DC 10 religion check reveals this to be Zapdos. If the party has already found and identified the Articuno or Moltres statue, they succeed this check automatically. The statue can be repaired with the Mending spell or if a creature with Mason's or Tinker's tools spends 10 minutes repairing the idol. Alternatively, the party can bring it back to town and have a craftsman in town repair it for no cost.

### Area 4:

This area appears to be the children's secret hideout. There are sleeping bags and toys splayed out on top of a blanket that covers the hard stone floor. If the players investigate the crate, they'll find a secret passageway at the back of the crate connecting the area to Area 5.

### Area 5:

The party will find a small altar in this room. The altar table has 3 divots on top. Players can make investigation checks to check the altar or religion checks to uncover information about the altar. With a DC 14 investigation check, the party will find that the altar likely shifts, but it's locked in place. If the party has any of the statues, they will also realize that they fit into the divots on top of the altar. With a DC 12 religion check, the party will note that, while weathered, the altar has wind and storm iconography used in temples to Lugia.

Once the statues are placed into the divots, the altar will shift, revealing a stone chamber behind it with the same iconography as on the altar. In the center of the room is a large pool of water. The party will see that the water goes a far distance down. The party must swim down the water tunnel to reach the Trial of the Tides. To swim through the tunnel a character must be able to hold their breath for 1 minute.

#### THE CHAMBER

The stone altar slides away to reveal an unlit chamber beyond. The stone walls bear wind, storm and sea iconography, not too dissimilar to the designs on the various banners being set up for the Festival of the Tides.

## THE TRIAL OF THE TIDES

The map for this dungeon is B2.

The party will emerge from their water tunnel in Area 1. The exit of the water tunnel is on the ceiling, suspended by some magical force. It is 5 feet off the ground, making it difficult, though not impossible to swim back up without help. The room is unlit like the cave above. The temple is old, but bears the same markings as the area above. The door to area 2 is unlocked.

### Area 2:

From the entry hall is a long, wide hallway. The same iconography is present on the walls, though this time, the three legendary birds are also present. In the middle section of the hallway, there is a mural carved into the stone on both walls. On it is an inscription.

To become the Champion of the Storm and Tides one must prove themselves in the trial chambers.

They must have eyes sharp as ice, heart hot as fire and instincts quick as lightning.

The door at the end of the hall appears to open outwards but something heavy is blocking it. Should the party break it down, it will reveal a completely collapsed passage, making it impassable. The door to area 3 is unlocked.

### Area 3:

The room is dark and filled with water 20 feet deep. The water is incredibly cold, causing anyone who enters it to take 1d6 cold damage at the start of their turns whenever they are in the water. The object of this room is to find a hidden door at the bottom of the pool. Players can make a DC 15 perception, investigation or survival check to find a panel in the bottom left of the room that will slide back and reveal the passage forward. If players fail, they can repeat this check as an action on their turn. Only one success is needed to find the door. The water in the room does not flow into the hallway, being held back by a magical force.

### Area 4:

This area has four pillars around the room that can be used to provide cover. At the far end of the room is an altar with a broken brazier. A [Gauth](#) and two [Spectators](#) guard this room and need to be killed before the door to the next chamber opens. Players here can make DC 15 religion or arcana checks while examining the altar to determine that it was likely used to summon some form of fire elemental for the trial. Its magic has faded and cannot be repaired.

#### Area 5:

This room has a checkered floor with yellow and grey tiles. Players with a passive perception of 16 or higher can hear electricity crackling under the tiles. The party must make their way over the panels and make it to the doorway. If a character steps on the tiles, they will trigger a lightning trap that they can dodge with DC 15 dexterity saving throw. On a failure, a character takes 2d6 lightning damage. On a success, a character takes no damage and can make it to the next door without further injury. A character that fails can also attempt to make it to the door, attempting another dexterity saving throw, this time taking only 1d6 lightning damage on a failure. Only the floor is electrified, so if a character can fly or climb across the walls, they can make it to the other side of the room unscathed.

#### Area 6:

A very wide stairwell leading down into darkness. The walls are more finely decorated than other parts of the trial chambers. The party will begin to find it hard to breathe. Party members with a connection to magic will be able to sense void energy from below.

### THE BOSS ROOM

Beneath the temple, the party finds a shrine to Lugia, though it's being occupied by a [Mindwitness](#), a [Spectator](#), and a [Chuul](#). Behind them is basin that looks much newer than the stonework in the rest of the temple. The party must kill the void shadows before they can deal with the basin. During the fight, if the players are within 10 feet of the basin, they find themselves unable to breathe and they have disadvantage on saving throws.

Once the party kills the void shadows, they can investigate the basin. Standing within 10 feet of the basin makes a character feel a sense of dread. The party can attempt a DC 13 arcana or religion check to figure out that it is a summoning basin. On a success or a failure, the party can sense that the basin has a connection to the void. The party can attempt to retrieve it and bring it back to headquarters, which requires a DC 17 arcana check from a spellcaster that can cast at least 3rd level spells. Doing so will nullify the effects of the basin on the party but preserve the magic that it holds. Otherwise, the party can destroy the basin, being able to do so with any heavy weapon that deals bludgeoning damage or a spell that deals 15 damage or higher in a single hit..

Once the party has dealt with the basin, their mission is complete as they've found the source of void shadow presence on the island.

### THE SHRINE OF LUGIA

The bottom of the trial chambers levels widens into a large, arrow shaped chamber. At the far end is a large, dust covered statue of the goddess Lugia, wings spread. The statue is situated over a small shrine that looks like it once held water. There are remains of offerings that look centuries old scattered around the shrine; a gold piece here, a broken piece of pottery there.

# THE HUNTING LODGE



VOID SHADOW SIGHTINGS AND ATTACKS HAVE ONLY risen since the capture of the kingdom's capital. Adventuring is on the rise as many seek fame or fortune by defending the defenseless. The Duskfall Town Hunting Lodge is a facility newly constructed in an attempt to rally local adventurers to this cause and organize a resistance. And they're recruiting. Hearing about this new venture (and that they don't do background checks,) you jump at the opportunity to hone your skills, earn some coin or maybe get your name on the Hunting Lodge's wall of heroes.

## THE HUNTING LODGE

Player Level:	8
Suggested Number of Players:	4-5
Player Difficulty:	***
Dungeon Master Difficulty:	***
Length:	3-5 sessions
Magic Item Buy Points:	7

## INDUCTION INTO THE LODGE

The map for the Lodge is C1a and C1b. C1b shows the downstairs area below the rooms for lodging.

Players begin in the tavern area of the Hunting Lodge along with many other hunters, waiting on their membership to be confirmed by the Guildmaster. They can be at the same table or separate ones. Allow players to use this time to introduce themselves or at least describe their appearance.

Once introduced, the Guildmaster will gather them up. The Guildmaster is a Machoke named Jason. He'll tell the group that their applications have been accepted and that they're part of the Lodge.

### THE DUSKFALL TOWN HUNTING LODGE

The Hunting Lodge is situated in Duskfall Town in Umbra. It's a small town wedged between the Border Mountains to the west and the Apparition Forest to the east. The lodge itself is a new addition to the town, constructed quite recently at the behest of its entrepreneur guildmaster. Though new, it's already attracted its fair share of hunters. There's at least four other teams of hunters along with a handful of solo adventurers who've joined the ranks.

### GUILDMASTER JASON

Guildmaster Jason is a jovial middle aged man. Though in good shape himself, it's clear from his demeanor and lack of scar tissue that he's never been an adventurer himself. His clothes are fine royal blue and brown with nary a loose thread. At his hip hangs a well polished longsword, though it's obvious to any real adventurer that it's never been used.

Among the other hunters, one group stands out. A Luxray fighter (Alric), a Delphox cleric (Jaide), a Haxorus barbarian (Robert), a Indee Dee sorcerer (Kyle) and an Intelleon Ranger (Skye). If asked, Jason will tell them that the group is called Radiant Victory and that they're the top hunters in the lodge. If the party tries to interact with them, the group acts very haughty and will try to end the conversation quickly. If the party finishes the Heightened Threat Hunt and beat Radiant Victory to the void shadow, they will regard them with a grudging respect.

## FACILITIES AND RULES

First, Jason will show the players the job boards and shop. They are at the same counter at the south west of the lodge. The counter is run by a young Buizel named Chase. Jason will inform the party that because of the way that void shadows melt after they're killed, confirming a job is done is difficult. Chase has developed a special warded jar that allows a person to scoop void tar before the void shadow's body completely evaporates. One is given to the party when Chase is informed they'll be accepting a hunt. A filled warded jar must be returned to him to indicate that a void shadow hunt is done and for the party to receive their reward. Hunts that don't involve void shadows can be confirmed the old fashioned way by brining in proof of job completion.

Instead of being paid just in gold, the party will receive five tokens at the end of each successful hunt. Tokens can be exchanged for items from Chase's shop. If asked about his wares, he will very enthusiastically explain them.

Next, Jason will bring them to the barracks upstairs, explaining that the lodge provides room and board as long as they are members still accepting hunts. He'll let the party choose their room and go over the rules for taking on hunts.

- **Rule #1:** You must declare your intent to take on a hunt before you leave the lodge for the hunt.
- **Rule #2:** More than one group can attempt a hunt before it's completed, but only one group can collect the bounty.
- **Rule #3:** Hunters are forbidden from interfering with each other on a hunt.
- **Rule #4:** Hunters must take at least a 2 hour rest after completing a hunt.

Jason will then leave the party to their own devices to explore the guild or take on a hunt.

A party can take on a total of three hunts in the lodge before proceeding to the Final Hunt. Each of the hunts will be available on the job board and have a section of the adventure dedicated to them. They all vary in length, but are typically combat heavy. If the party looks, there

are other hunts, but these are the ones within their skill level.

## CHASE'S SHOP

### 4 TOKENS

#### POTION OF HEALING (GREATER)

*Potion, uncommon, comes in packs of 2*

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

#### BUNDLE OF +1 AMMUNITION (20)

*Weapon (any ammunition), uncommon*

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.

#### SHARD BLADE

*Shortsword, uncommon*

This sword is made of shaped obsidian that gleams in the light. The edge is unnaturally sharp. When you score a critical hit with this weapon, the target starts to bleed. A bleeding creature takes 1d6 slashing damage at the start of each of their turns for 1 minute or until the creature uses their action to make a medicine check (DC 13) ending the effect on a success.

#### PEARL OF POWER

*Wonderous item, uncommon (requires attunement by a spellcaster)*

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot is of 4th level or higher, the new slot is 3rd level. Once you have used the pearl, it can't be used again until the next dawn.

### 8 TOKENS

#### IMMOVABLE ROD

*Rod, uncommon*

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

## SHOCKING WEAVE AUGMENT

*Wonderous item, rare*

This undershirt made of thin chainmail is meant to be worn under metal armor. While you are hit while wearing both the Shocking Weave Augment and a set of armor made of metal, you can use your reaction to cause the attacker to take 3d8 lightning damage. Additionally, they cannot take reactions until the end of your next turn.

#### BLINK JAVELIN

*Javelin +1, rare (requires attunement)*

You have a +1 bonus to attack and damage rolls made with this weapon. This weapon has 3 charges. As an action, you can expend one of the charges and throw the weapon at a solid surface in an unoccupied space within the weapon's normal range. When the weapon hits the surface, you immediately teleport to that unoccupied space with your hand on the weapon. Alternatively, you can use an action to expend one of the charges and make a thrown weapon attack against a creature within the weapon's normal range. If you hit, you immediately teleport to an unoccupied space within 5 ft of the creature you hit with your hand on the weapon. This weapon regains all of its charges at dawn.

### 12 TOKENS

#### GUNHAMMER AND 4 MUNITIONS

*Maul +1, Rare*

The back of the head of this hammer resembles a backwards facing cannon. A trigger for the mechanism runs down the handle. The hammer can be loaded with 10gp worth of gunpowder. While loaded, you can replace an attack on your turn with a special gunhammer attack. When you do, the attack roll with the weapon gains a +3 to hit. If you hit with the special gunhammer attack, the weapon deals an additional 1d10+3 bludgeoning damage. It takes a bonus action to load the gunhammer.

#### FORCEWALL SHIELD

*Shield, very rare*

Magitechnology allows hard light to be formed into basic shapes, such as a shield. While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. When donned, the shield emits bright light for 5 ft and dim light for 5 ft further. When you are holding this shield and must make a dexterity saving throw against a spell that deals damage, you gain resistance to that damage.

## UNDEATH HUNT

**There have been sightings of groups of undead Pokemon in Apparition Forest, some of which have spellcasting potential. We're not sure if they're void summoned or not, but they are a threat nonetheless. Put a stop to these undead.**

The party must enter Apparition Forest and take care of the group of undead. The forest always has a very dense fog, making it difficult to see very far from them. The fog fully conceals everything past a certain distance as the party progresses.

To start the hunt, the party must first find the horde. Fortunately, undead hordes aren't stealthy, only requiring a DC 13 survival check from at least two party members to find before the horde finds them. If they succeed their checks, the party spots a group of two [Arcane Wraiths](#) and three [Greater Zombies](#). They can then attempt to sneak by or launch a sneak attack if every party member succeeds a DC 10 stealth check. If they fail their survival check, the ghouls and specters will get the jump on the party, with half of them being able to take an action against members of the party, the other half taking the dash action to get close. For this fight, no creature can see farther than 60 feet from them. Once the party finishes killing the undead, the party will spot tracks indicating they came from deeper in the forest. Returning to the Lodge to short rest has no penalty.

To complete the hunt, the party must follow these tracks. Fog will restrict character's vision down to 40 feet. Instead of making stealth checks, the party must instead make DC 15 perception checks with disadvantage to spot enemies in the fog. On a success, they spot the shapes of four figures through the fog. If a player rolls above a 20, they spot that one of them is a Bodak. They can then attempt DC 14 stealth checks to take them by surprise. Otherwise, combat is initiated as normal. The party must defeat a [Bodak](#) and a [Greater Zombie](#) and an [Arcane Wraith](#).

