

 **DMDAVE**  
**TITAN'S HEIR CH. 3**  
**GRIHOO**

**FIFTH EDITION ADVENTURE**

Trapped on a dangerous island, the adventurers must defend a mysterious temple from a deadly fiend.



# TITAN'S HEIR CH. 3

## GRIHOO

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**TEAM**  
**SUPERHYDRA**

Production

# TABLE OF CONTENTS

<b>Adventure Primer</b>	5
Background	5
Overview	5
<b>Adventure Flowchart</b>	6
<b>Call to Action: The Serpent Whisperers</b>	7
Live With Us	8
<b>Part 1. Life Among the Serpent Whisperers</b>	9
Life on the Island	9
<b>Part 2. The Dying Light</b>	13
Screams in the Night	13
Proving Innocence	13
<b>Part 3. The Arrival</b>	14
Trouble	14
The Peregrine	14
Battle!	14
<b>Part 4. Sabotage</b>	16
"I Can't Stand It!"	16
Tracks	16
<b>Part 5. Vuda and Her Cats</b>	17
The Cave	17
Explosion and Cave-in	18
Clues to the Attackers	18
<b>Part 6. Aegreyan Assault</b>	19
Back to the Clearing	19
"Look!"	19
The Assault	19
The Dragon	20
<b>Part 7. The Temple of Grihoo</b>	21
Level 0 - Ground Level	21
Level 1 - First Sub-Level	23
Level 2 - Second Sub-Level	28
Level 3 - The Laboratory	32
Level 4 - The Cosmship	35
<b>Part 8. Grihoo the Traveler</b>	38
Navigating Grihoo's Labyrinth	38
Grihoo's Den	38
Grihoo's Den Map	39
Wrap-up: Cataclysm	40
<b>Dramatis Personae</b>	41
Monster References	41
<b>Appendix: Player Handouts</b>	42

## THE STORY SO FAR...

*Grihoo* is the third and final adventure in the *Titan's Heir* series. If you haven't already run (or read) the first two parts of *Titan's Heir*, no worries. Here is a quick recap of what has happened so far:

### The Flight of the Predator

In the first part of *Titan's Heir*, the characters escort a gnome scientist named Orner Wreos aboard a blimp named *The Predator*. During the course of the adventure, the characters learn that Orner is a terrorist who hopes to use the ship's core to destroy the city of Odonburg. Although the characters defeated Orner and his henchmen (both humanoid *and* constructed), *The Predator* crash-landed in the jungles of a seemingly deserted island.

### The Skeleton Key

Stranded with no hopes of returning home, the characters and their fellow marroonees start to explore the island. Eventually, they come face-to-face with the island's protectors, The Serpent Whisperers of Grihoo.

## CREDITS

This adventure was a collaboration made possible by some of Fifth Edition's top talent. If you aren't already a patron of these creators, be sure to check these guys out and sign up. It'll take your Fifth Edition game to the next level.

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Tyrant's  
Riddle

Xenem  
Dynasty

Aegreya

The Summer  
Land

Ocean of  
Warna

The Skeleton  
Key

Desolation of  
Ditimaya

Dar

Smoen

This adventure takes place in the campaign setting of Omeria by DMDave. Learn more about Omeria on [DMDave's Patreon](#). This awesome rendering of Omeria's Ocean of Warna and surrounding nations was created by [Maps by Owen](#) who also has a bad-ass Patreon for you to subscribe to.

# ADVENTURE PRIMER

This adventure is designed for **three to seven 2nd- to 4th-level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure. The adventure takes place on the island of The Skeleton Key, first featured in the adventure

*The Flight of the Predator* and then in the follow-up adventure bearing its name. However, it can easily be placed on any remote island in a campaign setting of your choice.

## BACKGROUND

**The Skeleton Key**, a mysterious island hidden at the center of the Ocean of Warna, has just been rediscovered. The island is home to a tribe of warrior women named the **Serpent Whisperers**. They guard an ancient temple called the **Temple of Grihoo**. While they have sworn to protect the temple's secrets, none of the Whisperers actually know what lies within its lower levels.

The characters, having crash-landed on the island, find themselves at the mercy of these warrior women. In order to learn more about the island's secrets and/or find a way to escape the island, they will need to gain their trust.

## OVERVIEW

The adventure's story is spread over nine parts: A Call to Action and eight segments of varying lengths. The entire adventure takes approximately **12 hours** to play and will likely require **multiple sessions**. There are also **three bonus sections** that can change and/or extend the structure of the story.

- **Call to Action: The Serpent Whisperers.** The characters meet the Serpent Whisperers and discover the Temple of Grihoo and its surrounding village.
- **Part 1. Life Among the Serpent Whisperers.** Recognizing that escape from the island is not an option, the characters must settle down with the Serpent Whisperers and work to build their trust. Living with the Serpent Whisperers is **Story Objective A**.
- **Part 2. The Dying Light.** The characters' motives are called into question when the two pylons that protect the island cease to function. Convincing the Serpent Whisperers of their innocence is **Story Objective B**.
- **Part 3. Arrival.** A flying vehicle of some sort lands north of the village. The characters must travel with the Serpent Whisperers to the landing zone and confront the visitors. This is **Story Objective C**.
- **Part 4. Sabotage!** Someone has damaged the Peregrine flyer, the characters' only way off the island. The characters must follow clues leading to the saboteur's identity. This is **Story Objective D**.
- **Part 5. Vuda and Her Cats.** The characters follow the tracks to a cave in the woods where they find the Serpent Whisperer Vuda. Confronting Vuda is **Story Objective E**.

- **Part 6. Aegreya Assault.** The characters discover the true identity of the attackers. Just as they are about to confront their newfound enemy, the island and the village come under attack by a force of warriors from the drakeblood nation of Aegreya. Defending the village against the Aegreyans is **Story Objective F**.
- **Part 7. The Temple of Grihoo.** The characters must follow a dangerous villain into the depths of the forbidden Temple of Grihoo. Reaching the bottom level of the temple is **Story Objective G**.
- **Part 8. Grihoo the Traveler.** The characters confront the villain at the bottom of the temple. There, they learn the temple's greatest secret and the reason for The Skeleton Key. This is **Story Objective H**.
- **Bonus Sections.** Multiple bonus supplements are offered as rewards for DMDave Patrons. Visit [DMDave's Patreon](#) for details.

## ADVENTURE HOOKS

The following plot hooks provide some possible ways for the characters to get involved in this adventure. Most of the adventure assumes that the characters have played through the first two installments of the *Titan's Heir* adventure series, *The Flight of the Predator* and *The Skeleton Key*. However, there are options available for those who wish to use this adventure as the jumping-off point.

**Titan's Heir Storyline.** The adventurers were on board the Dinzer warblimp *The Predator* when it crashed. The details of this event were covered in *Titan's Heir Part 1: The Flight of the Predator*. Following the crash, they worked with the other survivors to live on the island.

**Faction Agent (The Tip of the Spear).** The Tip has discovered the location of the island and believe it might contain lost treasure. While traveling to the island, the characters' ship was destroyed in a storm. The characters find themselves washed up on the beaches of The Skeleton Key. Right away, they are confronted by the Serpent Whisperers.

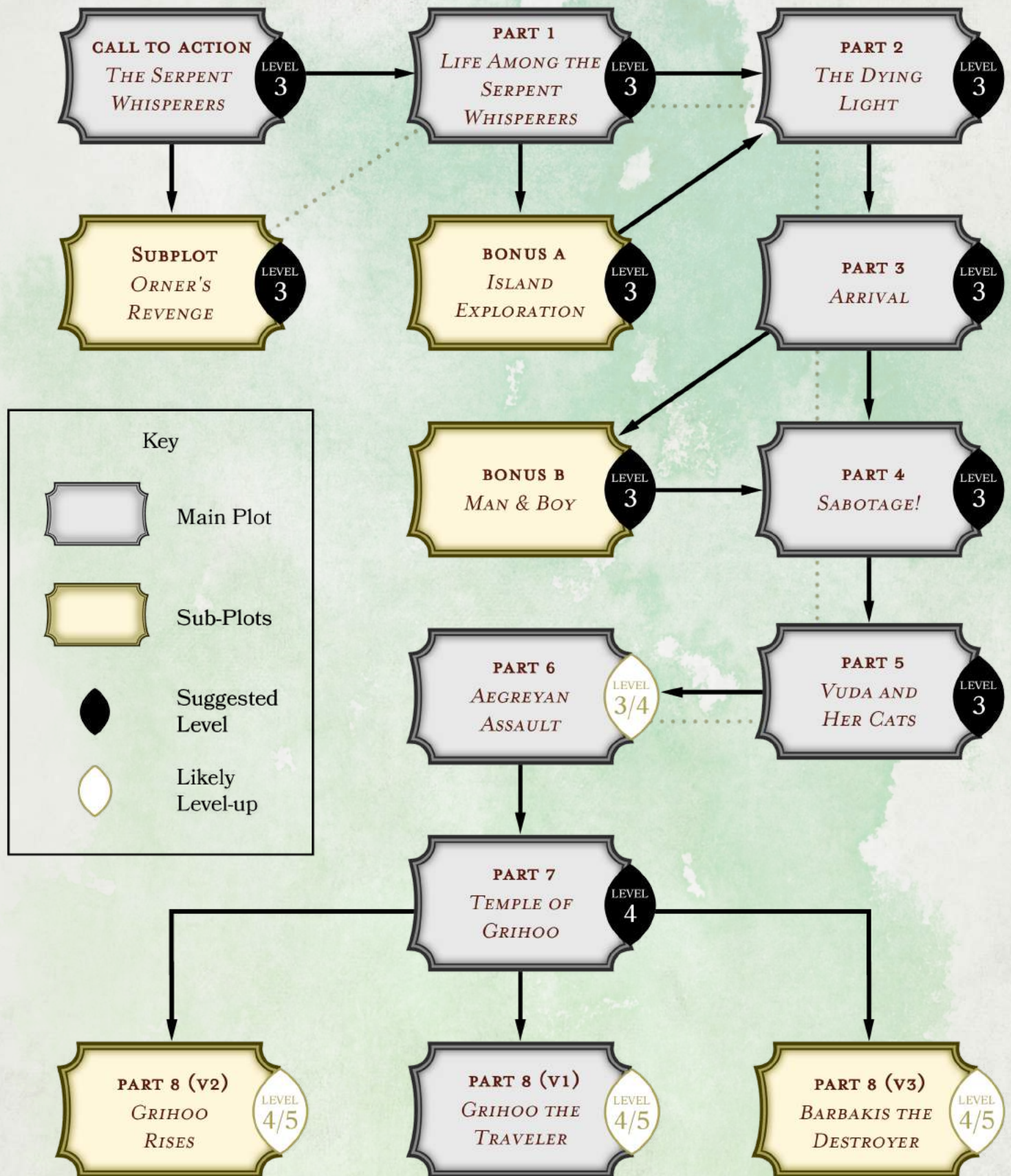
**Faction Agent (Secrets of the Righteous).** The Dinzers have rediscovered a lost island in the center of the Ocean of Warna. They believe that it may be where the infamous Dinzer mage, Odon, disappeared close to 450 years ago. While traveling to the island, the characters' ship was destroyed in a storm. The characters find themselves washed up the beach. Right away, they are confronted by the Serpent Whisperers.

## ADVENTURE FLOWCHART

The next page's chart provides a basic understanding of not only the flow of the adventure but also the outline of the different paths that your players may take in reaching their stated objective.



# ADVENTURE FLOWCHART







## CALL TO ACTION: THE SERPENT WHISPERERS

**Estimated Duration:** 15 minutes

**Suggested Music:** "Grihoo Village" by [Music d20](#)

The characters happen upon (or are ushered to) the Temple of Grihoo and its surrounding village. For hundreds of years, the village has existed outside of the knowledge of even the most learned Omerian sages.

Read or paraphrase the following:

The tree line breaks exposing a small village consisting of squat, expertly-built stone buildings. At the northern end of the village stands a huge stone temple measuring roughly 70 feet by 70 feet and standing 50 feet tall. The exterior walls are carved to look like hundreds of snakes crawling over top of each other. Two female human warriors wearing elaborate headdresses stand guard at the temple's entrance. Joining them are five muscular, 12-foot tall apes wearing bronze armor who climb over the sides of the building.

At either side of the temple are two 200-foot tall obelisks made of steel. Roughly 10 feet from the top of each of these pylons there is a small window from which green light glows.

### AREA DESCRIPTION

While the Serpent Whisperer's village is detailed further in *Grihoo Village* Bonus Supplement, the village has the following basic features.

**Dimensions & Terrain.** The village itself consists of 14 buildings with flat roofs. The buildings are built of sandstone bricks. The majority of the buildings flank a narrow canal leading from the edge of the forest to the

temple's steps.

**Light.** At night, the village is lit with torches. In addition, the pylons emit a dull green glow.

**Pylons.** The two pylons seemingly have no way to enter them. Should a character climb to the top and peer in the window, they will find a glowing, green rock similar to the one that powers *The Predator*. The pylons magically protect the island. Divination spells cannot find the island and teleportation magic does not work on the island, nor will it allow others outside the island to magically travel there. It also places an illusion over the island, making it invisible to those sailing past it. Those who've found the island in the past did so only by happenstance.

**Serpent Whisperers.** The village is home to over 30 Serpent Whisperers of Grihoo. The warrior women keep goats, chickens, and other livestock in the area. There are also **needleblast boas** that freely roam the village, offering additional protection where needed.

**The Temple.** The Temple of Grihoo is guarded by two Serpent Whisperer **Serpent Guards** and four **Heirs of Kong** (see the *Monsters of Grihoo Supplement* for details). The Serpent Guards are fanatical and will not turn from their posts, even in the presence of magic. The Temple is detailed further in Part 7 of this adventure.

### CREATURE INFORMATION

There are a few important NPCs for you to familiarize yourself with this adventure. The NPCs are detailed in both the Dramatis Personae section on page 42 as well as the *Grihoo Village* bonus supplement. However, if the characters openly enter the village and the Serpent Whisperers are aware of their presence, they are greeted by the village's leader, **Viothye** (see Dramatis Personae for her stat block).

**What Does Viothye Want?** Viothye is the village's elder



and has held the role for close to twenty years. Her top priority is keeping the island and the temple a secret. She fundamentally believes that if the island and the Temple are discovered and fall into the wrong hands, doom would befall Casar.

When Viothye first meets the characters, she wishes to know their intentions. While sympathetic to their desire to leave the island, she can't allow them to do that. Viothye knows that warnings and threats will do little to curb the strong personalities of adventurers and instead gives them the choice. She explains:

"There are choices that you can make to help us protect the island from those who would use its power for evil. And we could use those with your skills and talents to help us defend it."

The Serpent Whisperers possess no boats. And thanks to the pylons, there is no way to send messages off the island or travel via magic. Finally, the Serpent Whisperers would rather die than go against their strong beliefs.

**What Does Viothye Know?** If the characters have made their presence on the island obvious, she is already aware of their presence. She may even know their names and abilities (GM's discretion).

Viothye and her warriors have a few issues that they are trying to deal with when the characters arrive. Some of those issues they will ask the characters to help with. Others, she keeps quiet. Refer to Part 2 and the *Grihoo Village* bonus supplement for potential side quests and downtime activities that the characters can participate in during their time with the Grihoo.

Viothye is also one of the few living Serpent Whisperers to know what lies below the top level of the Temple. She carries one of the keys to the temple around her neck (see the sidebar).

## KEY TO THE TEMPLE

Viothye has an unusual talisman hanging from her neck. It looks like a four-inch rectangular bit of twisted-steel with irregular edges and holes cut into it. A thin, glowing red line runs from each short edge to the other.

The talisman is not only a piece of jewelry, but it is actually the key that unlocks the many of the temple's doors (see Part 7 for details).

## LIVE WITH US

Viothye cannot let the characters escape. Even if the characters threaten her and her fellow warriors, she makes it clear that even if she did want to help them to escape, there was no way for them to do so.

"Even the Old Gods could not escape this island," she reminds the characters.

Once the characters understand that there is no easy escape from The Skeleton Key, Viothye makes an offer to build the characters (and any surviving NPCs from *The Predator*) a hut in which they can live. Furthermore, she will provide food, clothing, weapons, and anything else they need to help them in the beginning. Of course, she expects them to start earning their keep at some point.







## PART 1. LIFE AMONG THE SERPENT WHISPERERS

*Estimated Duration:* 1 hour

*Suggested Music:* "Grihoo Village" by [Music d20](#)

With no clear way to escape the island or send a message to people away from the island, the characters will have to learn to adjust to their new life among the Serpent Whisperers. This is **Story Objective A**.

### LIFE ON THE ISLAND

Although they are stranded on the island, the characters are still free to explore the island and get into adventures (see the *Island Exploration* bonus supplement for details on adventures and areas of exploration on the island). In addition, they can take downtime to keep themselves busy. Plus, they will need to earn the trust of the Serpent Whisperers, which will affect the outcome of the rest of the story.

Each week that the characters remain among the Serpent Whisperers they can perform downtime and "life on the island" tasks to improve their way of life. Plus, many of the activities will help them ingratiate themselves with the women warriors.

These downtime activities follow the same downtime rules identified in the *PHB* and *DMG*. Just as in *The Skeleton Key*, the character can undertake these activities on their own or they can task the other survivors of *The Predator* to help them. That way, the characters can focus on exploration and adventuring while their allies improve their stance with Viothye and the others.

### MAKING A DOWNTIME CHECK

When a "Life on the Island" task requires an ability check, one of the characters or one of their survivor allies can use their own ability check modifier to determine success. Three is the maximum number of NPCs that the players can use to perform these checks. You can address these scenes as a "montage" with quick descriptions of what transpired, or you can go a step further and create full scenes around the tasks. It's up to you and your players how you handle these.

### DOWNTIME AND LIFE ON THE ISLAND ACTIVITIES

In addition to the activities found in other books, the characters and their fellow survivors can undertake the new activities presented in this section, either as regular activities or as "life on the island" tasks. Note that many of these activities replace the ones found in the second part of this adventure series, *The Skeleton Key*.

The length of time required to perform a task is typically one or more workweeks (a single workweek is 5 days). All the normal rules for downtime must be followed by the character or NPC survivor including spending 8 hours each day engaged in that activity for the day to count toward the activity's completion. Downtime activities often involve strenuous physical or mental activity. Therefore, a character or NPC cannot both perform downtime and adventure on the same day without suffering the effects of exhaustion.



Some of the downtime activities described in this Part affect the party's relationship with the Serpent Whisperers of Grihoo. See the "Earning Trust" section below for details on how earning the Serpent Whisperers' trust provides benefits (or even drawbacks) for the characters.

## HELP VIOTHYE

There are a few tasks that Viothye needs help with but lacks the hands to perform. As the characters work to build trust with Viothye and the other Serpent Whisperers, they can request tasks from Viothye. Typically, Viothye expects a task to be completed in one week or less. Each time the characters succeed in performing a task for Viothye, they gain a cumulative +5 to their Earning Trust rolls at the end of the month.

The various tasks that the characters can perform are outlined in the *Grihoo Village* bonus supplement.

## INTELLIGENCE GATHERING

The Serpent Whisperers hide many secrets on the island. The characters can spend their downtime trying to uncover some of those secrets.

**Time Investment.** Uncovering the secrets of the Serpent Whisperers requires at least one workweek of effort.

**Resolution.** The character declares the focus of the Intelligence Gathering using one of the following topics: the Island, Serpent Whisperers, or the Temple. Intelligence gathering requires three ability checks, reflecting the ongoing progress of uncovering the Serpent Whisperers' secrets. Any of the characters or their allies involved in the intelligence-gathering efforts can make a check. The abilities and skills applicable for each check are determined by the GM, reflecting the selected scheme and the ongoing narrative. For example, sneaking into the temple to see what's inside might require a Charisma (Persuasion) check to distract the guards, a Dexterity (Stealth) check to sneak into the temple itself, and a Wisdom (Perception) check to understand what is inside.

Because of the risks inherent in such activities, the DC for the check is determined randomly. The GM rolls 2d10+5 for the DC, generating a separate result for each check. The total number of successes determines the outcome of the activity, as noted in the Intelligence Gathering table.

## INTELLIGENCE GATHERING

Result	Outcome
0 successes	You learn nothing.
1 success	You learn one secret.
2 successes	You learn two secrets.
3 successes	You learn three secrets.

Each secret available for the characters to learn are on the Secrets Learned sidebar. As the GM, you are the final arbiter concerning exactly what a character learns based on the skills they used to uncover the information.

**Complications.** Achieving 0 successes automatically generates a complication, but the GM may decide that a complication arises no matter what—especially if such a complication improves the story. The GM can choose a complication or roll on the Intelligence Gathering Complications table.

## SECRETS LEARNED

The following secrets can be learned by the characters through successful Intelligence Gathering checks.

**The Island.** If the focus of the character's Intelligence Gathering check is the island itself, they can learn the following secrets:

- Shortly before the characters arrived, a pair of males from the Temple escaped into the forest. The males are important to the survival of the Serpent Whisperers and Viothye is determined that they be captured and returned.
- A thousand years ago, the island was home to a race of birdfolk named the Disciples of Ze. It is unknown what happened to the birdfolk but their temple can still be found in the mountains.
- Powerful magic hides the island from the outside world. The magic is powered by the two 200-foot pylons that flank the village.
- Great serpents emerge from holes in the ground all over the island. The serpents have no tails; some of the women believe that they are all part of one colossal being.
- There is a vicious race of beings that haunt the forest to the west. The Serpent Whisperers call them "Monster Men."

**The Serpent Whisperers.** If the focus of the character's Intelligence Gathering check is the Serpent Whisperers, they can learn the following secrets:

- The original Serpent Whisperers came from an island across the ocean hundreds of years ago. They were the slaves of a dangerous race of fiends known as *danaavrakti*.
- The Serpent Whisperers propagate their kind by breeding with men. All of the men come from within the temple. Many of the Serpent Whisperers believe that the Temple—who some revere as a god—is a gift to them.
- Some of the Serpent Whisperers are born with a curse called *firemind*. Those who have firemind are prone to angry outbursts. Vuda, Ykyope's sister, is believed to have firemind.

**The Temple.** If the focus of the character's Intelligence Gathering check is the Temple, they can learn the following secrets:

- The Serpent Whisperers believe that there is a great treasure deep within the temple.
- Every few years, a man randomly emerges from the temple, disoriented. Although it's a new man each time, the men always look exactly the same. The Serpent Whisperers enslave these men.
- Anyone who enters the door at the rear of the temple vanishes. Only Viothye has a key to the door, which she wears around her neck.



## INTELLIGENCE GATHERING COMPLICATIONS

### d6 Complication

- 1 One of the characters is caught by the Serpent Whisperers and severely punished. See *Grihoo Village* for a list of Serpent Whisperer punishments.
- 2 The characters are caught by a corrupt member of the Serpent Whisperers. She threatens to turn the characters in unless they meet her demands.
- 3 The characters left a clue that could reveal their intentions. One or more of the characters must try to cover up the clue before they are caught.
- 4 The characters learn a secret; unfortunately, the information is false.
- 5 The characters learn that an answer to a secret they seek is in a dangerous location. See the *Island Exploration* bonus supplement for details on possible locations for the secret.
- 6 The characters aren't the only ones who learn the secret. An ally, rival, or even a Serpent Whisperer learned the secret as well.

## EARNING TRUST

Although Viothye has offered the characters and their fellow survivors a place to stay on the island, the Serpent Whisperers do not immediately trust the characters. And although The Serpent Whisperers are helpful at the start of the relationship with the characters, unless the characters make efforts to ingratiate themselves with the Serpent Whisperers, the benefits provided by the Serpent Whisperers will start to fade.

**Time Investment.** Unless the GM decides otherwise, this task must be run at the end of each month that the characters spend on the island among the Serpent Whisperers. Unlike other activities, results are determined for Earning Trust even if specific characters and survivors are not allocated to the activity. However, allocating characters and NPCs to the tasks greatly improves their chances for a favorable outcome. This allocation represents assisting the Serpent Whisperers with tasks, building rapport, and other tasks to shed a positive light on the group.

During any given month, the players decide how many days their characters and the other survivors can dedicate to this activity. As normal, characters and NPCs cannot perform other activities while focused on Earning Trust, and days spent adventuring or engaged in other activities cannot be used for this activity.

**Resolution.** Percentile dice are rolled by a player nominated for this task by the group. The number of total days spent by all characters and staff members on this activity are added to the roll. That total is then compared to the Earning Trust table to determine what happens for the month.

**Benefits.** Earning the Serpent Whisperers' trust grants the characters certain benefits which can help them survive throughout the week. Benefits can either be permanent or temporary. Temporary benefits last until the end of the month following the roll on the Earning Trust table. It's possible for characters to lose any benefits that they receive through misdeeds or complications (GM's discretion).

The characters can earn the following benefits:

## EARNING TRUST

### d100 + Days Result

10 or less	The Serpent Whisperers lose all faith in the characters. The characters can no longer stay in the village and must live out in the forests until they can earn their trust. Unless the characters do something that proves their value to the Serpent Whisperers, the Serpent Whisperers act hostile towards them in all future encounters. The characters can surrender a previously earned benefit or inspiration to ignore this result. See <i>Grihoo Village</i> for details.
11-25	The Serpent Whisperers do not trust the characters, but all them to remain in the village regardless. The characters gain no benefits.
26-50	The Serpent Whisperers do not fully trust the characters, but offer to help them a little. The characters gain one temporary benefit.
51-75	The Serpent Whisperers start to trust the characters somewhat. The characters gain two temporary benefits.
76-98	The characters gain the trust of the Serpent Whisperers for the month. They gain one permanent benefit and two temporary benefits.
99+	The characters earn the full trust of the Serpent Whisperers. They permanently gain all of the benefits of the Serpent Whisperers. Unless the characters do something that breaks the Serpent Whisperers' trust, they no longer have to roll to Earn Trust.