When the enemies are killed, the Bodak begins to disintegrate into void tar, indicating that it was at least in part void shadow.

## HEIGHTENED THREAT HUNT

**A Fate Eater has been spotted on Border Mountains. These creatures are dangerous and unpredictable creatures that can alter your very essence. It must be disposed of.**

*(Note. This job cannot be taken as the last job because of Radiant Victory's involvement. If it is among the jobs not chosen by the time the party has finished two jobs, this one will have already been completed by a different group of hunters.)*

If the party takes this job, they will be informed that Radiant Victory has also taken the job. If the party asks

Chase what Radiant Victory's plan is, they can attempt a DC 14 persuasion check. On a success he tells them that he overheard they were heading out soon and that if they leave now, they might be able to beat them to the hunt.

Scaling the mountain and finding the void shadow requires a skill challenge. If the party sets off that instant, they will get a headstart on Radiant Victory. If the party takes any amount of time to prepare by casting spells with a casting time of 1 minute or longer, they will set out at the same time. If they have a headstart, the first catastrophic failure consequence is different.

### SKILL CHALLENGE: RACE UP THE MOUNTAIN

The party must track the void shadow up the mountain and find their lair. Radiant Victory is competing with the party to complete the job so the party must reach it first. The challenge DC is 15 with a success threshold of 5 and a failure threshold of 3. If the party has a headstart, a catastrophic failure results in Radiant Victory catching up with them. If the party has lost their headstart either through suffering a catastrophic failure or by not setting off on the job immediately, the party falls behind Radiant Victory. Once the party falls behind Radiant Victory, the skill challenge ends.

**Suggested Skills:** Athletics, Survival, Perception

**Suggested Spells:** Spider Climb, Jump, Fly

**Possible Equipment:** Climbers kit, Rope, Pitons

Upon successfully completing the skill challenge, the party finds themselves at the nest of the [Fate Eater](#). When there, they spot that there's actually two Fate Eaters within the nest. They are intelligent enough to avoid being lured out of their nest and need to be faced head on. If Radiant Victory is behind, they will show up after the Fate Eaters have taken a total of 150 damage and lure away the one with higher current hit points and kill it. If Radiant Victory has caught up to the party, they will suggest each party take on one of the Fate Eaters. If Radiant Victory is ahead, they will already be engaged in combat with both Fate Eaters. One of them will break away and attack the party. This Fate Eater has already taken 3d10 damage. Do not roll initiative for Radiant Victory in either circumstance. They are considered to be fighting separately the party and will finish their fight when the party finishes theirs.

When the fight is over, Radiant Victory will comment on the group's prowess whether or not the party made it there before them. If the party beat Radiant Victory to the Fate Eaters and they ask about splitting the reward, the team will tell them they'll talk to Chase about seeking a reward for themselves as there were twice the amount of recorded void shadows. If the party made it to the Fate Eaters after, they will tell the party to speak with Chase themselves. When they return to the lodge, the party can make a DC 13 persuasion check. On a success, they gain the full five tokens. On a failure, they receive only three.

## OUTLAW HUNT

Several merchants have reported that there is a group of outlaws that have been able to magically summon and command Void Shadows. Find out if this is true, and put a stop to the thieves.

The party is pointed to the southern road out of the town in the direction where these attacks are taking place. They're told that the attacks are happening just a half day outside of town. If the party simply walks down the road, the outlaws will not attack the party as they are clearly high level threats though they will still be lying in wait.

To spring the ambush on themselves, the party must disguise themselves as commoners or merchants. If asked, Chase will lend them an empty cart for their scheme. Otherwise, the outlaws will hide from the party, requiring a DC 16 survival or perception check to find them.

The outlaws are comprised of two [Gladiators](#), a Drizzile and Machoke, and an [Illusionist](#), a Gothorita. They each gain the additional features listed.

During the fight, the Gothorita will immediately cast Major Image to create the image of a Fate Eater, making it look like she is summoning a void shadow. If there is a School of Conjuration Wizard or another character specialized in summoning at your discretion, they can attempt a DC 13 investigation check. On a success, they discern that the image is an illusion. If called out on it verbally or after one of the three outlaws is killed, the other two will attempt to flee.

If any of the outlaws are kept alive, they can be interrogated. The party can make a persuasion or intimidation check to try to get information out of them. With a DC of 14, the Drizzile and the Gothorita will tell them they have a basecamp nearby with three others waiting if asked. The Machoke will tell them the same thing with a DC of 18.

If the party does not get this information out of the outlaws, or if they are all killed, they will be able to spot a frequently used trail from the outlaw's hiding spots deeper into the forest. The trail will lead to a camp in the forest with four other Pokemon in the camp, a Zoroark, Pawmo, and Delcatty. There is also a large tent and several crates marked with the symbols of merchant companies. If any of the enemies fled the previous fight, they are also here.

To complete the job, the party must fight the group of outlaws and either take them alive or kill them. The Zoroark uses the [Conjurer Wizard](#) stat block, while the rest will use the [Gladiator](#) stat block. Each of them gains features listed below. Instead of the Conjurer Wizard's **Conjure Elemental** feature, he instead gains the **Conjure Abberation** feature, as described.

When initiative is rolled Zoroark will use his Conjure Abberation immediately to combat the party and allow his allies to guard him.

### DRIZZILE

**Damage Vulnerabilities** Grass type, Electric type

**Damage Resistances** Steel type, Fire type, Water type, Ice type

### ACTIONS

**Water Gun.** *1/day Ranged Water type special attack: +4 to hit, range 30 ft., one target. Hit: 10 (3d6) water type damage.*

### BONUS ACTIONS

**Fake Tears.** *1/day As a bonus action, Drizzile can cower pathetically, granting his allies advantage to hit any creatures of his choice within 10 feet of him until the end of his next turn.*

**Lock On.** As a bonus action, Drizzile can focus on one creature he can see within 60 feet of him. The next time Drizzile makes an attack against that creature, he scores a critical hit on a 19 or 20. A creature becomes immune to this feature after it is used on them.

### MACHOKE

**Damage Vulnerabilities** Flying type, Psychic type, Fairy type

**Damage Resistances** Rock type, Bug type, Dark type

### ACTIONS

**Low Sweep.** *1/day Melee Fighting type physical attack: +5 to hit, reach 5 ft., one target. Hit: 10 (3d6) fighting type damage and the target is knocked prone.*

### BONUS ACTIONS

**Overpower.** *2/day As a bonus action, Machoke gives himself advantage on his next melee weapon attack or unarmed strike he makes before the end of his turn.*

### GOTHORITA

**Damage Vulnerabilities** Flying type, Psychic type, Fairy type

**Damage Resistances** Rock type, Bug type, Dark type

### ACTIONS

**Confusion.** *1/day One target Gothorita can see must succeed a DC 11 intelligence saving throw or take 10 (3d6) psychic type damage on a failure.*

### REACTIONS

**Shield.** *1/day When Gothorita is hit by an attack roll, she can cast the Shield spell, increasing her AC by 5 until the start of her next turn.*

## ZOROARK

**Damage Vulnerabilities** Flying type, Bug type, Fairy type

**Damage Resistances** Ghost type, Dark type

## ACTIONS

**Snarl. 1/day** Dark type special attack: Each creature of Zoroark's choice within 5 ft of him must succeed a wisdom saving throw or take 9 (2d8) Dark type damage on a failed save.

**Conjure Aberration. 1/day** The Zoroark conjures a Void Spirit in a space within 30 feet of him. The Void Spirit disappears after 1 hour or it is reduced to 0 hit points. The Void Spirit takes its turn immediately after Zoroark. As a bonus action, Zoroark can command the Void Spirit to move and take an action while he maintains concentration as if concentrating on a spell. If not commanded, the Void Spirit attacks the closest creature. If Zoroark loses concentration, the Void Spirit doesn't vanish, instead attacking the closest creature.

## PAWMO

**Speed** 35 feet

**Damage Vulnerabilities** Ground type, Psychic type, Fairy type

**Damage Resistances** Lightning, Rock type, Bug type, Steel type, Electric type, Dark type

**Mousey Nimbleness.** While surprised, Pawmo can move up to half its speed on its turn, though it cannot take an action or bonus action.

**Zap Strike. 1/day** When Pawmo hits with a melee weapon, it can add 2d6 lightning damage to the damage roll.

## ACTIONS

**Volt Switch. 1/day** Melee Electric type physical attack: +5 to hit, reach 5 ft., one target. Hit: 11 (1d10) electric type damage and Pawmo can move

## DELGATTY

**Damage Vulnerabilities** Fighting type

**Feline Agility.** When Delcatty moves on her turn, she can double her movement speed until the end of her turn. She can't use this trait again until she moves 0 feet on one of her turns.

**Unassuming.** Attack rolls have disadvantage to hit Delcatty on the first turn of combat if she is within 5 ft of one of her allies.

## BONUS ACTIONS

**Attract. 1/day** One creature within 5ft. of Delcatty must succeed a DC 12 wisdom saving throw or be charmed by her until the end of her next turn on a failure.

## VOID SPIRIT

*Medium aberration, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 40

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	16 (+3)	10 (+0)	6 (-2)

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Understands languages the summoner

**Ripples of Malice.** At the start of each of the spirit's turns, it emits ripples of void energy. Each creature within 5 feet of the spirit must make a DC 14 wisdom saving throw. On a failure, a creature takes 9 (2d8) psychic damage.

## ACTIONS

**Multiattack.** The spirit makes 2 attacks.

**Tentacle. Melee Weapon Attack:** +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The Void Spirit has two tentacles, each of which can grapple one target.

## REACTIONS

**Alter Fate. 1/day** When the spirit fails a saving throw or misses with an attack roll, it can attempt the roll again with advantage. It must use the new roll.

If the party is able to interrogate the Zoroark, he will defend his actions, vehemently claiming he's not a void cultist. A DC 14 insight check confirms he has no affiliation with them. He will claim he's just a mage in search of power. A wizard can look through Zoroark's spellbook and find the Summon Aberration spell, modified to be able to summon energy from the Void into a creature he can control. A wizard can copy this spell into their spellbook and can add the Void Spirit to the possible choices for the Summon Aberration spell.

The party can search the camp for the camp and find some of the stolen goods, the rest seemingly already being pawned. The goods are all trade goods or raw materials that can either be sold or returned to their rightful owners. If the party chooses to sell the goods, they must do so after the adventure, as it will take time to move all of the inventory.

To complete the hunt, the party must turn the wizard's spell book in to the lodge, where it is promptly destroyed. Once turned in to the lodge, players may attempt a DC 17 persuasion check to have the lodge only destroy the pages with the summoning spell and any other void magic and return the spellbook to the party.

## ABDUCTOR HUNT

**Among Void Shadows, there are also corrupted mages. We have spotted one such mage nearby, a Delphox abducting the defenseless into the abandoned mines, likely for twisted experiments. Be warned, these corrupted mages travel with muscle**

To start this hunt, the party must make their way down through the mines and find the chamber the corrupted mage is holed up in. Making it up to the entrance of the mines takes only about half an hour. To delve into the mines requires a skill challenge. The caves are dark, treacherous and long abandoned, posing significant risk to the party when they enter.

### SKILL CHALLENGE: MINE DELVE

The party must track the corrupted mage through the abandoned mines. They've been long abandoned, so it's very dangerous to go deep into the mountain. The challenge DC is 15 with a success threshold of 7 and a failure threshold of 2. A catastrophic failure results in 3d8 bludgeoning damage as the party falls into a hole or part of the roof collapses on them and the success count is reduced by one. Players can take a short rest while in the caves, however doing so will allow the corrupted mage to conduct their ritual.

**Suggested Skills:** Athletics, Survival, Perception

**Suggested Spells:** Dimension Door, Clairvoyance

**Possible Equipment:** Pickaxe, Crowbar

At the bottom of the mines, they will find a large cavern with the corrupted mage, a Delphox with a Raichu and Ampharos that were corrupted and turned into [Star Spawn Manglers](#). The mage will be in the process of conducting a magical ritual on a Weavile. Players can make a DC 15 arcana check to figure out that this ritual will turn the Weavile into another Star Spawn Mangler. If the party took a short rest during the skill challenge, this ritual is already completed and the Delphox has another Star Spawn Mangler in the room with her and she will be examining her handiwork. The Delphox uses the [Mirror Hag](#) stat block. She will taunt the party during the fight, but avoid taking direct confrontation.

It is common knowledge to those fighting the void forces that corrupted Pokemon cannot be returned to their former selves by anything short of divine intervention from an appropriate god. If the party knocks out any of the corrupted Pokemon, they will wake up in 1 hour and attack the party again. To complete this mission, the party must bring some kind of proof that the Delphox is dead. Also within the chamber are the belongings of the corrupted Pokemon tossed into a corner; two set of commoner's clothes and a locket with a picture of the Raichu and Ampharos. There is no notes on the kind of magic the Delphox was using to corrupt any Pokemon, though the magic circle still exists. The players can record these void magic

runes, though no arcana check can reveal the nature of the magic used.

## FINAL HUNT

Once the party returns from their third hunt, Chase will inform the party that there is to be an announcement that evening and that lodge operations are to be suspended. Allow players to take a short rest and talk with each other for a moment while the lodge hunters gather for the evening's announcement. Remove Radiant Victory from the map. Players with a passive perception of 13 or higher notice that they're missing. If anyone goes to try to talk to Jason before the announcement happens, Radiant Victory will block them from getting into the office. If a player initiates combat with Radiant Victory at this point, they will fight the Lodge Oblax early. At this point, both Jason and all the members of Radiant Victory have been slain by the Lodge Oblax and each of them have been replaced by a **Sulphurous Impersonation**. The Lodge Oblax's main body resides in Jason's office. Its goal is to have all of the hunters leave Duskfall Town so it can kill everyone living here.