- **Ally Favor.** One of the Serpent Whisperers owes the characters a favor which they can use before the end of the next month. The GM decides the nature of this favor. If this is chosen as a permanent benefit, the ally only offers one favor per month.
- **Assistance.** One of the Serpent Whisperers helps the characters with one of their tasks. The characters make one of the Life on the Island rolls with advantage. The advantage must be used before the end of the next month. If the characters choose this as a permanent benefit, they only receive the benefit once per month.
- **Building Trust.** The characters add +10 to their next Earning Trust roll. The characters can take this benefit multiple times and its effects are cumulative.
- **Charmed.** With this benefit, all Charisma checks made when dealing with the Serpent Whisperers are made with advantage.
- **Secret.** One of the Serpent Whisperers shares a secret with the characters choosing from the Secrets Learned sidebar on page [x]. If this is a permanent benefit, the Serpent Whisperer only shares one secret per month.
- **Supplies.** The Serpent Whisperers give the characters and their NPC allies enough food and water to survive until the end of the next month.



## ESCAPE

Although Viothye warned the characters that it was impossible to escape the island, they may still try to discover a way to do so.

**Time Investment.** Gathering the appropriate information and resources requires at least two workweeks of effort.

The characters and their fellow survivors must also have access to resources like building materials in order to accomplish the task.

**Resolution.** Characters or survivors in charge of the escape attempt must make two ability checks with a DC of 14. First, a character or survivor must succeed at either an Intelligence check using proficiency in water vehicles to select the right vision or identify the best way to escape the island. This check gains a +1 bonus for every character or NPC that has the sailor background (use your discretion for the NPCs).

A character or survivor must then make a Charisma (Deception or Persuasion) check to ensure that the Serpent Whisperers (at least those who aren't their allies) don't notice their efforts. This check gains a +1 bonus if the character or NPC has the charlatan or criminal background.

All checks gain a +1 bonus for every two workweeks beyond the initial time that is spent undertaking this activity. A maximum bonus of +10 can be applied to each check.

The total number of successes determines the outcome of the activity, as noted on the Escape table.

## ESCAPE TABLE

Result	Outcome
0 successes	The characters make no progress.
1 success	The characters make progress on their escape plan. The next time the characters take the Escape task, they make their checks with advantage.
2 successes	The characters create a solid plan for escape. Now, they must put it into action. See <i>Island Exploration</i> for details on potential Escape Plans.

**Complications.** A result of 0 successes typically indicates that the failed escape results in a complication. At the GM's discretion, even a successful outcome might have unexpected side effects. The GM can choose a complication or roll on the Escape Complications table.

## ESCAPE COMPLICATIONS

### d4 Complication

- One of the characters is caught by the Serpent Whisperers and severely punished. See *Grihoo Village* for a list of Serpent Whisperer punishments.
- The characters are caught by a corrupt member of the Serpent Whisperers. She threatens to turn the characters in unless they meet her demands.
- The characters left a clue that could reveal their intentions. One or more of the characters must try to cover up the clue before they are caught.
- The characters experience a major setback. The next time they perform the Escape task, the time investment is four weeks instead of two.

## EXPLORE THE ISLAND

The characters can search the island in real time as described in *The Skeleton Key* and the *Island Exploration* bonus supplement, or you can use the following rules.

**Time Investment.** Exploring a portion of The Skeleton Key requires at least one workweek of effort. Spending more time increases the chance that the expedition finds something of use.

**Resolution.** A character or survivor directing the expedition makes a Wisdom (Survival) check to determine the outcome. This check gains a +1 bonus for each workweek beyond the first that is spent exploring. A maximum bonus of +10 can be applied to this check. The total of the check determines the outcome, as shown on the Explore the Island table.

## EXPLORE THE ISLAND

Check Total	Discovery
1-5	Major threat
6-10	Minor threat
11-25	No discovery of note
26+	Secret location

**Major Threat.** A result on the table indicating a major threat represents a discovery, event, or other entity that might endanger the characters and potentially the entire island. See *Island Exploration* for examples.

**Minor Threat.** A minor threat to the characters involves uncovering a danger that can disrupt the characters' ability to earn the trust of the Serpent Whisperers along with their livelihoods. See *Island Exploration* for examples.

**Secret location.** The island is full of strange and important locations for the characters to uncover. Examples of locations are included in the *Island Exploration* bonus supplement.

**Complications.** A result of 1-10 on the Explore the Island table is its own complication, but the GM can add unexpected side effects to a successful result choosing from or rolling on the Explore the Island Complications table.

## EXPLORE THE ISLAND COMPLICATIONS

### d6 Complication

- The same time that the characters discover something on the island, the Serpent Whisperers or another rival also discover it.
- One of the characters' NPC allies goes missing during the exploration activity. Their fate is a mystery that the characters must resolve.
- The location that the characters discover is cursed. See *Island Exploration* for potential curses.
- The next time the characters return to the location it is missing; either they cannot find it again or it has simply vanished through mysterious circumstances.
- The characters' discovery has drawn the attention of a dangerous creature on the island. Choose or roll randomly on the major or minor threats tables in the *Island Exploration* bonus supplement.
- Following the discovery, the characters start to experience all sorts of bad omens.





## PART 2. THE DYING LIGHT

**Estimated Duration:** 15 minutes

**Suggested Music:** "Substratum" by [Music d20](#)

As the characters adjust to their new life on the island, something happens that causes a stir among the Serpent Whisperers. Depending on the trust the characters have built among the Serpent Whisperers, they may need to defend themselves and their actions from the warrior women or suffer severe consequences. This is **Story Objective B**.

### A. SCREAMS IN THE NIGHT

So long as the characters are still among the Serpent Whisperers, after 2d6 weeks of living with the warrior women, they are woken to the sound of screaming in the middle of the night.

Should the characters investigate, they discover that the commotion comes from all of the Serpent Whisperers standing outside staring up at the pylons.

On any other night, the pylons give off a dull green glow. But tonight, there's nothing. Just darkness.

From behind you, someone shouts in broken Common: "You! You did this! You kill the light! Now you make big trouble for us!"

Whoever accused the characters of killing the light is up to you. It can be someone random or an NPC detailed in the *Grihoo Village* supplement.

### B. PROVING INNOCENCE

Right away, the Serpent Whisperers take the dying light as a dreadful omen. After all, things were fine before the

characters and the other survivors of *The Predator* showed up—now the light from the pylons are out.

The characters must argue their case before the warrior women. Have the players make their arguments. Then, have them make a group DC 15 Charisma (Persuasion) check. Additionally, all survivor NPCs make a single check, a d20 roll plus the highest Charisma modifier among the characters. Each character gains a bonus to his or her check based on the group's current level of trust (see Earning Trust in Part 1). Don't forget to add in any benefits from successful Earning Trust checks.

Determine how many of the group's checks succeeds—the characters' and the NPC's—then consult the Proving Innocence table.

- A total success occurs if all checks are successful
- A success occurs if half or more checks are successful
- A failure occurs if less than half the checks are successful
- A total failure occurs if all checks fail.

#### PROVING INNOCENCE TABLE

Result	Outcome
Total Failure	The characters are exiled from the village. See <i>Grihoo Village</i> for details on Exile.
Failure	One of the characters must suffer punishment at the hands of the Serpent Whisperers. Once they do, they are free of further consequences. See <i>Grihoo Village</i> for Serpent Whisperer Punishments.
Success	The characters prove their innocence but suffer a -10 penalty to their next Earning Trust check.
Total Success	The characters prove their innocence and suffer no consequences.





## PART 3. ARRIVAL

*Estimated Duration:* 1 hour

*Suggested Music:* "Substratum" by [Music d20](#)

The island is visited by a group from the mainland led by a wealthy Pressonian noble named Theo Barbakis. As long as the characters are free and still living among the Serpent Whisperers, they are asked to greet the Pressonians and learn as much as they can about the visitors. This is **Story Objective C**.

### A. TROUBLE

A few weeks (2d6) after the pylons stop glowing, the Serpent Whisperers spot a flying vehicle of some sort a few miles north of the village. So long as the characters have not been imprisoned by the Serpent Whisperers following the events of Part 2 and they have earned at least some modicum of trust (they do not suffer a penalty to their Charisma checks when dealing with the Serpent Whisperers), Viothye tasks the characters to join a squad of six **amazon warriors** lead by Ykyope (LN female human **amazon warrior** with 55 hit points) who wields a *brutal macuahuitl*. See the *Magic Items of Grihoo* supplement for details.

### B. THE PEREGRINE

A large, steel vehicle shaped like a bird has landed in a clearing roughly four miles north of the village. When the characters, Ykyope, and the other Serpent Whisperers arrive, already, the ship's crew and passengers are unloading equipment.

The flying vehicle is a **Dinzer peregrine-class flyer** named *Three Hands Down*. It is owned by a Pressonian noble

named **Theofilos Barbakis** who is among the passengers. Joining Barbakis are a dragonborn Pressonian warrior named **Qiu Xiang**, a pair of devilkin sorcerer siblings named **Rain in the Moonlight** and **Vision of the Water**, and a wanderer halfling named **Yarry**.

### AREA DESCRIPTION

The clearing has the following features.

**Dimensions & Terrain.** The clearing sits on a cliff overlooking the island's coastline 100-feet below. The grass here is tall, and depending on the season, there may be plenty of wildflowers, too. The tree-line in which the characters and the Serpent Whisperers hide is approximately 150 feet from *Three Hands Down*. The cliff's name is the Cliff of Eyes.

**Light.** The Serpent Whisperers are humans, therefore, they prefer to approach during the day.

**Supply Crates.** The passengers of *Three Hands Down* have started to unload large crates into the clearing in order to set up camp. If combat breaks out, the passengers can use the crates as cover.

**Windy.** The wind coming off the water of the Ocean of Warna blasts the clearing. Although it's not strong enough to affect ranged combat or flyers, it does make hearing difficult. All creatures in the clearing have a -5 to Wisdom (Perception) checks that rely on hearing.

### C. BATTLE!

The Serpent Whisperers are easily rattled and the presence of Barbakis and his crew are enough to put them on edge. A passive Wisdom (Insight) check of 15 or better reveals



that Ykyope would rather attack first and ask questions later. Unless one of the characters uses their action to try and calm Ykyope and the other Serpent Whisperers down with a contested Charisma (Persuasion) check contested by Ykyope's Wisdom (Insight) check, Ykyope shouts a war cry and charges.

Barbakis stays out of the fight; he runs onto the ship and hides. Meanwhile, the other four take cover and prepare to defend themselves against the Serpent Whisperers. It should be obvious to the characters that Barbakis' crew are much better armed and equipped than the Serpent Whisperers.

The statistics for Barbakis and his crew are included in the Dramatis Personae section of this adventure.

## THE PEREGRINE CREW VS THE SERPENT WHISPERERS: SIMPLIFIED

You can run this battle the typical way, or you can abstract the actions of the NPCs to make combat run smoother with more focus on the characters' actions. If you do, instead of determining the actions for each of the NPCs involved, refer to the Peregrine Crew vs The Serpent Whisperers table to determine their actions.

Each of the crew of the Peregrine have their own initiative count and actions, as does Ykyope. The other Serpent Whisperers, on the other hand, act as one.

On an NPC's initiative count (losing initiative ties), instead of choosing actions and rolling dice for the NPC, roll a d20 to determine what happens during that NPC's turn. If an NPC is incapacitated, skip their turn. If an NPC suffers a wound, it makes its d20 roll with disadvantage. And if an NPC is in direct conflict with a character, decide and roll their actions as normal.

Trembling with fear, Barbakis stays out of the fight and hides on the ship until the combat is over.

## RESOLUTION

At some point, the characters should intervene. If the characters don't intervene, one of Barbakis' crew (likely Qiu Xiang) tries to stop the fight, especially after one or more of the Serpent Whisperers are injured.

Once things have calmed down a little, Barbakis reemerges and tries to introduce himself.

## CREATURE INFORMATION

Barbakis and his crew understand why the Serpent Whisperers attack and don't blame them. They quickly explain what they are doing on the island.

**What Do They Want?** Barbakis explains that a few months ago (right around the time the pylons stopped glowing) a major event happened on the mainland that caused strange effects all over the world. Barbakis, a historian and museum curator, had been looking for a Pressonian relic for years but was unable to find it. The relic was a 400-year old sword owned by a Pressonian knight named Gozwik. (The sword included in *The Skeleton Key*.)

While Gozwik was beloved, the true reason that Barbakis was searching for Gozwik's sword was not to find the knight, but the person who the knight was supposed to be traveling with: the Dinzer Odon, founder of Odonburg. Gozwik and Odon vanished four centuries ago somewhere in the Ocean

## PEREGRINE CREW VS THE SERPENT WHISPERERS

Outcome	Peregrine Crew	Serpent Whisperers
The NPC attacks and misses its intended target.	1-8	1-12
The NPC wounds its intended target. Roll a d20 and refer to the Random NPC table below to determine who was wounded.	9-18	13-20
The NPC incapacitates its intended target. Roll a d20 and refer to the Random NPC table below to determine who was incapacitated.	20	—

## RANDOM NPC (d20)

NPC	Peregrine Crew	Serpent Whisperers
Qiu Xiang	—	1-5
Rain in the Moonlight	—	6-10
Vision on the Water	—	11-15
Yarry	—	16-20
Ykyope	1-2	—
1 amazon warrior	3-18	—
2 amazon warriors	19-20	—

of Warna and no one has been able to find their final resting place. Barbakis believes that the pair found the island and disappeared. But the island's magic kept them from being discovered. Until now.