Once all of the hunters have gathered, Jason along with Radiant Victory will come out to address all of the hunters, telling them that the Hunting Lodge has done so well, that they're being bought by an entrepreneur in Lumen Port and that they will be transferring there effective immediately. Jason will leave little room for questions, promptly returning to his office. If the party asks other lodge staff if they will be continuing operations here, the staff will say that they've also been blindsided by this news. Players can make a DC 16 insight check to determine there's something amiss with this decision, and that there's no way that a deal could have been reached that quickly. If called out on it, Jason will try to sweep it under the rug, saying that the deal has been in the works for a long time. Players with a passive perception of 16 will notice a faint scent of sulphur. Players with a passive perception of 19 will notice a nearly transparent cord of slime tracing from Jason and the members of Radiant Victory to the offices under the upper floor. If called out on it, Jason and Radiant Victory will feign ignorance and call the meeting to a close immediately. If a player has cast the Detect Magic spell, they will notice that none of Radiant Victory's gear appears to be magical even though it should be.

If the party goes to confront Jason, Radiant Victory will stop them from going in. If they try to force their way in anyway, combat begins with the Lodge Oblax. If the party tries to get a look into the windows of Jason's office, the blinds will be down. With a DC 16 perception check, they will notice the same sulfur smell in the air. If the party doesn't investigate the office at all, another member of the guild will do so instead that evening. They will be killed by the Lodge Oblax though alert the lodge that something is amiss with a scream.

## LODGE OBLEX

Large aberration, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 280

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	20 (+5)	13 (+1)	18 (+4)

**Saving Throws** Int +8, Cha +7

**Condition Immunities** blinded, charmed, deafened, exhaustion, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 11

**Languages** Common

**Challenge** 10 (2475 XP)

**Proficiency Bonus** +3

**Amorphous.** The oblex can move through a space as narrow as 1 inch wide without squeezing.

**Aversion To Fire.** If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Regeneration.** The oblex regains 10 hit points at the start of each of its turns. If the oblex takes fire damage, this trait does not function at the start of the oblex's next turn.

**Stolen Ability.** When the oblex has simulacra created, it can use some of those creature's abilities. The oblex has access to additional features while it has specific simulacra created. A simulacrum of a player can be used to execute signature attack or ability of that player (at the DM's discretion.)

### ACTIONS

**Multiattack.** The Lodge Oblex makes three weapon attacks and uses Eat Memories.

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)

**Aimed Strike (Alric Simulacrum Only.)** *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 10 (1d8 + 5) slashing damage. This attack scores a critical hit on an 18, 19 or 20.

**Desert Strike (Robert Simulacrum Only.)** *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 11 (1d12 + 5) slashing damage. Each creature other than the oblex within 5 feet of the simulacrum takes 2d6 fire damage.

**Tandem Shot (Skye Simulacrum Only.)** *Ranged Weapon Attack:* +10 to hit, range 120/360 ft., one target. *Hit:* 11 (1d10+3) piercing damage. If the oblex hit the target with another attack this turn, the target takes an additional 7 (2d6) force damage.

**Holy Burst (Jaide Simulacrum Only.)** *Recharge 6* All creatures within 10 feet of the simulacrum other than the oblex must succeed a constitution saving throw (DC 16.) On a failed save, creatures take 4d8 radiant damage and are stunned until the end of the Lodge Oblex's next turn. On a successful save, a creature takes half as much damage and aren't stunned. The oblex only rolls to recharge Holy Burst if the Jaide simulacrum is active.

**Eat Memories.** The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 16 Wisdom saving throw or take 22 (4d10) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the greater restoration or heal spell. Constructs, oozes, plants, and undead succeed on the save automatically. While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

### BONUS ACTIONS

**Sulfurous Impersonation.** As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen or a member of Radiant Victory. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 10 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed. An individual simulacrum can take 30 damage before it is destroyed.

### REACTIONS

**Restore Balance (Kyle Simulacrum Only.)** When a creature the oblex can see is about to roll a d20 with advantage or disadvantage, it can use its reaction to prevent the roll from being affected by advantage and disadvantage.

### THE LODGE OBLEX

The creature behind Jason's odd decision making is a large ooze void shadow. It ripples with an opaque, red ooze-like substance. You swear you see faces just below the surface. Connecting Jason and the members of Radiant Victory to the void shadow is a nearly invisible thread of slime, now not being hidden as the simulacra of the hunters ready themselves for battle.

When the party initiates combat with the Oblex, it will psychically command all nearby void shadows to attack the town. Hunters will hold back the other void shadows while the party deals with the Lodge Oblex.

Once the void shadow is killed, the sounds of fighting will begin to fade as other hunters clean up the attacking void shadows. If the party checks up on the other hunters, they will have some injured, but none dead. The party can investigate Jason's office. With a DC 13 investigation check, they will find a log book.

The last note is a day ago, indicating he must have died recently. If the party looks into Radiant Victory, they find that they were marked as the favored team of the lodge and are the first team registered. If they look into themselves, they will find few notes other than their names and a group name if they have named themselves.

As the adventure wraps up, the hunters and lodge staff call a real meeting to discuss what to do next. The party can attempt a DC 16 persuasion check if they wish to take control of the lodge. Otherwise control of the lodge falls to the lodge staff.

#### **JASON'S OFFICE**

The Guildmaster's office is a collection of unused adventuring equipment. Polished swords and gleaming armor are hung on the walls and books on arcane knowledge pack the bookshelves. Though well crafted, it's clear to any real adventurer that these were never used.

# LAST HOPE



UMBRA CASTLE TOWN HAS FALLEN. DARK Matter has attacked the Magitech Expo. The city is in chaos. Dark Matter and his Void Shadows are massacring or twisting to his will any that stand in his way. You are among the lucky few who have escaped the carnage of the initial attack.

You have come by a missive signed by the head of the Magitech Guild. A group must meet the Magitech Chief Engineer inside the Magitech Guild and enable the protective dome over the city, trapping Dark Matter and his army (and everyone unlucky enough to have not escaped) within the city limits permanently. The Chief estimates 1 hour until Dark Matter has completely overrun the city and moves to conquer the rest of the continent. This action will doom thousands to save millions. Will you make it to the Magitech Guild? Or will you succumb to the corruption of the Void's forces?

## LAST HOPE

Player Level:	9
Suggested Number of Players:	5
Player Difficulty:	***
Dungeon Master Difficulty:	****
Length:	3-6 sessions
Magic Item Buy Points:	8

**Content Warning:** This adventure contains some minor horror elements and guaranteed character death. It is unlikely that player characters will end the scenario without suffering. This adventure is best used as a one-off and not as a part of a campaign.

**Void Touched Enemies:** Due to energy from the Voidlands leaking into the material plane, all enemies have double their hit points during this adventure.

## PANDEMONIUM

The party begins after escaping the initial appearance of Dark Matter in the Magitech Expo. They meet or group up in an alleyway some distance away from the town square where the Expo took place. Allow party members to introduce themselves and describe how they're reacting to the attack.

Once the players have their bearings, they notice that there's a group of slaughtered guards in the alleyway nearby. The dying captain, a Chesnaught, seeing them, will beckon them over and hand them a roll of parchment. The parchment is the handout **From the desk of Magitech Chief Engineer Ripley**. The captain will die as the party reads the handout. A healing spell of 4th level or higher is required to save her, in which case she will thank the party and seek to rendezvous with other members of the guard.

Void energy will reanimate the four of the bodies of the guards and attack the party. They will each use the [Sword Wraith Warrior](#) stat block. Undead Pokemon do not have elemental types. The map for this fight is DS.

## THE FALL OF UMBRA CASTLE TOWN

The Magitech Expo is in full swing. There are bright eyed engineers in booths all around the town square showing off their inventions. Special weapons that turn into other weapons, a levitating cart powered by magitech, a new musical instrument shaped like a music note. But the biggest reveal is about to come. On the main stage, the Magitech Guild unveils their new force to fight against the void threat. Autonomous clockwork soldiers. They show no fear, require no food or water and can fight without end. The perfect solution to a threat without end. Little did they know, this would be their downfall.

Suddenly, a black rift in space appears above the stage, bringing with it a wave of dark magic. The automatons spring to life and begin to attack the crowd. A figure made of black ichor steps through the portal and with a wave of its hand, hundreds of void shadows begin swarming the streets of Umbra Castle Town. To add to the pandemonium, civilians begin turning on each other, revealing themselves as void cultists. They wield forbidden magics and command the void shadows like pets. It's a bloodbath. The guards watching the expo are quickly slaughtered. Adventurers attending the expo quickly fill their ranks, but find themselves outmatched, fleeing or dying. That's the last anyone sees of the town square.

## SANITY AND CORRUPTION

When the party starts the fight, reveal the sanity system and have them roll sanity checks. Each player starts with a new ability score called Sanity, with an 18 in the score. Players will make sanity checks during the following events.

- At the beginning of combat
- Whenever the party takes a route in the city that takes 15 minutes or longer.
- If a good aligned creature doesn't help innocent people
- If an evil aligned creature does help innocent people
- If a good aligned creature cannot help innocent people
- If a player drops below half of their maximum hit points (once per adventure)
- When there is only 10 minutes remaining
- If the party is stuck on a decision
- Any other time at the DM's discretion.

The DC for sanity checks is equal to the character's sanity score. On a failure, the character loses 2 points in sanity. At certain sanity scores, a character begins to gain corruption. See the following tables for details.

## SANITY SCORE

Sanity Score	Effect	Sanity Score	Effect
18	None	10	Major corruption
16	None	8	None
14	Minor corruption	6	Minor corruption
12	None	2	Major corruption

If a character reaches 0 sanity, they become evil.

## MINOR CORRUPTIONS

When a character gains a minor corruption, they must roll a d8 and consult the minor corruptions table. They gain the corruption listed.

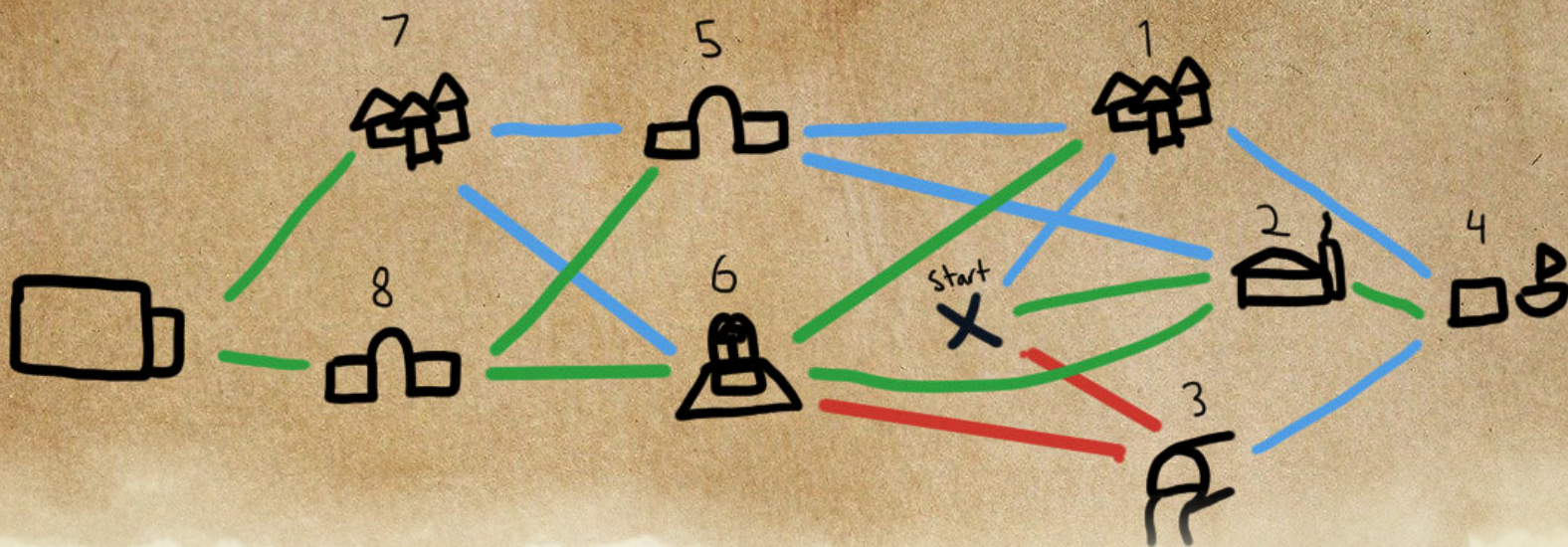
d8	Benefit	Drawback
1	You gain a +1 bonus to your armor class as you grow a thick exoskeleton.	Your speed is reduced by 10 feet as your body is forced to adapt to the heavy exoskeleton.
2	You can no longer be critically hit, grappled or restrained as your body takes on an ooze-like quality.	You can't carry equipment that isn't worn as armor/clothing or being carried in your hands as it takes great effort to cause them not to slip through you.
3	You can communicate telepathically with willing creatures and they can communicate telepathically with you.	You cannot communicate in any other manner as skin grows over your mouth.
4	You have 30 feet of darkvision (or your darkvision range increases by 30 feet), you have advantage on investigation checks and you have +5 to your passive perception in dim light or darkness as eyes grow all over your body.	You have disadvantage on attack rolls and on perception checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight
5	You are under the effects of the Spider Climb spell as your body secretes a sticky substance.	You cannot attempt to break grapples or restraints on yourself, though other creatures can do so on your behalf with their action.
6	You are considered hidden in dim light as void energy cloaks you.	You cannot be considered a willing creature for spells and abilities.
7	You have advantage on all saving throws as your body and mind mutates into a void version of yourself.	Any spell that targets you lasts for half the duration and any healing that you receive from sources other than your hit die are halved.
8	Roll twice. If you roll this again, roll until you get a result other than 8.	