Barbakis promises the characters that if they can help him find the location of Gozwik's sword as well as the final resting place of the Dinzer Odon, he will not only give them a ride back to the mainland in the Peregrine but pay them 500 gp each for their efforts.

The four members of Barbakis' crew are only interested in the payment they will receive from Barbakis once they help Barbakis find what he is looking for.

**What Do They Know?** Barbakis comes off as aloof, cowardly, and physically weak—he's incredibly out of shape. However, his thirst for knowledge and the glory that would come with finding the final resting place of the Dinzer Odon is enough to make him ignore his troubles.

Barbakis' crew knows very little about Barbakis. All four were part of an adventuring party from The Summer Land who were hired by Barbakis to travel to the island. Overall, they trust Barbakis enough to journey with him to The Skeleton Key but know nothing beyond what Barbakis shares with the characters.

Even if they are invited back to the Serpent Whisperers' village, Barbakis and his crew prefer to set up camp and remain near *Three Hands Down*.





## PART 4. SABOTAGE

*Estimated Duration:* 30 minutes

*Suggested Music:* "Substratum" by [Music d20](#)

Someone has ransacked Barbakis' ship and disabled its engine! Distraught, Barbakis asks the characters to discover who destroyed their ship while they work to repair it. He offers a healthy gold reward if the characters can discover who did it. A set of tracks leads from the ship to a cave near the mountains. Following the tracks and finding the cave is **Story Objective D**.

### A. "I CAN'T STAND IT!"

After a few weeks (1d4) working alongside Barbakis and his crew, Barbakis sends word to the characters that he needs their help.

If the characters agree and travel back to the clearing, they find Barbakis distraught. He leads them inside the flyer and into the engine room. The only one of Barbakis' crew with him is the halfling, Yarry. The other three are scouring the island for clues leading to Gozwin and Odon's final resting place.

Read:

Claws marks! They're everywhere, too, almost as if some sort of wild cat attacked the engine room. Not only are the walls and components scratched, but various cables running towards a pedestal at the center of the room have been torn away. The ends of the cable ooze a strange, light green liquid onto the floor.

"The entire engine has been sabotaged! Not only that, but

they've stolen the *emerald odonburgite* core that powers the ship. Even if we could repair this mess, without the core, we can't possibly get anywhere!"

Barbakis paces back and forth biting his nails. He looks on the edge of tears.

"This is sabotage. I can't stand it—I must know who planned it!"

If asked if he has any other methods of getting off the island, Barbakis remembers that there is a *sending stone* in the cockpit. Unfortunately, it appears that the stone has been stolen, too.

Barbakis implores that the characters discover who did it. If the characters are reluctant, he offers to double the reward, reminding them that without the Odonburgite core, they will all be stuck there.

**Yarry** offers to accompany the characters.

### B. TRACKS

Right away, the character with the highest passive (Wisdom) Perception check notices that there are tracks leading away from the ship. The tracks appear to be one set of humanoid prints joined by two sets of large cat (**tiger**) prints.

The characters can follow the tracks with a successful DC 15 Wisdom (Survival) check. If the characters are unable to successfully follow the tracks, Yarry can act as tracker instead.

The tracks take the characters nearly 20 miles into the wilderness to the mouth of a cave.





## PART 5. VUDA AND HER CATS

**Estimated Duration:** 1 hour

**Suggested Music:** "Substratum" by [Music d20](#)

The characters discover Vuda inside the cave with the *emerald odonburgite* core. The moment that she notices the characters, she attacks. The characters must convince her they are innocent or defeat her in combat. This is **Story Objective E**.

### A. THE CAVE

When the characters find the cave, read or paraphrase the following:

Before you lies the mouth of a cavern. The tracks you were following vanish into the darkness beyond.

If Yarry is still traveling with the characters he steps forward with his bow drawn. "It's likely a trap," he warns.

Eventually, the sound of a tiger roaring comes from within, signs that someone might be in there.

### AREA DESCRIPTION

The cave has the following features:

**Dimensions & Terrain.** The mouth of the cave itself is 10-feet wide and 7-feet high. The ground leading into the cave starts to descend at a 50-degree angle starting at the mouth. Forest creepers spill into the cave, creating easy handholds for the characters and Yarry to descend. Inside, the cavern is no larger than 20 feet by 20 feet. Vuda lies on the ground next to a glowing-green bag.

**Emerald Odonburgite.** The *emerald odonburgite* core of *Three Hands Down* is stowed in Vuda's leather satchel.

**Tigers.** Vuda's two **tigers** flank her on either side, guarding her. They snarl at the characters as they enter.

### CREATURE DESCRIPTION

When the characters arrive the tigers stand and growl. Eventually, the noise is enough to wake Vuda. Vuda (CN **amazon warrior**) seems incredibly disoriented and exhausted (she has one level of exhaustion due to lack of sleep).

Confused, she draws her weapon and attacks.

**What Does Vuda Know?** If the characters manage to stop Vuda without killing her, Vuda shares with them that the last thing she remembers was being attacked by some sort of creature in the dark that scratched her on her back. Her tigers tried to fight it, but their claws did nothing against whatever it was. Before she could escape, the thing grabbed her, handed her the satchel, and told her to "hide this far from here." No matter how hard she tried to fight it, she was compelled to follow the instructions. She traveled for eight hours straight until she discovered the cave. Exhausted from the march she collapsed right where the characters found her. She also remembers that no matter how hard she tried to sleep, she was plagued by nightmares.

"It was some sort of creature. Like a tiger—but different. Red mist escaped from its mouth, and its fur moved around it like snakes. No matter where I ran in my dream, I could not escape the beast."

**What Happened to Vuda?** A character who succeeds on a DC 12 Intelligence (Arcana) immediately recognizes that Vuda was placed under the effects of an enchantment spell, likely *suggestion*. Furthermore, a character who succeeds on



a DC 17 Intelligence (History or Religion) check may realize that the creature she described was a *danaavrakt* (**rakshasa**), a fiend whose very touch can bestow a curse that robs its victim of sleep. A *remove curse* spell or similar magic cures Vuda of her ailment.

## B. EXPLOSION AND CAVE-IN

Just as the characters are about to leave, an explosion occurs at the mouth of the cave. Each character within 10 feet of the cave mouth must make a DC 13 Dexterity saving throw. A character takes 14 (4d6) fire damage from the blast on a failed saving throw or half as much damage on a successful one.

To make matters worse, the front of the cave collapses, trapping the characters, Vuda, and Yarry within.

The characters will have to use magical means to escape the cave or they will have to spend 8 hours digging their way out. The time spent moving the boulders is exhausting; treat the effort as if the characters

had spent the day traveling. If the characters don't take a long rest after escaping the cave, at the end of each hour that they spend traveling or performing strenuous activities (including combat) they must make a Constitution saving throw. The DC is 10 + 1 for each hour past the time it took for them to escape. On a failed saving throw, a character suffers one level of exhaustion.

If the characters discovered another creative method of escaping the cavern, you can ignore this rule.

## C. CLUES TO THE ATTACKERS

Outside of the cave, the characters find a two pairs of footprints in addition to their own. In addition, they discover a strong-smelling yellow powder sprinkled on the ground along with animal pellets. A character who succeeds on a DC 13 Intelligence (Arcana) save recognizes that the powder is sulfur and the pellets are bat guano; it's the components for a *fireball* spell.

Any character who succeeds on a DC 15 Intelligence (Survival) check can draw the conclusion that the footprints belong to Rain in the Moonlight and Vision of the Water.

If Yarry is with the group, the characters may immediately start throwing blame his way.

However, Yarry is innocent; like the characters, he hasn't known the devilkin brother and sister for very long. They were all hired separately.







## PART 6. AEGREYAN ASSAULT

*Estimated Duration:* 1 hour

*Suggested Music:* "Substratum" by [Music d20](#)

After the characters escape the cave-in, they discover that an Aegreyan battalion is attacking the island. The characters must team with the Serpent Whisperers to repel their forces. Meanwhile, Barbakis steals Viothye's key and enters the Temple. The characters defending the village against the Aegreyans is **Story Objective F**.

### A. BACK TO THE CLEARING

If the characters return to the clearing, they discover that the flyer has been abandoned. Barbakis, the devilkin, and Qiu Xiang are gone. Fresh tracks reveal that they headed back towards the village.

Anything of value in the flyer has been stripped. Furthermore, it appears that there have been no efforts made to repair the engine. It's almost as if they planned to abandon it in the first place.

### B. "LOOK!"

The character with the highest passive Wisdom (Perception) check is the first to notice something a mile off the coast. There appears to be a large bird flying toward the island. After watching for a moment, it quickly becomes apparent that it's not a bird—it's a dragon. A **young red dragon** to be precise.

Once the characters can make out the size and shape of the dragon, they recognize that the dragon isn't alone. Joining the dragon are 15 **griffon-mounted Aegreyan elites (half-red dragon veterans)**. They carry the winged-serpent banners of Aegreya, the Isle of Dragons.

As long as the characters don't draw too much attention to themselves, the dragon and griffon-riders pass overhead without attacking them. Their target is the village and the Temple of Grihoo.

The village is four miles from the clearing. At a fast pace, the characters can reach the village in an hour. Unfortunately, it will take the dragon and griffon riders only 20 minutes to get there. The characters will know when the dragon and griffon riders reach the village as they will hear the sounds of the Serpent Whisperers' war drums and battle cries in the distance.

### C. THE ASSAULT

By the time the characters arrive, the Aegreyans will have already laid waste to most of the village.

#### AREA DESCRIPTION

Following the Aegreyan's assault, the village has the following features:

**Bodies.** Bodies from both sides litter the battlefield. Sadly, the majority of the bodies are dead Serpent Whisperers, killed by the Aegreyans and their dragon.

**Burning Huts.** All of the Serpent Whisperers' homes lie in ruin, burned to a crisp by the red dragon's breath. Notably, the bodies of the Serpent Guard and the Heirs of Kong lie at the base of the temple's steps, dead.

**The Temple.** After the characters assess the scene, read the following:

At the top of the temple's steps just in front of the entrance, you see Barbakis—he holds Viothye by her neck. Desperately,



she attacks him with her staff; the weapon doesn't seem to affect him. Barbakis tears the amulet from her neck then tosses her aside. Viothye rolls to the bottom of the steps, landing in the mud below—she's not moving.

Barbakis stares back at you. For a brief moment, his eyes appear yellow—almost like a cat's eyes. He sneers as he spins on his heel and enters the temple.

Before the characters can react, the devilkin siblings **Rain in the Moonlight** and **Vision of the Water** step in the characters' path, blocking the way to the temple. Having already failed once in stopping the characters, the pair are determined not to fail a second time. See the Dramatis Personae section on page 41 for their stats.

## COMBAT WITH RAIN AND VISION

The devilkin siblings Rain and Vision are focused on fighting the characters. Their statistics are included in the Dramatis Personae section of this adventure. As the characters fight, the Aegreyans and their dragon continue to battle the surviving Serpent Whisperers.

Instead of rolling for the NPCs who are not in direct conflict with the characters, instead, treat the battle raging around the characters as a series of hazards and complications that they must overcome in addition to the siblings.

At the end of each of the combat's participant's turns, roll a d100. Consult the Combat Complications table to determine whether a complication occurs. If it does, it affects the next battle participant in the combat, not the participant who rolled the die. The participant who rolled the die or the participant affected by the complication can spend inspiration to negate the complication.

Although Rain and Vision are loyal to Barbakis, they also value their own lives. If either of the devilkin's hit points are reduced by half, the pair break from combat and flee. However, if one or the other is killed in combat, the surviving sibling goes into a reckless rage that lasts the remainder of the combat; while raging, the surviving sibling has advantage on attack rolls.

## D. THE DRAGON

Just as the characters defeat the siblings, they are confronted by the Aegreyan's dragon. The dragon lands at the steps of the temple, blocking the entrance. The **young red dragon** has already taken considerable damage and is down to 99 hit points. It's also used its fire breath recently, so it will need to recharge before the dragon can use it again.

Although the characters will have to defeat the dragon to get into the temple, they are not alone.

## HERE TO HELP

Joining the characters' sides are a handful of surviving Serpent Whisperers—five **amazon warriors**. These amazon warriors can be Ykyope, Vuda, or any other important Serpent Whisperers (GM's discretion). If the characters are low on hit points and resources, the Serpent Whisperers can run interference while the characters get inside the temple.

## COMBAT COMPLICATIONS

### d100 Complication

- |       |   |
|-------|---|
| 01-6  | A large, flaming obstacle such as a cart, burning timber, or collapsing wall falls in the character's way. Make a DC 15 Dexterity saving throw to avoid the obstacle. On a failed check, the character takes 7 (2d6) fire damage.   |
| 7-12  | An <b>amazon warrior</b> battling a <b>half-dragon veteran</b> steps onto the battlefield; they both aren't watching where they're going. The participant must make a DC 15 Dexterity (Athletics) check to avoid them. On a failed check, the character can't take reactions until the start of their next turn and their movement speed is reduced by 10 feet.   |
| 13-14 | The <b>young red dragon</b> flies overhead, breathing its fire onto the battlefield with the participant at the center of the blast. The participant and each creature within 10 feet of the character must succeed on a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed saving throw or half as much damage on a successful one.  |
| 15-19 | Two <b>half-red dragon veterans</b> join the siblings in the combat. They have only have 30 hit points each.  |
| 20-26 | 1d4 <b>amazon warriors</b> join the characters in the combat against the siblings. They only have 10 hit points remaining each.   |
| 27-30 | An <b>Heir of Kong</b> appears and attacks the siblings.  |
| 31-32 | One of the pylons loses its structural integrity and collapses directly in the path of the participant. Draw a 200-foot line that is 20-feet wide from the base of the pylon passing through the participant. Each creature in the area must succeed on a DC 15 Dexterity saving throw. On a successful saving throw, the target moves to the outside of where the pylon falls. If the target can't or won't move, it suffers the same effects as if it had failed its saving throw. On a failed saving throw, a creature takes 75 (20d6) bludgeoning damage and is restrained by rubble (escape DC 20). While restrained, the creature is prone. This can only happen once. Reroll any repeat results. |
| 33-40 | A random arrow hits the participant. The participant takes 3 (1d8) piercing damage.   |
| 41-00 | No complication   |

## AEGREYAN WARRIORS

Once the characters defeat the dragon, more Aegreyans show up. Any surviving Serpent Whisperers encourage the characters to head into the temple while they hold off the Aegreyans.

## VIOYTHE

When the characters reach Viothye, she's fading fast. Before she dies, she whispers to one character: "Find the *flail*. It's the only thing that can control Grihoo."





## PART 7. THE TEMPLE OF GRIHOO

**Estimated Duration:** 8 hours

**Suggested Music:** "The Danaavrakt" by Music d20

Hot on the heels of Barbakis—whatever he actually is—the characters enter the Temple of Grihoo. Reaching the bottom of the temple to confront Grihoo is **Story Objective G**.

### AREA DESCRIPTION

Unless otherwise stated, the Temple of Grihoo has the following features.

**Dimensions & Terrain.** The temple is carved out of an unfamiliar smoke-colored stone resembling polished marble. The floor tiles are colored differently from room to room, laid out in twisted mosaics and jagged patterns. Most of the rooms in the temple have 15-foot high ceilings.

**Doors.** The doors are fashioned from unique, green wood unlike any found anywhere else in the world. The doors have AC 15, 5 hp, and immunity to poison and psychic damage. When locked, the door can be broken open with a successful DC 15 Strength (Athletics) check or the lock can be picked with a successful DC 15 Dexterity check using proficiency in thieves' tools.

**Elevators.** There are two elevators in the complex. The first elevator, E1, connects Level 0 to Level 2 and 3. The second elevator, E2, connects Level 3 to Level 4.

**Light.** The first floor has torches placed into sconces throughout. The remainder of the temple has its own light sources.

**Magical Defenses.** Transportive spells such as *teleport*, *gate*, and *dimension door* (and items and features which duplicate their effects) do not function if used to move individual objects into or out of the temple. These spells function normally if employed within the confines of the temple. Astral and ethereal characters may

enter the structure, however, and *portable holes* and *bags of holding* operate normally.

The temple is protected against scrying (*crystal balls*, *clairvoyance* spells, and the like) and is magically protected against a spell that might be used to damage it (such as *disintegrate*).

The ranges of all divination-type spells cast (or similar effects) within the temple are restricted to the room or corridor in which the spell is cast. Peering into other planes from within the temple is not possible, except within certain areas as noted. The temple cannot be spied on from any source external to it except where noted otherwise.

**Sounds.** There is a slight hum heard throughout the temple that grows louder the deeper the characters descend.

**Well (W)** The entire complex is connected by a large, 15-foot diameter well that starts at Level 0 and ends in the ceiling above Level 4. The well's shaft is not open to Levels 1 through 3.

### LEVEL 0 - GROUND LEVEL

The surface level of the temple shares the same motif as the Serpent Whisperers' village. Although it's difficult to tell, the temple looks hundreds of years old.

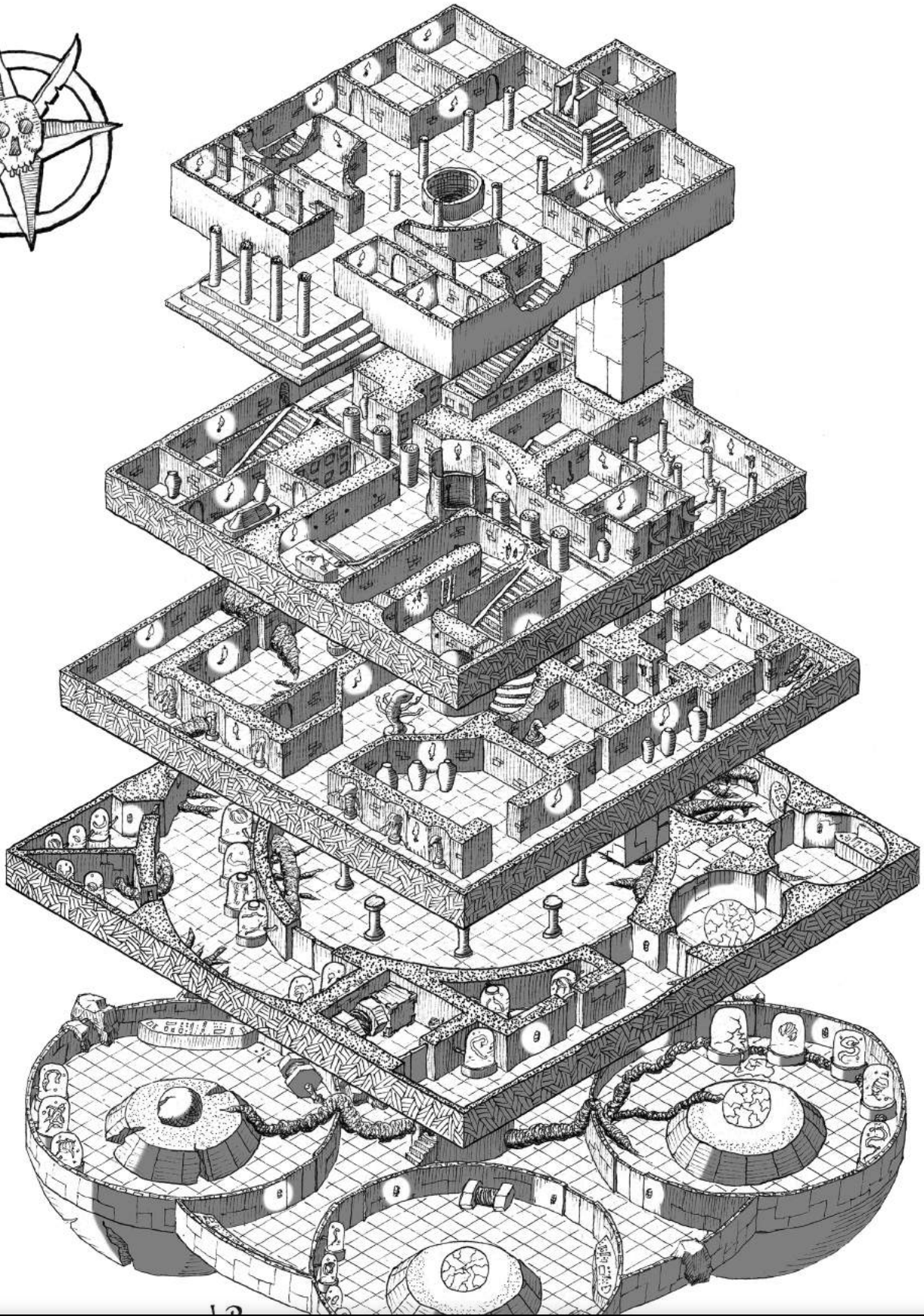
#### 0.01 - ENTRANCE

There is no door blocking the entrance to the temple. Dried palm fronds blown in from the confrontation outside litter the front dais and entry.

#### 0.02 - MAIN HALL

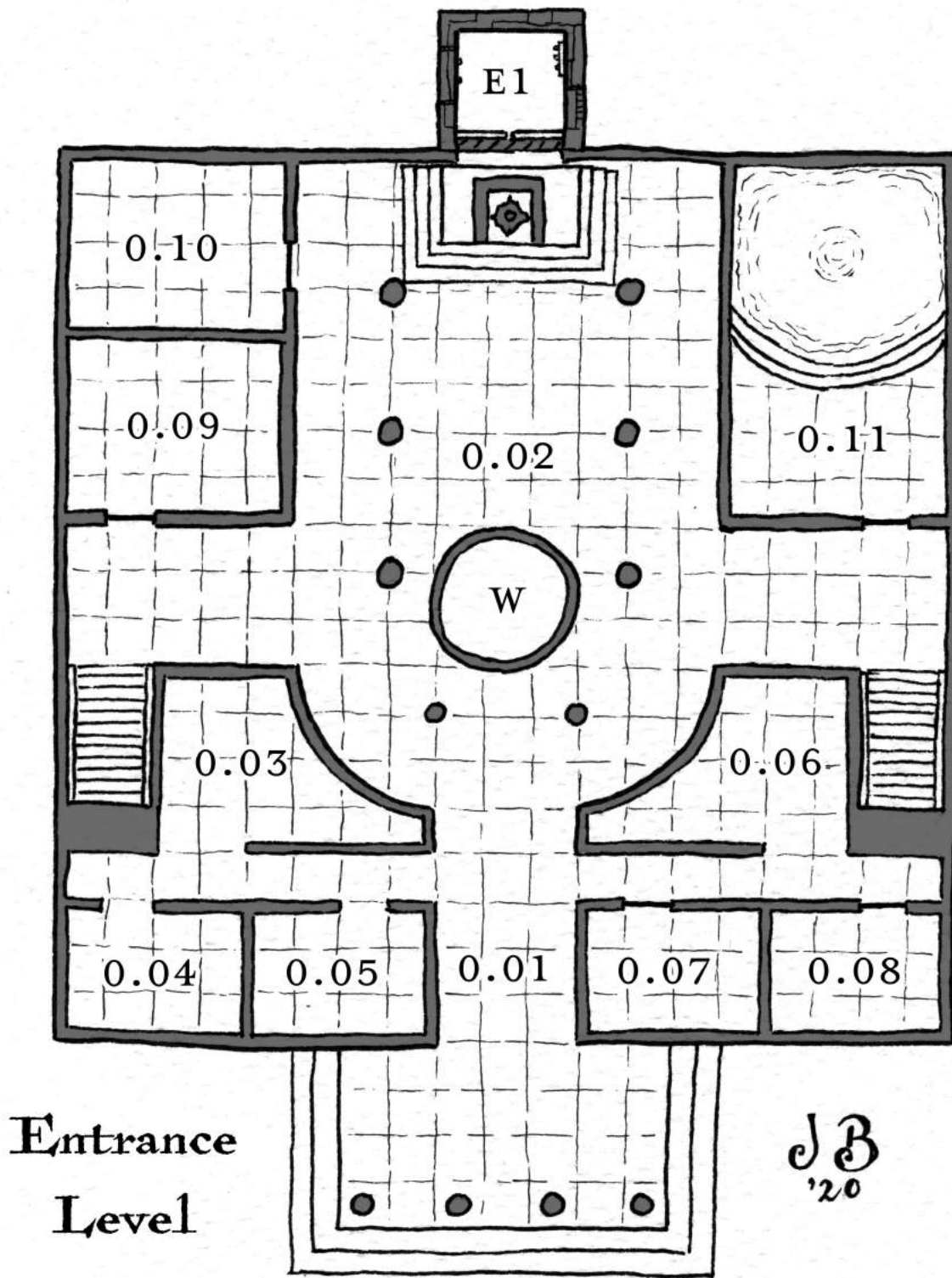
The bulk of the first floor is dominated by this main hall.





Get this high-resolution isometric map of the [the Temple of Grihoo](#) when you become a [Jog Brogzin patron](#) which includes VTT-friendly top-down versions.





### AREA DESCRIPTION

This area has the following features:

**Elevator E1.** Behind the throne is a smooth panel of the wall. Carved into the wall beside this panel there is an embossed depiction of a multi-headed serpent. Waving Vioythe's key (or any other key like it) in front of the serpent temporarily "melts" the wall panel away, revealing a 10 x 10 room behind it—an elevator (E1). There are only two buttons on the control panel: up and down. If the characters press

down, a quick, 6-second ride places the characters in area 2.17 on Level 2.