## MAJOR CORRUPTIONS

When a character gains a major corruption, they must roll a d6 and consult the major corruptions table. They gain the corruption listed.

d6	Benefit	Drawback
1	You gain a +2 bonus to your dexterity score as your body becomes skeletal and thin, no longer needing muscle to move.	Your strength score becomes 3 as your body withers away.
2	You grow grotesque fleshy muscle and bone wings, gaining a flying speed of 30 feet.	All ranged attacks have advantage to hit you and cannot have disadvantage to hit you.
3	Your limbs are replaced by tentacle-like appendages, giving you an additional 5ft bonus to your reach with melee attacks.	You have disadvantage on all dexterity checks and saving throws as your new limbs are much less precise.
4	Your eyes grow over, becoming smooth flesh. You gain truesight with a range of 60 feet.	You are blind to everything beyond 60 feet as your new perception doesn't allow you to see that far.
5	Your body becomes suffused with void energy, taking on a sunken, pale appearance. At the end of each of your turns, you gain temporary hit points equal to half of the damage you dealt on your turn.	You regain half as many hit points from every source.
6	As a bonus action, you can reduce your current and maximum hit points in increments of 10. You gain 2 temporary hit points for each hit point sacrificed. The reduction can be removed via Greater Restoration.	You have disadvantage on all strength, dexterity and constitution saving throws as your body becomes wispy, losing its grasp on the living world.

Unless a corruption states that it can be removed, it cannot be removed.



## NAVIGATING THE CITY

To move through the city, players must decide which paths to take to get to their goals. Each path costs an amount of time to traverse and comes with a chance of encountering a hinderance (see random encounter table.) Each destination takes a certain amount of time to reach, between 5 and 15 minutes. Green paths take 5 minutes, blue paths take 10 minutes and red paths take 15 minutes. Features that allow players to navigate cities faster do not function in this adventure as the party must avoid conflict to get to their goal

The party only has 60 minutes to activate the dome or else they fail. Keep track of the amount of time that the party has taken to travel between places, time taken during events, and time the party takes longer than 1 minute. Combat at the various destinations are considered to not deduct any time unless the party uses abilities or cast spells that take 1 minute or longer to cast.

### CHAOS

The streets are perilous. Sounds of fighting rings out from every direction. Metal hitting metal, the arcane flash of spells, the sound of gunfire, screams of the innocent. Buildings collapse as void shadows sow chaos. Civilians are slaughtered. Nothing and no one is safe.

## 1. THE UPPER TOWN DISTRICT

The map for this area is D1. The party will encounter a [Fate Eater](#) who attempts to ambush the party from alleyways.

### D8

### Encounter

- | D8 | Encounter  |
|----|--|
| 1- | No encounter   |
| 3  |  |
| 4  | The party encounters wounded or trapped civilians. Helping them requires a successful DC 15 athletics or medicine check and 5 minutes. A party that fails spends 5 minutes trying to help.   |
| 5  | The party encounters destroyed terrain. The party must make DC 15 athletics or acrobatics check to clear or climb over the rubble. If more than two characters fail, the party must spend 5 minutes to find another way around.  |
| 6  | The party sees a group of guards or adventurers losing a fight against void forces. All players must make sanity checks  |
| 7  | The party must succeed on a DC 15 strength, or dexterity saving throw as a stray spell or ability from some other fight causes nearby buildings to collapse on the party. On a failure, a creature takes 2d8 bludgeoning damage.   |
| 8  | Once per adventure, the party finds a small, untouched shrine in which players can rest for 10 minutes and gain the benefits of a short rest. If rolled within the first 3 encounters or already encountered, roll again until you don't get an 8. If not encountered by the end of the adventure, ensure this is the last encounter |

The party begins at the Start marker and must move towards the docks at 4 and then go back the way they came to reach the magitech guild on the other side of town. The black tar that is on the various maps counts as magical difficult terrain.

Despite the numerous hired guards, none of them were prepared for an assault from the void. The streets run red with blood and bodies fill the streets. Cries of the wounded are quickly silenced by void shadows hunting for blood.

## 2. STRAIGHT THROUGH INDUSTRIAL DISTRICT

The map for this area is D2. The party will encounter a seemingly injured Cincino. Her along with Torracat and Umbreon void cultists that were hiding nearby will ambush the party if the party tries to help her or if they ignore her. They are a coven of [Sea Hags](#) the following changes. In addition, they have access to Shared Spellcasting.

### CINCINO

**Speed** 35 feet

**Damage Vulnerabilities** Fighting type

**Damage Resistances** Acid

### ACTIONS

**Attract.** *1/day* One creature of Cincino's choice within 5 feet of her must succeed on a DC 11 wisdom saving throw or be charmed by her until the end of her next turn.

### REACTIONS

**Furry Veil** As a reaction to being hit, Cincino can raise their AC by 2 against the triggering attack.

The industrial district is in ruins. Buildings are collapsed. Streets are piled high with rubble and bodies. The normal scent of burning coal is overtaken by the stench of gore. Fires from a nearby forge have allowed much of the district to catch fire. Soon there will be nothing left.

## 3. DOWN THROUGH THE SEWERS

The map for this area is D3. The party will encounter an [Otyugh](#). It will attempt to attack the party with no special behaviour. The area is unlit, and the map is shrouded in darkness.

## 4. THE DOCKS

When the players reach the dock, they immediately encounter an Alcremie named Lace that is suffering from a panic attack. She can be calmed down with a DC 17 persuasion check or if a Calm Emotions spell is cast on her. If she is calmed down, she will help finding the pure marblestone catalyst, giving advantage on checks to find it. If she is not helped, she is killed by a void wraith, and her body is dragged away before the party can counter attack.

After encountering Lace, the party is attacked by a Quaxwell and Warturtle who were turned into [Aboleth Spawn](#) emerging from the water. The map for this area is D4.

When the party finishes the fight, they begin searching for the pure marblestone catalyst. Players

When one of the cultists are killed, the other two will attempt to flee, as they lose access to their spellcasting.

### TORRACAT

**Damage Vulnerabilities** Ground type, Rock type, Water type

**Damage Resistances** Bug type, Steel type, Fire type, Grass type, Ice type, Fairy type

**Show Off.** *1/day* If Torracat misses with an attack or fail an ability check or saving throw, she can add 2 to the result, potentially turning it into a success.

### ACTIONS

**Ember.** *1/day* Ranged Fire move +2 to hit, range 30ft., one target. Hit: 9 (3d6) Fire type damage.

### UMBREON

**Damage Vulnerabilities** Fighting type, Bug type, Fairy type

**Damage Resistances** Necrotic, Ghost type, Dark type

**Damage Immunities** Psychic type

**Umbral Stalker.** *1/day* When Umbreon hits a creature with an attack roll, the target takes an additional 2d6 damage if it hasn't taken a turn yet in the current combat.

### ACTIONS

**Throat Chop.** *1/day* Melee Dark move +2 to hit, reach 5ft., one target. Hit: 9 (3d6) Dark type damage.

The sewers surprisingly grant a moment of reprieve from the carnage above, though echoing screams from above keeps everyone on edge. The passageways are surprisingly wide, though no amount of walkway space makes you comfortable walking next to the sewage of the city.

must make DC 18 investigation checks. Two successful checks results in the party finding the catalyst in 5 minutes, the party finding the right warehouse and crates quickly. One successful check, and the party finds the catalyst in 10 minutes, the party finding the warehouse quickly, but not the catalyst. No successful checks, and the party finds the catalyst in 15 minutes and each character makes a sanity check, struggling to find the catalyst.

The docks have been decimated. Cracked stone and splintered wood is scattered along the dockside Remnants of sunken ships are still visible in the harbor, personal belongings from fleeing civilians floating in the water.

When the party turns around to go to the Magitech guild, they cannot travel the same path they took to get here, as the path has buildings collapse, becomes swarmed with void shadows or otherwise becomes impassable.

### 5. THE ROYAL GARDENS

The map for this area is D5. When the party enters this area, they see a group of three guards get slaughtered by a hulking automaton who peels their gear off of the guard's bodies and adds them to its body. Each player must now make a sanity check. The automaton will then initiate combat with the party. The automaton uses the [Armory Golem](#) stat block.

The once beautiful Umbra Castle Town gardens have been turned into a wasteland. The promenade has been trampled, parts of guardsmen are scattered among what few plants remain. The castle still stands, though now it's the stronghold for the Void Lord Dark Matter.

### 6. THE TOWN SQUARE

The map for this area is D6. When the party enters this area, they must all make a sanity check as they see the destruction caused by the opening of the void portal. The party must fight their way through a pair of [Clockwork Abominations](#) which appear to be the Magitech Guild's defense automatons twisted by void magic.

The town square of Umbra Castle Town is unrecognizable. Remnants of the Magitech Expo are scattered amongst piles of bodies. The square stands silent amongst the carnage, only a couple twisted defense automatons are left to sift through the remains.

### 7. NOBLE DISTRICT

The map for this area is D7. When the party enters this area, they must all make a sanity check as they see entire manors destroyed. The party is attacked by a [Sword Wraith Commander](#). The commander will prioritize targets that are the least corrupted.

Not even the Umbrian nobility is safe. The part of town gated off from the rest of the commonfolk has been reduced to dust and rubble. Millions of gold and years of history has been erased and claimed by the void. The manors that still stand have the red and black symbol of the Cult of the Void emblazoned on them.

### 8. MAGITECH GUILD CAMPUS

The map for this area is D8. When the party enters the grounds for the Magitech Guild Campus they are met with patrolling magitech automatons under Dark Matter's control. The party can attempt to a DC 16 stealth check or a DC 15 athletics check to hide or outrun the automatons. If they fail either check the party is attacked by them, the 5 automatons using the [Clockwork Huntsman](#) stat block. The party can end this combat early by evading the automatons and closing and locking the front doors to the Magitech Guild.

The workshops surrounding the main Magitech research facility mostly remain standing, though void tar stains the buildings and streets. The campus is patrolled by the defense automatons created to protect it, now working for the void lord. Bodies of engineers and the shattered mechanisms of the inventions they tried to save litter the streets.

### REACHING THE MAGITECH GUILD

When the party reaches the Magitech Guild they may realize that they're not entirely sure where they need to bring their payload. To make things worse, there are defense automatons and void shadows crawling around the facility.

#### SKILL CHALLENGE: NAVIGATE THE GUILD

The party must find their way through the damaged and semi-collapsed main facility of the Magitech Guild while dodging the patrolling void forces. The challenge DC is 17, with a success threshold of 5 and a failure threshold of 3. A catastrophic failure doesn't end the skill challenge. Instead deduct a success and the party each must make a DC 15 wisdom or dexterity saving throw, taking 3d8 psychic, piercing or slashing damage on a failed save or half as much on a success as void forces catch them. Characters that studied at the Magitech Guild have advantage on history checks made to navigate the guild.

**Suggested Skills:** Athletics, Stealth, History, Survival

**Suggested Spells:** Enhance Ability, Jump, Longstrider

**Possible Equipment:** Net, Oil, Portable Ram

The Magitech Guild is in ruin. The entry hall has had the ceiling collapsed in and the stairwells to the second floor are destroyed. The polished stone floors are cracked and uneven, void tar seeping through the cracks. The building is eerily quiet except for the clanking and whirring of automaton movement from deeper within the building. Bodies of guards and fellow adventurers can be found torn apart within the building with shattered pure marblestone batteries among the corpses.

## THE BOSS ROOM

Once the party successfully completes the skill challenge they find their way beneath the Magitech Guild into a secure research and development facility. The party comes to the end of a long row of collapsed workshops and to a vault door, which is being assaulted by a [Voidling](#). Unless the party has already rolled stealth with a DC of 13, the Voidling will immediately spot them and attack. The map for this fight is D9. The entire area is dimly lit by failing magitech light bars.

After defeating the Voidling, the vault door will open on its own. Inside is Chief Magitech Engineer Ripley, a PorygonZ, who is frantically working on the Forcewall Dome Projector. She will greet the party and urgently order them to hand over the catalyst, which she will install into the device. The players now must make a choice. One player needs to stay behind in order to activate the barrier. A failsafe of the projector ensures that a summoned creature like a familiar cannot be used to turn the barrier on or off. Ripley tells the party that she can cast a teleportation spell and get everyone except the one who turns on the barrier out of the city to safety.

If the players come to a decision, one player stays behind to activate the barrier and the rest are teleported out. Ripley reveals her true form as Magearna and installs herself into the machine before asking the remaining player to activate the dome. The dome will activate without issue and the rest of the party, now outside of city limits will see the dome envelop the town.

If the players refuse to sacrifice one of their own, Dark Matter will find the room and slaughter them.

### ACTIVATING THE DOME

Your friends are whisked away as Ripley turns back to the machine. She tells you to pull the big lever on her command. Her form shimmers, revealing a shiny, metal, dress shaped body. The primordial Magearna begins to twist her hands in the air, magitech components fusing to her body. You now understand that she to be the power source for this bolstered dome. She nods to you. There's a flash as the device powers up and she and the projector are both gone. Dissapeared into a demiplane where Dark Matter can't reach her.

Outside of the city, the rest of you watch on as a beam of light shoots up from the Magitech Guild. The shimmering dome apparates like water dripping down a bowl. The inside of Umbra Castle Town is now isolated from the rest of the world. Possibly forever.

## EVIL ENDING

At any time after dropping below 10 sanity, the party may become swayed by the temptation of void corruption. Should they decide to join the void shadows' side, their alignment becomes evil and they each gain a lesser or greater corruption of their choice. They then turn around and go back towards the docks. The party will come across another set of adventurers like them and will be compelled to attack them and stop them from delivering their payload. Use any of the unused battlemaps for this fight.

Before you run this adventure, ask for a copy of each player's character sheet, but keep the reason why a secret. The adventuers they will fight are uncorrupted versions of themselves, though perhaps with different but similar species.

After defeating the adventuers, the party receives a command from Dark Matter to head to the castle, which they are unable to resist now that they're fully under void influence. Once there, Dark Matter will congratulate them on walking the path of the void and personally give them their future orders.