**Pillars.** Eight massive pillars organized around the well prop up the ceiling.

**Stairs (East).** The eastern staircase descends 25 feet down to area 1.01.

**Stairs (West).** The western staircase descends 25 feet down to area 1.02.

**Throne.** At the northernmost end of the room stands



a large throne made from the same smoke-colored stone. Carved onto the throne is the statue of a multi-headed serpent, a hydra.

**Well (W).** A huge, 15-foot diameter well is at the center of the room. The lip of the well is only a few inches off the ground. A quick glance down reveals that it goes up to 100-feet into the ground. Creatures that can see in the dark can see that it ends in a pool of water at the very bottom. At all times, the well gives off a subtle necrotic exhaust. Whenever a creature starts its turn in the well it must make a DC 15 Constitution saving throw. A creature takes 27 (6d8) necrotic damage on a failed saving throw or half as much damage on a successful one.

### 0.03 - CHAMBER OF HEROES

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The walls of this chamber are painted with a centuries-old mural depicting a band of heroes. What's unusual, each of the heroes roughly looks like one of the characters. Give rough descriptions of each of the drawings with one or two characteristics that match the characters. Finally, one of the characters (GM's discretion) is holding a multi-headed flail—an item that the character is unlikely to possess when this area is first discovered.

### 0.04 - CHAMBER OF THE TRAVELER

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The walls of this chamber are painted with a centuries-old mural depicting the Heir of Grihoo holding the *hydra flail* (see 0.03). The hero stands before a multi-headed snake—a hydra. On a mural on the connecting wall, the hero and the hydra are standing in front of some sort of portal.

### 0.05 - CHAMBER OF THE DESTRUCTOR

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The walls of this chamber are painted with a centuries-old mural depicting one hundred children. All of the children look exactly the same except for one of the children who has blank eyes. Noticing the difference requires a successful DC 15 Wisdom (Perception) check.

Furthermore, the children are arranged in such a way that they take on the rough shape of the continent of Omeria. The child with blank eyes is placed on the eastern edge of Omeria. A character who succeeds on a DC 13 Intelligence (History) check recognizes that the blank-eyed child is placed approximately near the city of Naqqad.

### 0.06 - CHAMBER OF TITANS

---

The walls of this chamber are painted with a centuries-old mural depicting twelve unusual creatures. The twelve creatures are as follows:

- A turtle
- A horned beast
- A multi-headed serpent
- An owl
- A frog with four eyes
- A worm
- An elk
- A two-headed mantis
- A spider
- A skeleton wearing a crown
- An eagle
- A squid

The creatures are evenly spaced apart and facing forward. Whichever character was depicted in the mural in area 0.03 gets a chill down their spine when they see the multi-headed serpent. Whenever they aren't facing the mural, they think they can see the heads turning to look toward them out of the corner of their eye. When they turn their head, the serpent returns to normal. No one else notices this phenomenon.

### 0.07 - CHAMBER OF THE SERPENT

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The walls of this chamber are painted with a centuries-old mural depicting a strange-looking diagram. A player's handout copy of the diagram is included in the Appendix. The diagram actually shows where the stone idol in the Cubby Room (area 1.10) is located.

### 0.08. - CHAMBER OF THE TEMPLE

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The walls of this chamber are painted with a centuries-old mural that reveals a map of the complex. A player's handout copy of the map is included in the Appendix.

### 0.9 - CHAMBER OF THE DANA AVRAKTS

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The walls of this chamber are painted with a centuries-old mural depicting a dozen tiger-headed humanoids. The thumbs on their hands are reversed. They are surrounding what-looks-like a glowing child with blank eyes. The child looks exactly like the one in area 0.5.

### 0.10 - CHAMBER OF THE ELVES

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The walls of this chamber painted with a centuries-old mural depicting what-looks-like elves. There are twelve different elves. One of the elves, a female, is holding a weapon that looks like a glaive. Another is holding a large, jagged-looking greatsword. Elven characters who enter this room feel a chill go down their spine.

### 0.11 - HEALING POOL

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A massive, shallow pool dominates this room. The pool has a slight, blue glow to it.

#### HEALING POOL

The pool heals creature that enter its waters. The first time a creature enters the pool and at the start of the creature's turn, it heals 10 hit points. After the pool has restored a total of 100 hit points to one or more creatures, it cannot restore any more hit points until 24 hours have passed. The pool has no effect on undead and constructs.

## LEVEL 1 - FIRST SUB-LEVEL

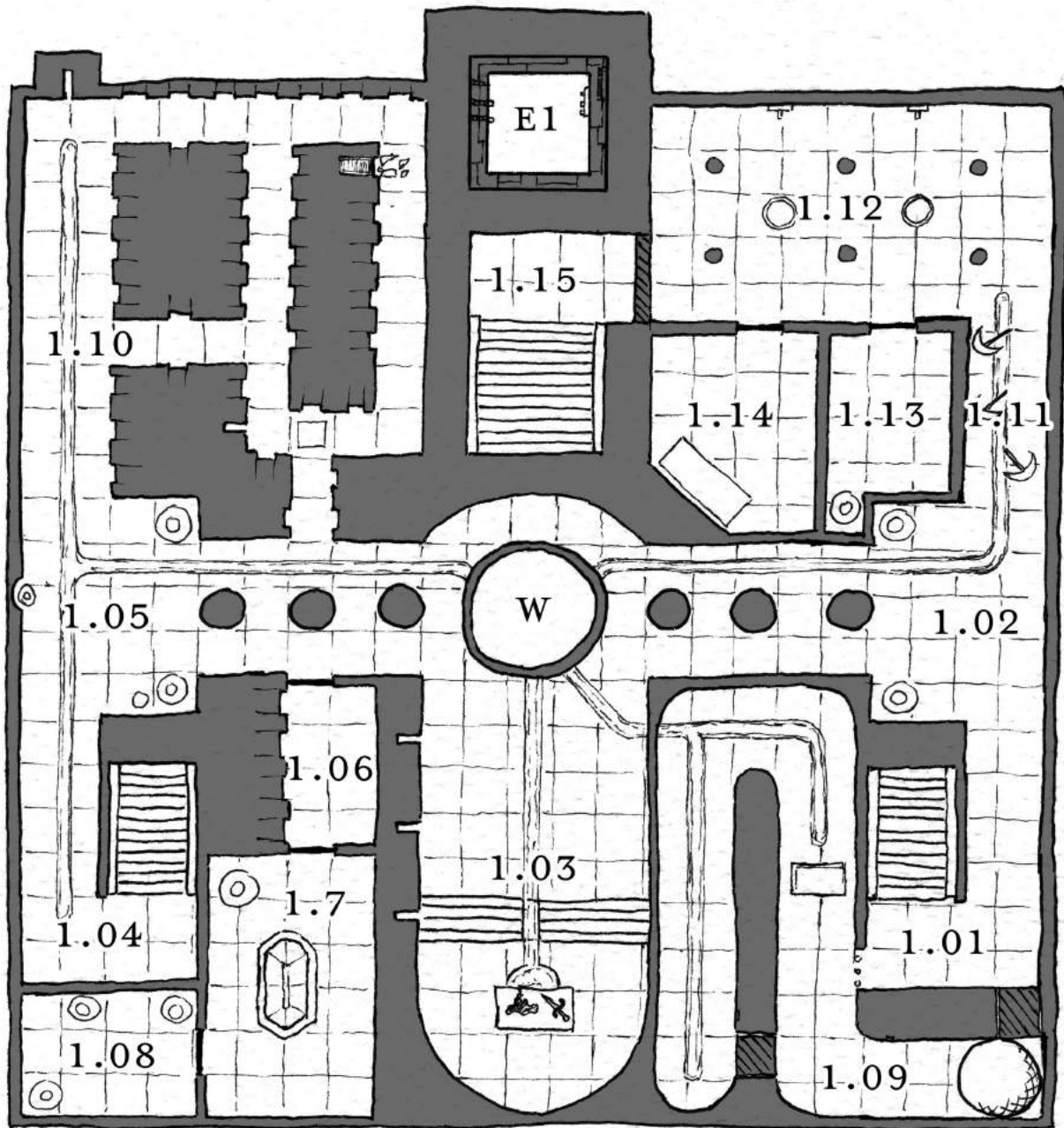
Right away, the characters will notice that there is something different about this level. Although the temple still looks hundreds of years old, there are marks and designs on the wall unlike anything the character have ever seen.

#### POWER GRID

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When the characters first set foot on this level, the power grid is down. There are no lights throughout the complex and many of the features and traps will not work unless the power grid is on. The only way to turn the power grid on is by pushing the boulder into place in area 1.09.





Level 1

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### 1.01 - EAST LANDING

The stairs here lead back up to the eastern staircase in area 0.02.

### BEAMS OF LIGHT

When the characters first come into this level of the temple, the power grid is off. The way into area 1.09 is open. However, once the power grid comes back on, beams of light block passage to area 1.09. A creature that touches the beams

takes 7 (2d6) lightning damage. A character can make a DC 13 Intelligence (Arcana) check to determine how the bars work. Then the same character can disable the bars with a successful DC 15 Dexterity check using proficiency in thieves' tools.

### SECRET DOOR

When the floor panel in area 1.09 is pressed, it opens up the secret door in the southern wall. When the door is closed, a successful DC 11 Wisdom (Perception) recognizes it for



what it is. A character can use his or her action to pry open the door with a successful DC 17 Strength (Athletics) check.

## 1.02 - EASTERN PASSAGE

The eastern passage connects areas 1.01, 1.03, 1.05, and 1.11.

### AREA DESCRIPTION

The area has the following features.

**Pillars.** Three large, 5-foot thick marble pillars hold the ceiling aloft.

**Pots.** There are two ceramic pots in the room. Both pots are filled with dust, the decayed remains of potpourri.

**Power Grid.** A small channel has been carved into the floor. When the power grid is on, it glows blue. A creature that touches the blue light when the power grid is on takes 7 (2d6) lightning damage.

**Well Shaft (W).** The well shaft (see area 1.02) runs through the center of the temple. It cannot be entered via this level.

## 1.03 - THE WEAPONS

When the power grid is on, this area reveals an altar covered in various weapons.

### ALTAR

Noticing the presence of the altar before the power grid is turned on requires a DC 15 Wisdom (Perception) check. A character can use his or her action to pry the altar from the floor with a successful DC 22 Strength (Athletics) check. The front of the altar reads "Choose Wisely" in Draconic.

The altar has six weapons on top of it, each weapon held in place by leather loops pinned to the altar's surface. The leather loops open without too much trouble. Elves get a strange feeling when in the presence of the weapons, as if there is something otherworldly about each of them.

The weapons are:

- A longsword.
- A two-headed flail.
- A greataxe.
- A longbow.
- An ornate dagger.
- A mace.

The two-headed flail is a *hydra flail* (see *The Magic Items of Grihoo* supplement for details). An *identify* spell reveals the properties of the flail, but the other five items give no indication of their properties beyond being magical; this should be a hint that they are cursed.

A non-elven (full-blooded or half-elf) humanoid that touches one of the cursed weapons immediately ages 1d6 x 10 years. The aging effect can be reversed with a *remove curse* spell, but only within 24 hours of it occurring. The healing pool in area 0.11 will also restore an aged humanoid even if its healing powers have been used up for the day.

## 1.04 - WEST LANDING

The stairs lead back up to the western side of area 0.02. Part of the power grid is visible in the floor (see areas 1.02 or 1.05 for details).



## 1.05 - WESTERN PASSAGE

This passage connects areas 1.02, 1.03, 1.04, 1.06, and 1.10.

### AREA DESCRIPTION

The area has the following features.

**Pillars.** Three large, 5-foot thick marble pillars hold the ceiling aloft.

**Pots.** There are four ceramic pots in the room. All of the pots are filled with dust, the decayed remains of potpourri. In the northeasternmost pot, on top of the dust, there is a key similar to the one Viothye carries around her neck. It operates the elevators the same as Viothye's.

**Power Grid.** A small channel has been carved into the floor. When the power grid is on, it glows blue. A creature that touches the blue light when the power grid is on takes 7 (2d6) lightning damage.

## 1.06 - PASSAGEWAY

This passageway connects area 1.05 to 1.07.

### CUBBIES

There are eight cubbies in the western wall. They function the exact same as the cubbies detailed in area 1.10 (see page 26).

## 1.07 - KATHORAAD'S TOMB

This 20-foot-by-30-foot area hosts a large, unusually shaped sarcophagus in the center of the room.

### KATHORAAD'S TOMB

The sarcophagus is magically sealed. The only way to open it is by destroying its "lid". The lid has AC 18, 50 hit points (damage threshold 5), and immunity to poison and psychic damage.

When the power grid is turned on, the lid melts away revealing a **stone golem** within—Kathoraad. Kathoraad regains 20 hit points at the start of its turn so long as it has 1 hit point remaining. If damage reduces Kathoraad to 0 hit points, it crumbles into rubble and it drops to 1 hit point



instead. Kathoraad is then incapacitated and its movement is 0 until the end of its next turn. Only a *wish* spell cast on Kathoraad when it is reduced to rubble will stop it from reforming. Clever characters might separate Kathoraad's remains, slowing down its reformation process (GM's discretion).