# PALACE OF THE RAINBOW LORD

**Y**OU MAY HAVE TAKEN THIS JOB FOR THE MONEY. You may have taken it because you couldn't turn down someone's desperate plea for help. But this job had one of the strictest vetting processes you've ever seen. Demonstrations, mock combats, and a grilling on as much information as you could possibly know. You all had an easier time on some parts than others, and the tests pushed you to your limits. But whatever motivated you, the one thousand gold piece reward to be divided among the group, the perplexing case of Duke Marcel's wife being turned to stone, the ability to help someone truly needing aid, you answered the call. And now your group has received their mission. To recover a legendary Rainbow Wing from the recently rediscovered Palace of the Rainbow Lord. But since the Palace is deep in the Ignan City State territory, you must first get the permission of the Chief.

## PALACE OF THE RAINBOW LORD

Player Level:	10
Suggested Number of Players:	4-5
Player Difficulty:	***
Dungeon Master Difficulty:	***
Length:	3-4 sessions
Magic Item Buy Points:	9

## ENTERING THE IGNAN CITY STATE

The adventure opens with the party being escorted into Ignan, the Fire Type City State. Allow the party to describe and introduce themselves. The party is being escorted by two Ignan guardsmen, an Arcanine named Sekar and Pignite named Yash. Ignan is very territorial so anyone from the outside needs permission to be in the Ignis Mountains. Fortunately, the party's benefactor has secured your passage to the City State to plead your case. The players will have been told that once in the city state, it's up to them to get access to the ruins. Players can make a DC 13 history check to recall that Ignan has a 'might makes right' culture and that securing permission to explore the sunken palace will likely involve a rite of combat. If the party asks the guards anything, they'll avoid answering anything about the town or the ruins.

### THE IGNIS MOUNTAINS

Unlike the lush forests and plains that make up most of Aetinum, the Ignis Mountain range is barren and inhospitable. The range is much warmer than most are comfortable with, and only getting worse the further into the mountains one goes. Only low lying shrubs grow in the coarse dirt in the region. Pockets of surface lava can be seen scattered among the mountainsides.

The party will arrive at Ignan soon after. They are brought before the head of the city, Lord Aestus, an elderly Houndoom. He knows of their benefactor's petition to explore the ruins and offers them one opportunity to earn passage through Ignan territory. If the party tries to protest or negotiate in another way, Aestus will shut them down. This is the only way to earn passage through Ignan territory. The conditions of the rite of combat are as follows:

- The party must defeat two Flameguard Warriors
- Each combatant will be protected from death via the Death Ward spell.
- When the Death Ward spell protects against death, a combatant is to leave the arena as soon as possible.
- Combatants are not to attack someone who is leaving the arena.
- Breaking any rules results in a forfeit of the rite.

If the party accepts, they will be brought into an arena. Before they enter, a Blaziken cleric will cast Death Ward on each of them. He will introduce himself as Peleus and dryly wish the party luck. Players with a passive perception of 14 will notice his holy symbol. Players who notice the symbol can make a DC 16 religion check to recognize the symbol as a holy symbol of Entei.

If the party refuses to fight or fails the rite of combat, they will be escorted off of Ignan land. At this point the only way to get into the ruins is to sneak past the Ignan guards. Sneaking by all of the Ignan guards patrolling their lands requires a DC 17 stealth check from the entire party. If they are caught trespassing, two Ignan guards will attack them. The Ignan guards use the same stat blocks as the Flameguard Warriors. They will also need to find the ruins, requiring two successful DC 17 survival checks. The party will need to make this check again at the end of the adventure if they haven't gained passage through the territory, fighting different guards if they fail. This area of the Ignis Mountains is hot enough to require a DC 10 constitution saving throw against extreme heat. On a failure, a creature takes a level of exhaustion.

### IGNAN

Ignan is a midsize settlement primarily made up of Fire, Rock and Ground type Pokemon. The buildings are made fired clay and iron. The larger the building, the more metal. There are many hot spring pools around the town, almost all of them being lounged in by a civilian or two.

The party will be lead into an arena to fight two Flameguard Warriors, a Heatmor and an Emboar. They will use the [Fire Elemental Myrmidon](#) stat blocks, though they are humanoid instead of elementals and don't have immunity to fire damage, immunity to any conditions, or the **Water Susceptibility** feature. The warriors will rigidly follow the rules of the rite.

### EMBOAR

**Damage Vulnerabilities** Flying type, Ground type, Water type, Psychic type

**Damage Resistances** Fire, Bug type, Steel type, Fire type, Grass type, Ice type, Dark type

**Blaze.** While Emboar's current hit points are less than half of his maximum hit points, his speed increases by 10 feet.

**Titanic Build.** Emboar counts as two sizes larger for the purposes of grappling and restraining.

### ACTIONS

**Flame Charge.** *1/day Melee Fire move* +7 to hit, reach 5ft., one target. *Hit:* 9 (2d8) Fire type damage. Emboar can move up to 10 feet towards his target as part of this attack.

### BONUS ACTIONS

**Blazing Fists.** *1/day* Emboar can cause flames to wrap around a weapon he is holding. The next time he hits a creature with the weapon, the target takes an additional 1d4 fire damage.

### HEATMOR

**Damage Vulnerabilities** Ground type, Water type, Rock type

**Damage Resistances** Bug type, Steel type, Fire type, Grass type, Ice type, Fairy type

**Intense Heat.** Heatmore's attacks ignore resistance to fire damage.

### ACTIONS

**Flame Burst.** *1/day Ranged Fire move* +5 to hit, range 30ft., one target. *Hit:* 7 (2d6) Fire type damage. On a hit or miss, the target and each creature within 5 feet of it must make a DC 13 dexterity saving throw. On a failure, a creature takes 4 (1d8) fire type damage. On a success, a creature takes half as much damage.

### REACTIONS

**Vent Heat.** *1/day* As a reaction to being attacked, Heatmor can cause his attacker to take 2d8 fire damage.

When the party completes the fight, Aestus will congratulate them and comment on the battle. His demeanor will become much more friendly if the party has fought well and honorably. He will tell the party that they are free to use Ignan's public facilities and that they can stay in town as they prepare for their dungeon delve. He will give the party directions to the ruins and

allow them to travel there. He will also suggest partaking in the local drink **Flamebrew** as it protects against the extreme heat of the region. Finally, he will present them with the **Riddle** handout, stating that it was recovered from the ruin and appears to be a warning of some kind. He will give no further insight into the Riddle, though with a DC 20 insight check, he seems to know more about it than he's letting on. If asked about the dangers of the ruins, he will tell the party that there is strange magic afoot. If pressed, he will elaborate, telling the party that there are remnants of magic given form that wander the ruins. A wizard can make a DC 19 arcana check to realize he's likely talking about living spells, literally a spell given life by some fluke of magic. If asked about anyone else down in the ruins, he will tell the party that no one has gone very deep into the ruins as it is a sacred site to Ignan. However, there were some Pokemon who were snooping around the site and they may still be around.

The party is then free to take a long rest at a nearby inn run by an Arcanine named Darhsan. The inn also doubles as a tavern where they can acquire **Flamebrew** for 3 gold pieces each. The party can also shop for weapons and ammunition at an Ignan blacksmith run by a Darmanitan named Sima. Any weapon that deals piercing or slashing damage that is bought from the smith is made out of obsidian. The obsidian weapons don't have any special properties.

### FLAMEBREW

*Potion, uncommon*

After drinking this very strong alcohol, you must succeed a DC 19 constitution saving throw. On a failure, you take 1d10 points of fire damage and your body emits a dark smoke as if you are on fire for 1 hour. On a success or a failure, for the next hour, you ignore the effects of extreme heat.

### DELVING INTO THE RUINS

This area of the Ignis Mountains is hot enough to require a DC 10 constitution saving throw against extreme heat. On a failure, a creature takes a level of exhaustion. The party can follow the directions given to them by Aestus which will lead them to a small cave in the rock. Players with a passive perception of 18 or higher will notice Ignan guardsmen watching them as they traverse the mountains.

The map for the opening area is E1. It is highly recommended to use maps for this adventure as the rest of this adventure is a dungeon crawl. None of the ruins are lit, requiring either light or some way to see in the dark. A player with a passive perception of 18 or who makes a DC 18 perception check will notice that there are signs all across the ruin of someone being through here recently. A DC 20 survival check will tell them that they're likely still inside. If the party checks individual rooms to see if someone's been inside, they'll be able to

tell they've been in every unlocked room with a DC 20 survival check. While in the ruins the party cannot take a long rest and for every hour that passes, they must succeed a DC 10 constitution saving throw or gain 1 level of exhaustion.

### Area 1: Entryhall

The first indication that they've found the ruins is an entry hall. At the far end is a set of tall stone doors. The doors look like they once had a design but has since faded away. The doors are heavy but unlocked. A player with a passive perception of 18 or who makes a DC 18 perception check will notice a row of arrow slits on both sides of the room. Peering through them shows that one side is caved in and the other opens to a room of some sort, but it's impossible to tell what it is from the narrow angle. A player who looks at the statues can make a DC 22 history check, recalling the design of the Rainbow Empire's armor and noting this is likely a depiction of a royal guard rather than just a military man. Through the set of doors is another set of doors equally as large. On both walls between the doors are rusted iron bars that act as viewing ports into the small areas between the doors.

The rough stone of the cavern transitions to worked stone tile. The room looks like a front hall of some sort. It's ceiling is made of cave stone, indicating this was likely open to the sky at one point. At both sides of the door stand worn statues of guardsmen, their armor and weapons worn down over the years. The large dark stone doors share the same wear. Tarnished brass rings hang from the door, acting as the door handles. There was likely some engraving or embossing on the door once upon a time, though only a faded shadow of it remains.

### Area 2: The Great Hall

The next room is a great hall. It has several stone doors leading to other chambers. The interior doors are far less faded and share a tarnished brass depiction of Ho-oh. In the chamber is an ancient [Living Iron Statue](#) and a [Crystal Golem](#) that animate to fight the party. On the opposite end of the chamber is another set of double doors, bearing a much larger depiction of Ho-oh. Players are able to deduce that the throne room is past the doors.

The great hall looks much more like the ruins you expect to find. The ceiling is tall and has a cracked mural of Ho-oh's seven aspects. The walls are damaged, but appear to be stable and holding up the room. The floor looks like it used to be used as a ballroom or something of the like. There are many doors leading out of the great hall, including a set of double doors on the far side of the room. Each of the doors has a tarnished brass depiction of Ho-oh flying upwards.

### Area 3: Guard Post

This area is made of dull stone walls. Sets of ancient, rotted furniture are scattered amongst the room. A rotting weapon rack confirms to players that this a barracks of some sort. The long hall to the north contains arrow slits that look out at the entry hall. There is not much more of note here.

The opulence of the great hall gives way to dull gray stone. The smell of rotting wood permeates the rooms as once finely crafted furniture lies in ruin. The walls here appear to be sturdier than the ones in the more decorative parts of the ruin. Anything that could have been of use has long since rotten and worn away.

### Area 4: Collapsed Room

This area appears to be a mirror of **Area 2**, though most of the room has been caved in. Like Area 2, there is little of note here. Players who attempt to clear the rubble find that it will likely take weeks or even months to clear it out on their own.

Not every part of this ruin is perfectly preserved. Much of the room has been lost to a cave in. Crushed under the rubble are the remains of a guard barracks.

### Area 5: Storeroom

This small room is filled with rotting boxes. It is much colder than the other rooms in the ruin, providing a break from the extreme heat. This room is magically enchanted. A DC 17 arcana check reveals that the room is enchanted to keep the area cool for food preservation. The boxes all contain rotten and spoiled foods.

There is an intense temperature shock when walking into this frigid cold room. There are shelves with boxes of mostly spoiled food, clearly not having been disturbed since the ruins were abandoned.

### Area 6: Shrines to the Legendary Beasts

This small room has collapsed pillars in front of 3 shrines to beast-like Pokemon. In front of the shrine are 40 ancient gold pieces left as offerings, though they have more value as artifacts than currency. Players recognize the statues as the Legendary Beasts and know that they are closely tied to legends of Ho-oh. From left to right, Suicune, Entei and Raikou. The walls also have depictions of the three beasts, however they are displayed in the opposite order from left to right; Raikou, then Entei then Suicune. If they examine Suicune's shrine, they find a button hidden in Suicune's fur pattern. Otherwise, finding the button requires a DC 20 investigation check. Pressing it reveals the hallway to **Areas 7 and 8**.

Similarly to the altar to Ho-oh, the shrines of the beasts are in a very well decorated room. On the walls show cracked and faded murals of the beasts. The beast of lightning commanding a royal army, the beast of fire as a bulwark for the kingdom and the beast of water healing the sick and wounded. The pillars that once decorated the room have all crumbled, though luckily the low ceiling has not yet caved in.

### Area 7: The Hidden Archive

Behind a locked door (lockpicking DC 20, or AC 17 and 4 hit points) is an archive room. There are scrolls and tomes packed on shelves, though the parchment is very brittle and cracks if any player tries to handle it. On the opposite side of the room from the door is a scroll case. Inside are two Spell Scrolls, one containing Disintegrate, the other Magic Missile. The first creature who touches the scroll case must make a DC 15 wisdom saving throw. On a failure, the creature is cursed for an hour. While cursed this way, a creature has disadvantage on dexterity checks and dexterity saving throws.

The small lightless room is piled from floor to ceiling with books and scrolls. The shelves have degraded slightly, crushing several of the scrolls which have cracked and flaked. Each piece of dry and brittle parchment holding some piece of history within it. The dust is thick, clearly being undisturbed for a long, long time.

### Area 8: Hidden Shrine of Lugia

Down the hallway from the archive is a small chamber. The walls that have not been caved in bear cracked paint that have wave and storm motifs. On the far side of the chamber stands a small shrine to Lugia. Curious players can make a DC 14 religion check, recalling that Lugia is a sister goddess to Ho-oh and that this was likely put here out of respect.

Tucked away in a remote part of the ruin is a small shrine to Lugia. Despite the stature of the shrine, it is clear that work was put in to it. The walls of the shrine bear angular wave and wind patterns, though the paint is chipped and faded. The statue on the shrine is carved in the same style as the rest of the statues in the ruin, though its right wing has been broken off by a cave in.

### Area 9: Throne Room

Through the double doors from the great hall is the throne room. The ceiling is 30 feet high and some of the

## LIVING FIREBALL

*Large Construct, Unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25ft., fly 25ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks.

**Damage Immunities** Fire

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone

**Senses** darkvision 60 ft., passive Perception 10

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

### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10ft., one target. *Hit* 21 (5d6 + 4) fire damage.

**Spell Mimicry (Recharge 5-6).** The Living Spell casts Fireball (DC 15).

## LIVING DAWN

*Large Construct, Unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 73 (7d10 + 35)

**Speed** 25ft., fly 25ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	20 (+5)	3 (-4)	11 (+0)	6 (-2)

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks.

**Damage Immunities** Radiant

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone

**Senses** darkvision 60 ft., passive Perception 10

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

### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +8 to hit, reach 10ft., one target. *Hit* 21 (5d6 + 5) radiant damage.

**Spell Mimicry (Recharge 5-6).** The Living Spell casts Dawn (DC 15). It must concentrate on the spell as usual.

pillars around the room are damaged. There are two other doors on opposite sides of the chamber and a staircase leading down to Area 1 on the map E2. Within the chamber are 2 Living Fireballs and 2 Living Dawns. The Living Spells will attack the party mindlessly, not avoiding affecting the other living spells with their Spell Mimicry.

The dilapidated throne room is still a sight to behold. The grand throne sits on the opposite end of the chamber, a set of crumbling pillars framing the center of the hall. The walls appear to have shattered stained glass windows, though there is only smooth stone behind the broken window panes.

#### Area 10: Dining Hall, Kitchen and Servant's Quarters

This room is a dining hall with a large table set up. There are faded tapestries hung up here depicting a scenes of cities and countrysides none of the parties recognize. They have historical significance and can be sold to a historian after the adventure is finished. There is nothing else of note in this room.

The next room south is a kitchen for the ruin. It's abnormally small for a royal kitchen. Players looking around the room will spot inert runes on the kitchen equipment. A DC 14 arcana check will reveal that the kitchen was likely powered by very old fire magic.

The last room is a small, undecorated room that appears to be servant's quarters. There are few personal effects and much of the room is buried under a cave in. There is nothing else of note in this room.

The large dining hall has a massive dining table set up in it, presumably for entertaining guests. The wooden chairs have all fallen to disrepair, most of them in heaps on the floor. Tapestries are hung from the walls that have faded images of cities and countrysides from the time the Rainbow Empire stood.

The kitchen is seemingly much too small to serve the fort that used to be the ruin. All of the kitchen equipment is incredibly rusted and seized up.

The servant's quarters was quaint but sturdy before the room experienced a cave in. There are scattered remains of personal effects like a ruined journal and a scattered set of cards.

#### Area 11: Altar to Ho-Oh

This room opens up to a large altar to Ho-oh. The statue on the altar appears untouched amidst the damaged ruin. Detect Magic reveals that the statue is not magical. There is an offering basin in front of the statue where players can find 70 ancient gold pieces as in Area 6. Also within the basin are four purple stones. A player with Detect Magic can tell they're magical. If a

player casts Identify on the stones, they learn that they are **Stones of Passing Through**. Players can make a DC 19 perception check on the statue to notice that Ho-oh's left talon is slightly askew, pointing towards the torch bracket in the south west of the room. If a player examines the bracket after noticing this, they find a hidden lever mechanism, otherwise requiring a DC 24 perception check of the room to find it. Pulling it reveals the hidden door leading to **Area 12**.

The altar to Ho-oh appears to survive the carnage. The statue of Ho-oh stands tall despite her temple falling to ruin. The walls are adorned with flame and rainbow motifs that are faded and cracked. The tiles on the floor look like they used to have some sort of design leading to the altar, but they have long since faded away.

### STONES OF PASSING THROUGH

*Wonderous item, Rare*

These purple stones seem to hum as they're held together. As an action, you can place these stones in a rectangle on a surface to cast the Passwall spell. Once you use the stones this way, you can't use them again until the next dawn.

#### Area 12: Hidden Lab

This hidden room appears to be some sort of magical study. There are tomes on the shelves along with a handful of blank spellbooks. The tomes will crack and start to crumble if a player tries to read them. The desk has a shattered alchemy set, though it can be repaired if a player spends an hour casting the Mending spell on the various parts of it. If the players look on the shelves, they find an ornate feathered hand fan that is styled to look like Ho-oh's feathers. The fan is the magic item **Wind Fan**. The next room over is a simple bedroom with a single bed and a staircase into **Area 4** of map E2.

A small secret room is hidden off of the large altar to Ho-oh. The room has suffered some damage, indicated by the shattered glass vials of an alchemy set and the caved in roof. Books holding untold knowledge line the bookshelves along with a handfull of spellbooks, all too fragile to move from their resting place.

### WIND FAN

*Wonderous item, uncommon*

While holding this fan, you can cast Gust of Wind (save DC 13) from it. Each subsequent time the fan is used before the next dawn, it has a cumulative 20 percent chance of not working; if the fan fails to work, it tears into useless, nonmagical tatters.

## THE SECOND FLOOR

The second floor of the dungeon is much hotter than the first due to a magma vein running through the ruin. The map for this floor is E2. The magma provides bright light within 30 feet of it and dim light for 30 feet further. If a creature or object touches or falls into the magma, they take 99 (18d10) fire damage when they touch the magma and at the end of every turn while they are touching the magma. If a creature is reduced to 0 hit points by this damage, their body and all non magical equipment they are wearing or carrying is incinerated. If a player spends more than one round above the magma (typically via flight or climbing,) they must make a DC 18 constitution saving throw. On a failure, they take 21(6d6) fire damage. On a success, they take half as much damage. The magma tunnel becomes too narrow to follow further than the map boundries.

### Area 1: Bottom Landing

The room immediately below the throne room is a large hub room with four other doors. The doors are far less ornate than the ones on the floor above. The players will immediately feel a more intense heat than on the first floor. The door to the west is locked. The lock is rusted, making the lockpicking DC 20, however the party can attempt to break down the door with a DC 15 strength check. Players that make a DC 16 perception check will find that both the south and south eastern doors are extremely hot, though not hot enough to cause damage. Other than the doors, there is nothing else of note in the room.

The lower landing of the ruin is in far worse shape than the chamber above. It's swelteringly hot here and the ceiling appears to be crumbling in without its singular support pillar. Four plain metal doors mark rooms beyond.

### Area 2: Prison Cells

Once the party is able to get into this room, they will find several prison cells. The cell doors are closed and locked with a DC 20 lockpicking check or DC 15 strength check to open the doors. There are rusty chains in each of the cells and remains of manacles attached to them. The room in the back has had the ceiling collapsed in on the north end of it. The room also has a single larger cell that looks like it was used for solitary confinement. Players can search the room with a DC 14 perception check, finding a set of rusted keys under the rubble on a success. There is broken wooden furniture in the room along with a chest. The chest is locked and can be unlocked with one of the keys on the key ring, a DC 18 lockpicking check or by simply breaking it with a bludgeoning weapon. The chest contains a number of worn and tattered clothes as well as a **Necklace of Fireballs** with three beads.

The prison cells are made of a dull grey stone, none of the craftsmanship of the upper chambers paid to this one. Within the cells are heavily rusted chains and manacles that look like they'd break at the slightest touch. The solitary cell has heavier chains than the other cells, even now looking like they could hold a strong captive.

### Area 3: Royal Tombs

The room here is filled with tombs. All but one of them has a nameplate, written in an ancient dialect of common. The last nameplate has cracked and crumbled, making it impossible to read. Though the names are now illegible, the titles of the tombs remain. If the party decides to open the tombs, they will find they are filled with dust as the bones have deteriorated long ago. The torches in the room need to be lit in the correct order to reveal a hidden door to **Area 4**. If lit in the wrong order, the torches will put themselves out. The nameplates on the tombs reveal the correct order. The correct order is in ascending number of words in the titles. The nameplates on the tombs are as follows.

Rainbow Lord (2)	Archsorceress of Holy Fire (4)	Priestess of the Flames of Restoration (6)
Queen of Flames (3)	(The nameplate is cracked in illegible) (1)	Commander of the Phoenix Knights (5)

There's a weight in this room as it holds six large sarcophagi. Each of them bears the same stone carving and tarnished gold decoration. The name plates are embossed with tarnished silver, preserving the ancient language on the tombs.

### Area 4: The Tomb of the High Priestess

This room is a large, ornately decorated chamber. The tomb that is the focus of the room is a more highly decorated one than the rest, showing a depiction of a beast recognising the figure as Suicun. Clutched in the hands of the figure on the tomb is a **Driftglobe**. There is a door on the north eastern wall that leads to **Area 12** of map E1.

The hidden tomb has somehow been more well preserved than the rest of the ruin. Along with the fire motifs that mark most of the walls in the ruin, the walls here bear wind and water motifs which are commonly associated with Suicune.

## DRIFTGLOBE

*Wondrous item, uncommon (requires attunement)*

This small sphere of thick glass weighs 1 pound. If you are within 60 feet of it, you can speak its command word and cause it to emanate the light or daylight spell. Once used, the daylight effect can't be used again until the next dawn. You can speak another command word as an action to make the illuminated globe rise into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe sinks gently to the ground and becomes inactive, and its light winks out.

### Area 5: Altar of Restoration

This room contains a large altar with dimly glowing golden runes. Players examining it with Detect Magic will determine it has evocation magic. A player that makes a DC 16 arcana check can determine that the runes are that of some sort of healing magic. A cleric or paladin makes this check with advantage. The runes must be invoked over the course of 10 minutes by any creature, restoring 14 (2d8+5) hit points to all creatures within the room other than constructs or undead. Once used, the runes dim and become inert for seven days.

The room is quite small with a crumbling altar at the back. The altar itself is large enough for a person to stand in the center of of the magic circle inscribed in the base of it. Despite the damage to the room, runes on the altar glow faintly and show no sign of damage.

### Area 6: Broken Training Grounds

This room is simply a large empty room. There are deep gashes and blows to the stone that make it clear that fighting in this room was common. The north side of the room has a 10 foot high balcony that looks over the rest of the room. Other than the magma vein that runs through the room, there is nothing else of note.

The heat from the magma is sweltering in this room. Even with the magma vein running through it, the room looks like it's damaged worst than most. The floors and walls have deep gashes from bladed weapons and the floor tiles are badly cracked from heavy crushing weapons.

### Area 7: Rainbow Ritual Circle

From the hallway leading from **Area 1**, the party will be able to see the ritual circle over the magma with an altar on the north end of it. The circle itself is not magical. A spellcaster can make a DC 15 arcana check to determine that this circle acts as a template for ritual

circles of high level magic. Clerics and wizards make this check with advantage. If a player examines the altar, they will notice a drawer. Opening it reveals a **Ring of Spell Destruction**. Players will be able to tell that there used to be a hallway leading south from this room, though tightly packed rubble stops the party from going down that way. The rubble cannot be cleared in a timely manner.

The ritual circle sits behind a magma flow cutting through the ruin. Though the entire room has suffered some damage, the lines of the circle remain undamaged. Situated around the larger circle is seven smaller circles, each of them one of the colours of the rainbow. The north edge of the circle has an altar that can be used as part of ritual magic.

## RING OF SPELL DESTRUCTION

*Wondrous item, Rare (requires attunement by a spellcaster)*

This small silver ring bears the magical sigil for abjuration magic. This ring has 3 charges. While wearing the ring, you can cast the Detect Magic spell at its lowest level using your spellcasting ability modifier. The ring regains 1d3 charges at dawn.

### Area 8: Past the Magma Flow

The magma flow gives way to a natural cave area. Visible deeper in is the remains of another hallway that is blocked by rubble. Waiting here are 2 Living Immolations and a Living Wall of Fire that will attack the party. They will use their Spell Mimicry whenever it recharges. There is nothing else of note in this area.

### Area 9: The Rainbow Door

The last room in the ruin is made up of a cave section and a ruin section. The cave section goes up to 20 feet down at the lowest, the rock faces each being 10 feet in height. Players with a passive perception of 15 or higher will hear people talking in the room ahead. If they listen closer with a DC 18 perception check, they hear something about a wall of light and that whoever's over there wants to get through it.

Sneaking up on the group requires a DC 16 stealth check. If they succeed, they see a Kantonian Sandslash ([Firefist](#)), Druddigon ([Champion](#)) and Meinshao ([Shadow Dancer](#)). The Sandslash is holding a **Staff of Frost**. They are members of the crime syndicate known as the Treasure Hunters Guild, though there is no way for the players to know this at this point. If they fail, the group will notice the party trying to sneak up on them and attack them on sight, their mission requiring them to not let anyone see them in the ruin. This also means that the group cannot be reasoned with. Any attempt to negotiate will result in one of the three initiating combat. In combat, they will have the following changes.

## LIVING IMMOLATION

Large Construct, Unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 73 (7d10 + 35)

**Speed** 25ft., fly 25ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	20 (+5)	3 (-4)	11 (+0)	6 (-2)

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks.

**Damage Immunities** Fire

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone

**Senses** darkvision 60 ft., passive Perception 10

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

### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +8 to hit, reach 10ft., one target. *Hit* 21 (5d6 + 5) fire damage.

**Spell Mimicry (Recharge 5-6).** The Living Spell casts Immolation (DC 15).

## LIVING WALL OF FIRE

Large Construct, Unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 73 (7d10 + 35)

**Speed** 25ft., fly 25ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	20 (+5)	3 (-4)	11 (+0)	6 (-2)

**Damage Resistances** Bludgeoning, Piercing, and Slashing from nonmagical attacks.

**Damage Immunities** Fire

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone

**Senses** darkvision 60 ft., passive Perception 10

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

### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +8 to hit, reach 10ft., one target. *Hit* 21 (4d6 + 5) fire damage.