Once revived, Kathoraad will patrol this level and destroy any creature it finds that does not possess one of the temple keys (see page 8). A creature with an temple key can use his or her action to issue basic commands to Kathoraad such as "stop", "attack", or "guard this corridor" with Kathoraad will do its best to follow. However, Kathoraad will not leave this level. If the switch in area 1.12 is turn off, Kathoraad is disabled.

## 1.08 - TREASURE VAULT

This room stored the temple builders' coinage.

### TREASURE

In various sacks and small, wooden chests, the characters discover ancient currency unlike any they have likely ever seen. The currency is the equivalent of 322,700 cp.

## 1.09 - THE BOULDER

This smooth chamber is what is used to turn on the temple's power grid.

### AREA DESCRIPTION

This area has the following features:

**Dimensions & Terrain.** The walls of this area are unlike the rest in the temple. Instead of laid stone bricks, the walls appear to be lined with some sort of soft, bluish metal. The floor has a gentle slope starting at the boulder and ending at the south end of the westernmost corridor.

**Floor Panel.** A four-foot wide metal panel rises out of the floor in the center of the easternmost hall. When 100 pounds of weight or more is placed on top of the panel, the two secret doors open and the boulder in the eastern corridor starts to roll along the path. Although the boulder will continue to roll, the secret doors only remain open as long as the panel remains pressed.

**Power Grid.** A small channel has been carved into the floor. When the power grid is on, it glows blue. A creature that touches the blue light when the power grid is on takes 7 (2d6) lightning damage.

**Secret Doors.** When the floor panel is pressed, it opens two secret doors. The first door is in the eastern side of the corridor, right next to the boulder. The second secret door connects the area's two corridors. Both doors are obvious, requiring only a successful DC 11 Wisdom (Perception) check to notice. A character can use his or her action to pry open a door with a successful DC 17 Strength (Athletics) check.

### THE BOULDER

When the panel is pressed, the 5-foot diameter, 10 ton boulder at the east end of the area begins to roll through passage. The boulder rolls at a rate of 10 feet per round. As it rolls, arcane symbols glow all over its surface. As soon as the boulder touches the power grid channel, the power grid turns

on. The boulder stops rolling once it reaches the southern end of the westernmost corridor.

If the boulder attempts to enter the same space as a creature, the creature must make a DC 15 Strength saving throw. On a successful saving throw, the creature keeps the boulder from rolling any further. However, the creature takes 7 (2d6) lightning damage from the boulder's symbols. The creature takes an additional 7 (2d6) lightning damage if it ends its turn and it is still holding the boulder back. If a creature fails its saving throw, the boulder runs the creature over; the creature takes 7 (2d6) bludgeoning damage plus (2d6) lightning damage and is knocked prone in its space.

**Outrunning the Boulder.** The best way to deal with the boulder is to follow this protocol:

1. Press the panel to release the boulder.
2. Run through the passage that leads to area 1.01 before the beam of light turn on.
3. Failing that, the character can rush to the far end of this area and escape through the secret door connecting the area's two corridors.

## 1.10 - THE ARCHIVE

This area looks like an archive.

### AREA DESCRIPTION

This area has the following features:

**Dimensions & Terrain.** The archive consists of multiple corridors with small cubbies pocking the walls. The entire area radiates strong conjuration magic.

**Hidden Panel.** There is a hidden panel in the floor at the junction. Noticing the panel requires a successful DC 15 Wisdom (Perception) check. See "Cubbies" below for details on the panel's functions.

**Power Grid.** A small channel has been carved into the floor. When the power grid is on, it glows blue. A creature that touches the blue light when the power grid is on takes 7 (2d6) lightning damage.

### CUBBIES

Decorating the walls are dozens of 6-inch-by-6-inch cubbies. Including the cubbies in area 1.04, there are 86 cubbies in all. It is impossible to see into the cubbies—their contents are masked by magical darkness. *Dispel magic* temporarily removes the darkness in a single cubby for 1 minute. However, it also disables the interdimensional pockets within the cubby—once dispelled, there is only a 2-foot deep slot in the wall. Similarly, if 100 pounds is placed on the panel at the junction (see the map on page 24) for at least 1 minute, nearly all of the cubbies are disabled as long as the weight remains. The only cubby that stays in place is the cubby that holds a small statue of a serpent.

Each time a creature places their hand into any of the cubbies other than the one that holds the serpent statue, roll a d20 and refer to the Cubby Random Effects table on the next page to determine what happens to the creature.

**Serpent Idol.** One of the cubbies contains a small statue of a serpent that radiates faint transmutation magic. The cubby that holds the serpent idol is marked on the map on page 24. See area 1.12 for details on its functionality.



## CUBBY RANDOM EFFECTS

### d20 Effect

- |       |   |
|-------|---|
| 1     | The creature's arm is grappled by something (escape DC 13). While grappled, the creature is restrained and takes 2 (1d4) acid damage at the start of each of its turns. |
| 2     | Something bites the creature. The creature takes 2 (1d4) piercing damage.   |
| 3     | The creature reaches into fire. The creature takes 3 (1d6) fire damage.   |
| 4     | The creature reaches into a cold environment. The creature takes 3 (1d6) cold damage.   |
| 5-7   | The creature pulls its arm back to discover that it's covered in harmless, yellow slime.  |
| 8-10  | The creature pulls its arm back to discover that it's covered in insects. The insects are harmless, but it's pretty icky.   |
| 11-20 | Nothing happens.  |

### 1.11 - PATH OF BLADES

When the power grid is off, the blades remain in place. Once the power is back on, these three dangerously sharp, enchanted blades can kill a creature with a single hit.

#### BLADE TRAP

A creature that enters this area for the first time or ends their turn in this hallway is attacked by the blades. The blades make three attacks with a +6 to hit. On a hit, a blade deals 12 (2d10 + 1) slashing damage. A creature hit by a blade must also make a DC 10 Strength saving throw. On a failed saving throw, the creature is knocked prone.

A character who investigates the ceiling from where the blades' shafts emerge will understand how the blades operate with a successful DC 13 Intelligence (Investigation) check. Once the character understands how they function, they can make a successful DC 15 Intelligence check using proficiency in thieves' tools to disable a single blade. Each magical blade has AC 19, 25 hp, resistance to bludgeoning, piercing, and slashing damage made by non-magical attacks and immunity to poison and psychic damage. A destroyed blade can no longer attack.

A character holding one of the temple keys is immune to the damage the blades do; the blades pass right through them almost as if the character wasn't there.

### 1.12 - PATH OF THE TRAVELER

This unusual room will lead the characters further into the temple.

#### AREA DESCRIPTION

This area has the following features:

**Blast Door.** A large, 10-foot-wide door leads to area 1.15. The door is made of the same soft metal that lines the walls in area 1.09. Like the elevator's "doors", the blast door connects directly with the floor, walls, and ceilings, so it can't be opened by brute force or through picking locks, and it is immune to all types of damage. The blast door can only be opened by placing the two serpent idols in the braziers

(see below).

**Braziers.** There are two braziers spaced 15-feet apart. When the power grid is off, the braziers remain unlit. When the power grids are lit, the braziers glow harmless blue flame. When the serpent idols from area 1.10 and 1.14 are placed into the braziers (one each), the switches on the wall appear. In addition, the blast door opens.

**Pillars.** There are six, 1-foot-diameter pillars holding the ceiling aloft.

**Secret Switches.** There are two hidden switches in the northern wall. The switches only appear if both serpent idols are placed into the blue-flame braziers in the center of the room. The easternmost switch disables Kathoraad (see area 1.07) and the westernmost switch disables the blade trap (see area 1.11).

### 1.13 - PRAYER CHAMBER

This old, dusty room has a decaying rug at the center of the floor. There is a ceramic pot in the southern alcove. The pot is filled with dust, the decayed remains of potpourri.

### 1.14 - PRIEST'S VESTMENTS

This ancient chamber was used to store the temple high priests' vestments.

#### VESTMENTS

A table at the southwestern end of the room holds the temple priest's vestments. The table holds the following items:

- Cloth of gold vestments worth 25 gp.
- The *headdress of the serpent king* (see the *Magic Items of Grihoo* for details). A small serpent idol. The idol is used to reveal the switches in area 1.12.

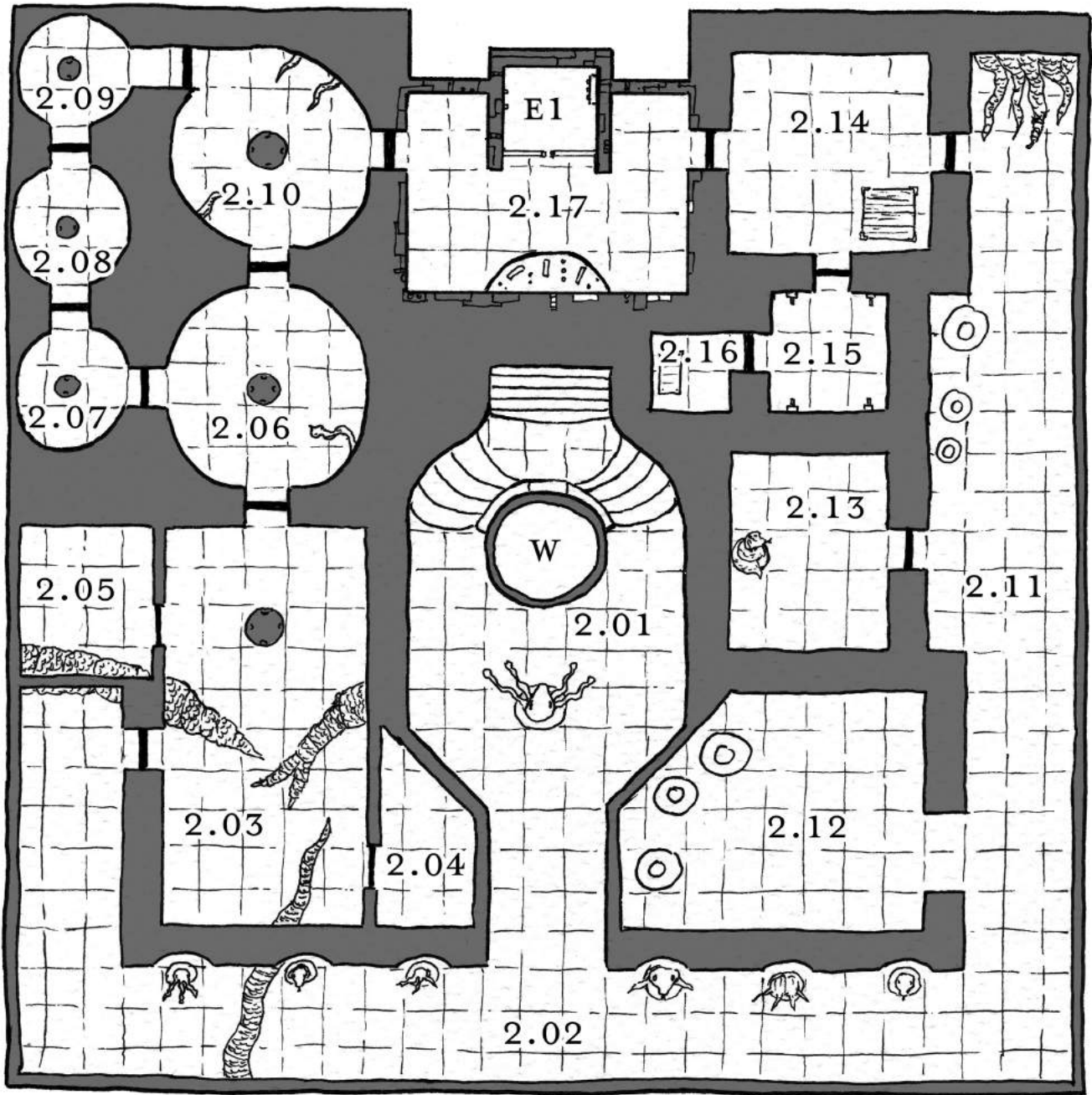
### 1.15 - DOWN

So long as the characters are able to open the blast door, they can enter this chamber. The reverse side of the blast door is covered in blood stains and there is feces all over the floor. The smell of urine is strong.

The stairs lead down to area 2.01.







Level 2

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## LEVEL 2 - SECOND SUB-LEVEL

The moment the characters step off the stairs (or elevator) they notice that the place reeks of human filth.

### ROOTS

Starting on the second sub-level and every level below it, strange, throbbing roots grow from the ceilings, walls, and floors. The roots are a side effect of the ship below the temple's core leaking into the soil surrounding the temple.

The clones on Level 2 gnaw on the roots for sustenance. In turn, their physiologies are affected by the raw transmutation energy in the roots making them highly unstable. A 5-foot area of root has AC 15, 50 hit points, and immunity to psychic damage. Unless the root takes fire or necrotic damage, it regains 1 hit point at the start of each hour so long as it has 1 hit point remaining. A creature that eats the root must make a DC 12 Constitution saving throw. On a failed saving throw, roll a d10 and refer to the Root Mutation table to determine what happens to the creature. All the mutations listed can be cured with a *greater restoration* spell or similar magic.