**Spell Mimicry (Recharge 5-6).** The Living Spell casts Wall of Fire (DC 15). It must concentrate on the spell as usual.

## SANDSLASH

**Damage Vulnerabilities** Water type, Grass type, Ice type

**Damage Resistances** Poison type, Rock type

### ACTIONS

**Bulldoze. 1/day** *Melee Ground move* +6 to hit, reach 5ft., one target. *Hit:* 9 (2d8) Fire type damage. Sandslash can move up to 10 feet towards his target as part of this attack.

### BONUS ACTIONS

**Rapid Spin. 1/day** Sandslash escapes an effect causing him to be grappled or restrained.

### REACTIONS

**Spines. 1/day** As a reaction to being hit by a melee attack from a creature within 5 feet of him, Sandslash causes the attacker to take 7 (2d6) piercing damage.

## DRUDDIGON

**Speed** 25ft. climb

**Damage Vulnerabilities** Dragon type, Ice type, Fairy type

**Damage Resistances** Fire type, Grass type, Water type, Electric type

**Senses** Darkvision 120

**Ambush Predator.** Druddigon deals an additional 2d6 damage with attacks against creatures who haven't taken a turn in the current combat yet.

### ACTIONS

**Dragon Tail. 1/day** *Melee Dragon move* +9 to hit, reach 5ft., one target. *Hit:* 11 (2d10) Dragon type damage and the target is pushed 5 feet away from Druddigon if it is large or smaller.

## MIENSHAO

**Damage Vulnerabilities** Psychic type, Flying type, Fairy type

**Damage Resistances** Rock type, Bug type, Dark type

**Speed** 35ft.

**Repeating Strikes.** Mienshao can make a melee weapon attack as a bonus action on his first turn of combat.

**Lashing Fur.** Mienshao's melee attacks have an additional 5 feet of reach on his turns.

**Fluid Fighting.** Mienshao has advantage on saving throws to resist being stunned or paralyzed.

### ACTIONS

**Low Sweep. 1/day** *Melee Fighting move* +4 to hit, reach 5ft., one target. *Hit:* 7 (3d6) Fighting type damage.

If more than 3 hours have passed since the party has entered the temple, the fight with the Treasure Hunter guild is harder as they've managed to take a rest. Increase each member of the group's HP by 40 and they

each get an additional +2 bonus to their attacks.

The wall on the opposite side of the room is lit up with a rainbow of colours, though it is primarily red. This wall acts as the Prismatic Wall spell with the following changes.

- The wall has a permanent duration
- Being within 20 feet does not blind a creature
- Layers cannot take damage from cantrips
- The wall regenerates all destroyed layers at dawn

When defeated, the party can search the group's belongings to find an old scrap of parchment. The parchment is the handout **Riddle**. If the group is asked about this, they will admit to being stumped by the riddle, but offer no assistance. They will also refuse to give up information on who hired them.

The large cave is bathed in pure light from the ruin up ahead. A large chamber houses a multicoloured wall of prismatic colours that shift with the light like water. The hall bears a more specific style of decoration. The flame motifs that are present on all of the walls rise up to meet a depiction of the goddess Ho-oh who appears to be flying above the rainbow door.

## OPENING THE RAINBOW DOOR

Removing the rainbow door requires dispelling each layer of the Prismatic Wall one at a time in order. The Riddle handout provides a hint at the requirements to dispel the wall and scattered throughout the ruin the party can find the tools to do so. The layer's effects and their methods of being dispelled are as follows. If the players must make a saving throw against the door, the save DC is 22.

**Red:** The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, nonmagical ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.

**Orange:** The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.

**Yellow:** The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it.

**Green:** The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. A passwall spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.

**Blue:** The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one.

This layer can be destroyed by dealing at least 25 fire damage to it.

**Indigo:** On a failed save, the creature is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive, keep track of both until the creature collects three of a kind. While this layer is in place, spells can't be cast through the wall. The layer is destroyed by bright light shed by a daylight spell or a similar spell of equal or higher level.

**Violet:** On a failed save, the creature is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to Ultraspace. This layer is destroyed by a dispel magic spell or a similar spell of equal or higher level that can end spells and magical effects.

Once the wall has been removed, the party can proceed down into the final chamber. They will note that the stairwell is getting increasingly hot as they descend.

## THE ASPECT OF HO-OH

The party will descend into map E3, which is a massive magma chamber. The walkway and rock ledge is 60 feet above the magma's surface. When the party approaches the middle of the chamber, the heat will rise and a ball of fire will appear and take the shape of Ho-oh. She will introduce herself as Ruby, the Red Aspect of Ho-oh and demand to know why the party has woken her from her slumber. If the party says they are excavating the ruins, she will request that they leave. If the party makes a request of her, even for the Rainbow Wing, she will offer a trial: defeat her in combat and she will honor their request. Should they agree, Ruby will attack the party. Ruby will not intentionally avoid killing a player, though she will not target a player who's already dying. She will also not fly out of reach of the players, desiring an honorable fight for her trial. Being reduced to 0 hit points does not kill Ruby, she will instead immediately end the fight.

When the party defeats Ruby, she will honor the party's request. She will then request that the party leaves the temple so that she can resume her slumber.

The heat of the mountain range is a brisk autumn breeze compared to the oppressive air of the massive magma chamber. Many feet below, magma boils, heating up the air and rock. There are small tunnels scattered along the walls out of reach. There is a long bridge to a platform above the lava, the stonework here surprisingly undamaged especially compared to the damage to the ruin above. A presense looms in the chamber, watching any who enter.

## RUBY, RED ASPECT OF HO-OH

*Huge celestial, neutral good*

**Armor Class** 17 (natural armor)

**Hit Points** 280

**Speed** 50ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	24 (+7)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

**Saving Throws** Dex +13, Con +12, Cha +12

**Damage Resistances** Bludgeoning, Piercing and Slashing from Nonmagical Attacks

**Damage Immunities** Fire, Poison

**Condition Immunities** Charmed, Frightened, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Blindsight 120 ft., Passive Perception 13

**Languages** Common, Ancient

**Fire Aura.** At the start of each of Ruby's turns, each creature within 10 feet of her takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature also takes 7 (2d6) fire damage if it touches Ruby or hits her with a melee attack while within 5 feet of her.

**Illumination.** Ruby sheds bright light in a 60-foot radius and dim light for an additional 60 feet.

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

**Innate Spellcasting.** Ruby's innate spellcasting ability is Charisma (Spell save DC 17, +9 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

3/day each: Fireball, Wall of Fire

1/day each: Fire Storm, Haste

### ACTIONS

**Multiattack.** Ruby makes two slam attacks or two flame blast attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit* 18 (2d10 + 7) bludgeoning damage plus 7 (2d6) fire damage.

**Flame Blast.** *Ranged Spell Attack:* +9 to hit, range 250ft., one target. *Hit* 21 (6d6) fire damage.

**Summon Elementals (1/day).** Ruby summons up to two [fire elementals](#) and loses 30 hit points for each elemental she summons. Summoned elementals appear within 100 feet of Ruby and disappear if she is reduced to 0 hit points.

### LEGENDARY ACTIONS

Ruby 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. Ruby regains spent legendary actions at the start of her turn.

**Heat Wave.** Ruby creates a blast of heat within 300 feet of herself. Each creature in the area in physical contact with metal objects (for example, carrying metal weapons or wearing metal armor) takes 9 (2d8) fire damage. Each creature in the area that isn't resistant or immune to fire damage must make a DC 17 constitution saving throw or have disadvantage on attack rolls until the end of their next turn.

**Teleport (Costs 2 Actions).** Ruby magically teleports up to 120 feet to an unoccupied space she can see. Anything Ruby is wearing or carrying isn't teleported with her.

# THE SIEGE OF UMBRA CASTLE TOWN

EVERYTHING HAS BEEN LEADING UP TO THIS moment. Every ally from across the continent and beyond has been gathered in one place for one goal: recapture Umbra Castle Town and drive back the void scourge from the capital. Heroes are primed and ready to defeat the Void Lord Dark Matter once and for all. You are among a group of heroes tasked with securing the most valuable strategic point in the entire city: the main campus for the Magitech Guild. If you are able to get into the Magitech Guild and disable the autonomous sentries that now patrol the city at the behest of Dark Matter, that could swing the entire siege. Are you prepared to put it all on the line? (This adventure is purely combat based, best used to play with high level abilities normal play doesn't get a chance to use.)

## THE SIEGE OF UMBRA CASTLE TOWN

Player Level:	18
Suggested Number of Players:	6
Player Difficulty:	*****
Dungeon Master Difficulty:	***
Length:	4+ sessions
Magic Item Buy Points:	17

## THE CALM BEFORE

The forces of Aetinum are gathered at the Forcewall Dome protecting Umbra Castle Town. As the heads of the Order of the Astral Flame are giving speeches to the gathered army, allow your party members to describe what they are doing and to introduce themselves.

Remind players of their task; to fight their way through Umbra Castle Town and make their way to the Magitech Guild to disable the defense automatons. Before they are able to reach the Magitech Guild, they are to assist in shoring up parts of the assault that will call for aid. Key member of the Order of the Astral Flame and telepath, Mazatl, has a direct connection with key members of the assault force and will be delivering requests for aid to one of the party members telepathically. Traveling between each of these encounters will take approximately 5 minutes. The aid requests delivered to the party will be detailed at the end of each encounter. The black Void Tar on the various maps is considered magically created difficult terrain.

## THE BUDDY SYSTEM

Forces that call for aid won't just be sidelined for the fight. While they will be fighting adjacent to the party they will not in the same combat initiative or map. However at any point during a players turn, they can use a Buddy Action as described at the beginning of the encounter description. A Buddy Action can only be used

once per encounter unless otherwise stated and Buddy Actions can't be used after an encounter ends.

## BREACHING THE WALLS

The party can choose any of the following three breach points to start. They are all roughly the same distance to the Magitech Guild, so their arrival time at the guild will not be affected.

### THE STATE OF UMBRA CASTLE TOWN

Umbra Castle Town has been completely taken over by Void forces. Rubble from fallen buildings litter the streets, scattered amongst bodies and body parts of those unfortunate enough to have been stuck inside when the dome was activated. Any plantlife is gone, replaced by hard, coarse dirt and rock. Black Void Tar is dripping from nearly every surface, bubbling with a vile energy. The air is stagnant and hard to breathe, only getting worse as forces advance on the castle.

## BREECH: FLANKING OPERATION

**Buddy:** Jakob, Zoroark, Order Head of Espionage

**Goal:** Clear out and secure a flank position in the city

**Buddy Action:** Jakob darts across the battlefield, placing a deep wound on all enemies. The next time a wounded creature takes damage, it has vulnerability to that damage.

The map for this location is F1. The party will fight 2 [Star Spawn Manglers](#), 1 [Star Spawn Hulk](#), and 2 [Star Spawn Seers](#). The Star Spawn will attack from the roofs. The party can try to get into a more advantageous position before attacking with a DC 19 stealth check or get onto the roofs and attack them head on.

### Aid Requests:

- **Cultist Stronghold:** The Void Cult has a foothold close to the walls. Help drive them back.
- **Rescue Civilians:** There are civilians still alive around the outskirts of town. Help bring them to safety.

### BLACK GEMS

When the party finishes an aid request, they will find a valuable black gemstone among the carnage. It is obviously valuable and has some void magic properties. A spellcaster can tell it won't be dangerous. These gems can be traded to Omega when his shop appears at certain points in the adventure.

## BREECH: FULL FRONTAL ASSAULT

**Buddy:** Kethryl's XIII Legion

**Goal:** Push with the front lines and clear a path for the armies.

**Buddy Action:** Kethryl's soldiers fire a hail of spears, arrows and javalins across the battlefield. They deal 250 piercing damage divided evenly among all enemies (rounded down.)

The map for this location is F2. The party will fight 6 [Warforged Titans](#). The party has five minutes before the breach begins to cast spells and use abilities on themselves.

### Aid Requests:

- **Rescue Civilians:** There are civilians still alive around the outskirts of town. Help bring them to safety.
- **Capture Base of Operations:** We've located a guard barracks that may be of use as a staging point for our assault. Make sure it's safe before we move command in.

## BREECH: ELMINIATE MAGIC ARTILLERY

**Buddy:** Lest, Arcanine, Archsorcerer

**Goal:** Eliminate spellcasters so they're unable to launch a counter attack

**Buddy Action:** Lest casts a 7th level Fireball anywhere on the battlefield. The Fireball cannot be Counterspelled and allies automatically succeed their saving throw.

The map for this location is F1. The party will fight a [Favored Consort](#) and three [Evokers](#). The mages will attack from the roofs. The party can try to get into a more advantageous position before attacking with a DC 19 stealth check or get onto the roofs and attack them head on.

### Aid Requests:

- **Capture Base of Operations:** We've located a guard barracks that may be of use as a staging point for our assault. Make sure it's safe before we move command in.
- **Disrupt Cult Ritual:** A Void Cult ritual is being preformed. We need backup to stop whatever it is they're planning.

### WHAT TOKENS TO USE

As a rule of thumb, if a stat block uses a humanoid or is a corrupted Pokemon (like the Star Spawn,) use any Pokemon token of your choice. However, keep in mind players may expect them to use features from their race like flight. The difficulty of this adventure is based around a minimal amount of additional features to a stat block. Be cautious when choosing tokens.

## SECURE: CULTIST STRONGHOLD

**Buddy:** Akira, Kecleon, Expert Magitechnician

**Goal:** Defeat the cultists and remove their foothold in the frontlines.

**Buddy Action:** Akira places down a large magical battery. For 1 round the next spell that each friendly creature casts of 5th level or lower doesn't expend a spell slot.

The map for this location is F4. The party will fight 2 [House Captains](#), a [Gloomweaver](#) and a [Shadowblade](#). The cultists are all on high alert, making it impossible to surprise any of them.

### SUNLIGHT SENSITIVITY?

Ignore the sunlight sensitivity traits on stat blocks chosen for this adventure. That is part of the Drow traits and should not be reflected in this adventure.

### Aid Requests:

- **Advance Through Sewers:** We need to move towards the midtown wall. Be in position to take it as soon as possible.
- **Advance the Frontlines:** We need to move towards the midtown wall. Be in position to take it as soon as possible.

## SECURE: RESCUE CIVILIANS

**Buddy:** Noelani, Floatzel, Head of Search and Rescue

**Goal:** Find any surviving civilians and bring them to safety.

**Buddy Action:** Noelani can help the party with rescue operations, granting advantage on perception and medicine checks.

## SKILL CHALLENGE: SEARCH AND RESCUE

The party must help Noelani rescue any living civilians within the void corrupted city. They'll likely be badly injured, mentally unstable and/or corrupted by void energy. The challenge DC is 19 with a success threshold of 6 and a failure threshold of 3. A catastrophic failure results in complete failure, ending the skill challenge and the party does not find a Black Gem.

**Suggested Skills:** Athletics, Perception, Survival

**Suggested Spells:** Cure Wounds, Greater Restoration

**Possible Equipment:** Crowbar

### Aid Requests:

- **Advance Through Sewers:** We need to move towards the midtown wall. Be in position to take it as soon as possible.
- **Advance the Frontlines:** We need to move towards the midtown wall. Be in position to take it as soon as possible.

## SECURE: CAPTURE BASE OF OPERATIONS

**Buddy:** Martyn, Armaldo, Paladin Ally of the Order

**Goal:** Defend a building while Martyn sets up warding magic

**Buddy Action:** Martyn channels holy magic to repel Void Shadows. Each Void Shadow becomes turned as per the Turn Undead feature for 1 turn.

The map for this location is F6. The party will fight several [Fate Eaters](#), [Tusked Skyfish](#) and [Qtyugh](#). Start with two of each on the map. Two Void Shadows will enter the map each turn. To complete this objective, the party must keep the inside of the building free of Void Shadows for at least 3 turns while Martyn conducts his ritual. These turns do not need to be consecutive. When the ritual is complete, the leftover Void Shadows will flee.

### Aid Requests:

- **Set Up Artillery:** Allied artificers need assistance setting up heavy artillery. Keep Void Shadows off of them while they're being set up.

## SECURE: DISRUPT CULTIST RITUAL

**Buddy:** Elena, Floatzel, Expert Ranger

**Goal:** Eliminate cultist mages conducting a void ritual before it can be completed

**Buddy Action:** Elena fires an arrow that embeds itself into a creature. All attacks that hit that creature deal an extra 2d8 force damage.

The map for this location is F7. The party will fight 2 [Star Spawn Manglers](#), and 2 [Star Spawn Seers](#). The seers are protecting an [Apprentice Wizard](#) in the center of the magic circle. The apprentice cannot be damaged until one of the mages are killed. If the party can't kill the apprentice in two turns, it becomes a [Star Spawn Larva Mage](#) as Void magic is channeled into it.

### Aid Requests:

- **Set Up Artillery:** Allied artificers need assistance setting up heavy artillery. Keep Void Shadows off of them while they're being set up.

### THE FULL MIGHT OF AETINUM

There are sounds of fighting and chaos everywhere. Arcane flashes and pillars of light and magic can be seen over the roofs of buildings. Screams of pain and rage, commands and calls for aid ring out across the streets of Umbra Castle Town. Bodies of fallen Void Shadows litter the streets as the front line is pushed further and further into the city. Both organized armies and independent adventurers alike are fighting for a common goal; the eradication of the Void.

## ADVANCE: THROUGH THE SEWERS

**Buddy:** Tyrannus, Charizard, Paladin Adventurer

**Goal:** Continue the advance through the city and be in position to rendezvous at the midtown wall.

**Buddy Action:** Tyrannus brings his greatsword down in tandem with an ally. When an ally hits with an attack, you can use this buddy action to add 5d8 radiant damage to the damage roll of that attack.

The map for this location is F10. The party will fight an [Aboleth](#) and a [Beholder](#). They will be hidden in the water waiting to surprise the party. The sewer acts as the Aboleth's lair.

### Aid Requests:

- **Reclaim the Midtown Wall:** Capturing the midtown wall will allow us to have a fortified position to attack from. We need everyone to converge on the wall at once.

## ADVANCE: THE FRONTLINES

**Buddy:** Barret, Vigoroth, Fighter Adventurer

**Goal:** Continue the advance through the city and be in position to rendezvous at the midtown wall.

**Buddy Action:** Barret lets out a commanding shout. The activating player may immediately move and take an action.

The map for this location is F11. The party will fight 2 [Fate Eaters](#), 2 [Death Slaad](#) and 4 [Qtyugh](#). The fight has no special conditions though the Death Slaad do not use their **Plane Shift**.

### Aid Requests:

- **Reclaim the Midtown Wall:** Capturing the midtown wall will allow us to have a fortified position to attack from. We need everyone to converge on the wall at once.

## ADVANCE: SET UP ARTILLERY

**Buddy:** Chase, Buizel, Magitechnician

**Goal:** Defend Chase as he sets up siege weaponry.

**Buddy Action:** Chase fires a ballista at a target of your choice. They have +10 to hit and deal 16 (3d10) piercing damage on a hit. Players can use this feature three times per round, refreshing on initiative count 20.

The map for this location is F9. The party will fight 8 [Death Kisses](#). They will attempt to destroy the ballista if not directly engaged by a party member. The ballista have an AC of 15 and 50 hit points. If more than half of the ballista fall, Chase abandons the siege weapons, the party fails and they do not get a Black Gem.

### Aid Requests:

- **Reclaim the Midtown Wall:** Capturing the midtown wall will allow us to have a fortified position to attack from. We need everyone to converge on the wall at once.

## SEIZE: RECLAIM THE MIDTOWN WALL

**Buddy:** None

**Goal:** Defend Chase as he sets up siege weaponry.

**Buddy Action:** The party can use any one buddy action from a buddy that hasn't been encountered during this adventure yet.

The map for this location is F2. The party will fight 4 [Warforged Titans](#) and 4 [House Captains](#). The House Captains will be riding on the Titans' platforms. If a Titan falls before a House Captain or if a House Captain is separated from its Titan, it will get on the nearest unoccupied Titan platform.

Once the party reclaims the wall, the Order of the Astral Flame and their allies will secure the wall, allowing the party to take a short rest. During this short rest, Omega will approach the party and offer items in exchange for the Black Gems that they found. Omega's shop can be found at the end of the adventure entry.

### Aid Requests:

- **Clear the Docks:** There's a lull of activity near the docks. Assist in clearing away any Void Shadows and seize the docks.
- **Search for Survivors:** There are signs of survivors even this deep into the city. Investigators need help finding them and bringing them to safety.

## ADVANCE: CLEAR THE DOCKS

**Buddy:** Emily, Torracat, Groudou Soulbound

**Goal:** Defeat Void Shadows in the dock district

**Buddy Action:** Emily erupts primal magic in a 30 foot radius centered on a point that is visible. Enemies in the area take 10d8 fire damage, and allies in the area regain 5d8 hit points.

The map for this location is F13. The party will fight 4 [Voidlings](#). The Voidlings are hiding in 2 areas of magical darkness as per the Darkness spell, one of which is over the water.

### Aid Requests:

- **Push Through Manors:** There's one way from here to the Magitech Guild; through the upper town district.

## ADVANCE: SEARCH FOR SURVIVORS

**Buddy:** Julia, Luxray, Private Investigator

**Goal:** Find solid evidence of survivors within the city

**Buddy Action:** Julia provides her sleuthing expertise, granting advantage on any intelligence based check.

### SKILL CHALLENGE: FIND EVIDENCE OF SURVIVORS

The party must help Julia pinpoint locations of civilians within the much more dangerous upper district. Any evidence will be difficult to come by given the length of time the city has been occupied and the proximity to the castle. The challenge DC is 20 with a success threshold

of 5 and a failure threshold of 3. Each failure results in the party member who failed taking 3d8 psychic damage as their failure weighs on their conscience. A catastrophic failure results complete failure and the party does not find a Black Gem. Additionally, failure removes the **Rescue Civilians** Aid Request.

**Suggested Skills:** Perception, Survival, Investigation

**Suggested Spells:** Locate Person, Clairvoyance

### Aid Requests:

- **Push Through Manors:** There's one way from here to the Magitech Guild; through the upper town district.
- **Rescue Civilians:** We've found the cultist stronghold they're holding civilians in. Rescue them immediately.

## PUSH: THROUGH MANORS

**Buddy:** Sorell, Meganium, Headmaster of the Hanging City Magi Guild

**Goal:** Defeat the Void Shadows in the upper town district

**Buddy Action:** Sorell casts a wizard spell of 7th level or lower. He can cast a new spell each turn refreshing on initiative count 20, but each time this action is used, the maximum spell level is reduced by one. Sorell must concentrate on spells as normal.

The map for this location is F15. The party will fight an [Urochar](#) and 2 [Star Spawn Hulks](#). This fight has no special conditions.

### Aid Requests:

- **None:** Proceed to the Magitech Guild Campus.

## PUSH: RESCUE CIVILIANS

**Buddy:** Tovu and Lyla, Togedemaru and Meowstic, Dawnbringers

**Goal:** Rescue the civilians captured by the Cult of the Void

**Buddy Action:** Tovu or Lyla conjures their Wrath of Dawn, dealing 4d8 radiant damage to up to 4 enemies and restraining them for 1 round. This buddy action can be used twice.

The map for this location is F17. The Cult of the Void is holed up in one of the manors that hasn't been destroyed yet. The manor has not been trapped or magically warded, but the windows have been all boarded up. The civilians are all in the dining room which is locked from the outside. Within the house is 2 [House Captains](#), a [Gloomweaver](#) and a [Shadowblade](#). The Gloomweaver is in the dining room, torturing the civilians. If the party is somehow able to get the civilians out without alerting all of the cultists, the Dawnbringers will escort the civilians back to safety and the party can move on without fighting the rest of the cultists.

### Aid Requests:

- **None:** Proceed to the Magitech Guild Campus.

## MAGITECH GUILD CAMPUS

Before the party marches on the Magitech Guild, Omega will stop them and offer them one more chance to look at his wares in exchange for their Black Gems.

The party advances on the Magitech Guild along with their allies. All of the forces will engage defense automatons and cultists that are guarding the main guild building as a [Warforged Colossus](#) bursts out of the guild and engages the party.

The map for this area is F19. The party can use one buddy action that they haven't used yet during the adventure per round refreshing on initiative count 20.

When the party kills the Colossus, it will fall back through the guild building and it allows the party and their allies to enter the building. The magitechnicians will find the master commands for the defense automatons and shut them down. The party can then return to the midtown wall and rest or continue to fight Void Shadows until Dark Matter is killed.

## OMEGA'S SHOP

Omega has the following items for sale. Each have a gem cost and a quantity that he has in stock.

### POTIONS OF HEALING

*Potion, rarity, gem cost, and stock varies*

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

### POTIONS OF HEALING

Potion of...	Healing	Cost	Stock
Greater Healing	4d4+4	1 gem	3
Superior Healing	8d4+8	2 gems	2
Supreme Healing	10d4+20	3 gems	1

### POTION OF VITALITY

*Potion, very rare, 3 gems, 1 stock*

When you drink this potion, it removes any Exhaustion levels you have and ends the Poisoned condition on you. For the next 24 hours, you regain the maximum number of Hit Points for any Hit Point Die you spend.

This potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

### ELIXIR OF HEALTH

*Potion, rare, 2 gems, 2 stock*

When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it.

### POTION OF INVISIBILITY

*Potion, very rare, 3 gems, 1 stock*

When you drink this potion, you—along with the clothing, armor, weapons, and other equipment on your person—become invisible for 1 hour. The invisibility ends if you attack or cast a spell.

### POTION OF FLYING

*Potion, very rare, 3 gems, 1 stock*

This potion gives you a flying speed equal to your walking speed for 1 hour. If the potion wears off while you're flying and nothing else is holding you aloft, you must use your movement to descend. If you fail to land before 1 minute passes, you fall.

### POTION OF GIANT SIZE

*Potion, legendary, 5 gems, 1 stock* When you drink this potion, you become Huge for 24 hours if you are Medium or smaller, otherwise the potion does nothing. For that duration, your Strength becomes 25, if it isn't already higher, and your hit point maximum is doubled (your current hit points are doubled when you drink the potion). In addition, the reach of your melee attacks increases by 5 feet.

Everything you are carrying and wearing also increases in size for the duration. When rolling damage for weapons enlarged in this manner, roll three times the normal number of dice; for example, an enlarged longsword would deal 3d8 slashing damage (instead of 1d8), or 3d10 slashing damage (instead of 1d10) when used with two hands.

When the effect ends, any hit points you have above your hit point maximum become temporary hit points.

This potion is a pale white liquid made from the tongue of a giant clam, with a pungent aroma akin to that of rotting algae. It tastes sweet, however, when consumed.

### SPELL SCROLLS

*Scroll, Rare, 2 gems, 1 stock each*

A Spell Scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your spell list, you can read the scroll and cast its spell without Material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the scroll crumbles to dust. If the casting is interrupted, the scroll isn't lost.

If the spell is on your spell list but of a higher level than you can normally cast, you make an ability check using your spellcasting ability to determine whether you cast the spell. The DC equals 10 plus the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Omega has the following spell scrolls in stock.

**Greater Invisibility, Fire Shield, Confusion, Aura of Life.**

# TALES FROM THE VOID WAR

From the desk of Mazatl Coyotl of the Order of the Astral Flame comes six tales that took place during the Void War. Experience for yourself the hardships and triumphs that Aetinum suffered through during the Void invasion.

For use with Dungeons and Dragons 5th edition and the Pokemon Mystery Dungeons and Dragons Handbook.