## ROOT MUTATION

### d10 Mutation

1–5 The creature starts to decay. The decaying creature can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the decaying effect reduces the target's hit point maximum to 0, the target dies, and its body collapses into a pile of quivering, formless flesh.

6 Eyeballs start to form all over the creature's body. 1d4 eyeballs appear on the creature's flesh every 24 hours that pass. At first, it is a boon. The creature gains proficiency with the Perception skill and adds double its proficiency bonus to all Wisdom (Perception) checks that rely on sight. After 10 days, however, the growth spirals out of control. Each time the creature grows more eyeballs, it must make a DC 10 Constitution saving throw. On a failed saving throw, the creature's body destabilizes and it collapses into a pile of disembodied eyeballs.

7 The creature grows an extra arm. It takes 24 hours for the arm to grow large enough to be effective, and even then, it's weaker than the creature's other arms. The arm has a reach of 5 feet and it can lift a number of pounds equal to five times the creature's Strength score. The creature can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature, open or close a door or a container; grapple someone; or make an unarmed strike. The arm can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell. There is a 50% chance that the arm has a mind of its own. An arm with a mind of its own functions like a sentient magic item. See Chapter 7 of the DMG for details.

8 The creature develops boney protrusions all over its body. The protrusions grant the creature the benefits of natural armor. When not wearing armor, the creature's AC is 13 + its Dexterity modifier (maximum of 2). The creature can use its natural armor to determine its AC if the armor it wears would leave it with a lower AC. Unfortunately, the protrusions cause intense pain. The creature makes all ability checks with disadvantage.

9 The creature's size doubles in all dimensions and its weight is multiplied by eight. This growth functions the same way as the enlarge feature of the *enlarge/reduce* spell, except it is permanent. Additionally, the creature's Intelligence score decreases by 4.

10 The creature's size is halved in all dimensions and its weight is reduced to one-eighth of normal. This reduction functions the same way as the reduce feature of the *enlarge/reduce* spell.

### 2.01 - ENTRY

This level goes even further away from the "ancient temple" look and more towards some sort of high-technology

laboratory.

### AREA DESCRIPTION

The area has the following features:

**Dimensions & Terrain.** The stairs descend into a large chamber and split at the well tube that cuts through the center of the temple.

**Hydra Statue.** A statue of a multi-headed serpent stands before those who enter the area from the staircase. The statues are made of the curious soft metal found throughout the complex. Bits of root, daggers, and other offerings have been laid at its base.

**Light.** With the power grid on, blue-glowing arcane symbols on the wall illuminate the complex. Additionally, the torches on the wall glow with harmless, blue flame which casts dim light throughout.

**Sounds.** The hum of the power grid reverberates through the complex. Grunts and sniffs made by the mishapen clones echo through the halls.

### CREATURE INFORMATION

While the characters are exploring this room, something rushes past the hallway at the south end of this area (area 2.02) going east to west. Characters with successful DC 15 passive Wisdom (Perception) checks think that what they saw was a goblin of some sort.

### 2.02 - HALLWAY OF STATUES

This area has six statues built into alcoves in the northern wall.

#### DULON STATUES

Each statue has four triple-jointed arms and eight triple-jointed legs. Also, each statue has a different head. From west to east:

- The statue's neck is two feet long and ends in a star-shape. Each point of the star has what-looks-like an eyeball at the end.
- The statue has a wide, flat head with no eyes, nostrils, or ears—it only has a wide, toothy mouth.
- The statue splits into two heads, both which look like the heads of a praying mantis.
- The statue's neck spirals and ends with a single fuzzy-ball at the end.
- The statue has no head. Instead, blue flame radiates from it like the torches.
- The statue lacks a head—instead, there is a copse of fronds that dangle from where its head would be.

All six statues are made of the same strange, soft metal found throughout the rest of the complex.

#### CREATURE INFORMATION

An **unstable clone** (see the *Monsters of Grihoo* supplement) lingers in the shadows of this hallway. The moment the characters get close enough to get a better look at the creature, it turns, shrieks, and attacks. The creature's shrieks likely alert the other clones in the area.



## CLONES

There are two types of clones throughout this level. First, there are **unstable clones**. These clones look like short, dark-skinned goblins. Most are armed with crude daggers made of sharpened stone and torn canvas. Second are the **overgrown clones**. They look like large, dark-skinned ogres. The pain caused by their constantly changing bodies affects their psyche, driving them to rage.

Both types of clones are detailed further in the *Monsters of Grihoo* supplement.

### 2.03 - CLONE RESTING CHAMBER

An **overgrown clone** and five **unstable clones** use this area to rest. If the characters make any sounds while traveling through areas 2.02 or 2.06, the clones rush to find out the cause of the disturbance and attack. The entire room stinks of urine and feces.

### 2.04 - EMPTY CHAMBER

Other than clone dung smeared on the walls and floor, this chamber is empty.

### 2.05 - DEAD CLONE

A dead overgrown clone, victim of a fight with unstable clones, lies face down on the floor, rotting. It has bite marks on its body, clear signs of cannibalism.

### 2.06 - SMALL CYLINDRICAL ROOM

Other than a column at the center of the room and piles of clone dung, there is nothing of interest here.

### 2.07 - SMALL CYLINDRICAL ROOM

This cylindrical room has a stone column at its center.

#### AREA DESCRIPTION

This room has the following features:

**Column.** A five-foot-diameter stone column is at the center of the room. The center of the column has been worn away by the unstable clones sharpening their daggers against its edges.

**Daggers.** There are six crude stone daggers on the floor.

**Floor.** The floor tiles have been pried up and shattered. The pieces are then used to create crude daggers for the unstable clones that inhabit this level.

#### CREATURE INFORMATION

Two **unstable clones** are here sharpening daggers. They attack the characters on sight.

### 2.08 - LOVE SHACK

Similar to area 2.06, there is a single column in this room holding the ceiling aloft. Two **overgrown clones** sleep in each

other's arms at the center of this room. Like most of the clones on the level, they attack if disturbed.

### 2.10 - THE WAY IS BARRED

This cylindrical room has three doors leading to areas 2.06, 2.09, and 2.17.

#### BARRED DOOR

The door leading to area 2.17 is barred from the other side. Breaking the door open requires a successful DC 23 Strength (Athletics) check. It's clear that the clones have tried breaking the door open, but to no avail.

### 2.11 - ATTACK OF THE CLONES

There are six **unstable clones** and one **overgrown clone** in this hallway. They attack the characters on sight.

#### AREA DESCRIPTION

This area has the following features:

**Dimensions & Terrain.** Like many of the areas on this level, the floors are smeared with all manner of filth: blood, feces, sweat, and urine. In fact, it's so bad here, that a creature that takes the Dash action on their turn must first make a successful DC 12 Dexterity (Acrobatics) check or slip and fall prone in its space.

**Barred Door.** The door leading to area 2.17 is barred from the other side. Breaking the door open requires a successful DC 23 Strength (Athletics) check. It's clear that the clones have tried breaking the door open, but to no avail.

**Pots.** There are three ceramic pots in the room. What's unusual is that none of them have been smashed by the clones. At the bottom of each of the pots is a strange, bluish liquid. A creature that drinks the liquid recovers from any diseases or conditions affecting it; the conditions can





be blinded, deafened, paralyzed or poisoned. Sixty-six places the pots here to cure his "brothers" of any negative ailments caused by their condition. The liquid will not remove mutation effects created by consuming the roots.

## 2.12 - STABLE CLONES

This area is a little cleaner than the rest of the level.

### AREA DESCRIPTION

This area has the following features:

**Dimensions & Terrain.** This area is 25-feet wide north-to-south and 20-feet wide east-to-west. The ceilings are marginally shorter than those found throughout the rest of the level.

**Pots.** There are three ceramic pots in this room. Like the pots in area 2.11, they were placed here by Sixty-six. The largest pot contains food rations. The other two pots have the same magical liquid described in area 2.11.

### CREATURE DESCRIPTION

Three, bald-headed, dark-skinned clones are huddled in the room. The three men (whose names are Sixty, Seventy-four, and Eighty-five) are all **commoners** armed with daggers. They don't speak, but they are also non-violent. Unlike their rambunctious brethren, they have tried to maintain their intelligence. However, isolation has still made them skeptical of any intruders that enter the area. If a character is able to persuade them that they mean them no harm, they can only give enough directions to lead the characters to area 2.14.

## 2.13 - HYDRA ROOM

The door that leads into this room is hanging off its hinges. A statue of a hydra similar to the one in area 2.01 stands against the western wall. Bits of root, daggers, and other offerings have been laid at its base as well. There is nothing else of interest here.

## 2.14 - PASSAGE

This area connects areas 2.11, 2.15, and 2.17.

### AREA DESCRIPTION

This area has the following features.

**Dimensions & Terrain.** This area is a 25-foot-square with 10-foot high ceilings. Notably, the area is devoid of the same filth found throughout the rest of the level.

**Barred Door.** Unless the characters came in through the door from area 2.12, the door leading to area 2.12 has been barred from inside this room. The bars are made of solid wood held into place by crude hinges attached to the wall. The bars are further reinforced by steel rods wedged between the bars and a hole cut into the tiles in the floor. All of this is easy to remove from this side.

**Crate.** There is a large, wooden crate at the center of the room. The crate looks much newer than the rest of the temple, and looks like it probably came from outside. Although the crate is empty, a successful DC 12 Intelligence (Investigation) check reveals that there was once fresh fruit, bread, and preserved meats within—rations. Sixty-six removed the rations and took them back to his lair on the third level.

## 2.15 - GRID CONTROL

This area controls various elements of the temple.

### AREA DESCRIPTION

This area has the following features:

**Door.** The door leading to area 2.16 is similar to the elevator doors and the blast door in areas 1.12/1.15. The door connects directly with the floor, walls, and ceilings, so it can't be opened by brute force or through picking locks, and it is immune to all types of damage. Only a creature with one of the temple keys (see page 8) can open the door. The door remains open as long as a creature stands near it. Otherwise, it closes after one round.

**Switches.** There are two switches on the north wall and two switches on the south wall. Switching all the switches into the up position returns the boulder in area 1.09 to its starting position and turns off the grid. Inversely, switching them all to the down position sends the boulder into its final position and turns on the grid.

## 2.16 - AZURE ODOBURGITE CORE

The *azure odoburgite* core that powers the entire complex is kept in this area. See the Magic of Omeria supplement for details.

### AREA DESCRIPTION

This area has the following features:

**Dimensions & Terrain.** This room is a 10-foot wide square with 5-foot high ceilings.

**Steel-Lined Walls.** The walls are lined with soft steel.

### ODOBURGITE CORE

A stone box with a heavy stone lid rests against the western wall. One or more creatures with combined Strength scores of 15 or higher can remove the lid. Once they do, intense blue light shines out of the box. When this occurs, each creature within 20 feet of the box must succeed on a DC 15 Constitution saving throw. A creature takes 10 (3d6) radiant damage and is poisoned on a failed saving throw, or takes half as much damage and isn't poisoned on a successful one. Each creature that ends its turn within 20 feet of the core must repeat its saving throw with similar consequences. Placing the core into a heavy stone or lead-lined box will protect creatures from its radiation. However, if the core is placed into an extradimensional space such as a bag of holding or portable hole, the extradimensional space implodes, sending the contents of the extradimensional space into the Astral Plane.

The core itself is a bright blue gem wired into place—*azure odoburgite*. If the gem is removed, the power grid ceases to function.

The gem is worth 5,000 gp to anyone that can understand its function.

## 2.17 - CONTROL ROOM

Any illusion of this being an "ordinary temple" should end the moment the characters set foot in this area.

### AREA DESCRIPTION

This area has the following features:



**Dimensions & Terrain.** The walls here are made of the same strange steel found throughout the temple. When the power is on, there are blue-glowing symbols built into the wall.

**Barred Door.** Unless the characters came in through the door from area 2.10, the door leading to that area has been barred from inside this room. The bars are made of solid wood held into place by crude hinges attached to the walls. The bars are further reinforced by steel rods wedged between the bars and a hole cut into the tiles in the floor. All of this is easy to remove from this side.

**Elevator E1.** A pair of doors similar to those found in area 0.02 block the entrance to the elevator. A creature holding one of the temple keys (see page 8) can will the doors open by waving they key in front of it. A detailed description of this elevator can be found in area 0.02.

**Sounds.** The entire room emits a low hum.

## CONTROL CONSOLE

The most striking feature of this area is the massive control console against the southern wall. A creature who spends one hour observing the console and makes a successful DC 15 Intelligence (Arcana) check can understand its functions and everything it can do.

Here are all of the things that the console controls:

- Opens or closes all magically sealed doors throughout the complex (including the elevator doors and the blast door in area 1.12).
- Lowers or raises the elevators.
- Shuts off the necrotic exhaust coming through the well shaft.
- Commands and remote controls Kathoraad.
- Lowers or raises the weapon altar in area 1.03.
- Reveals or masks the cubbies in areas 1.04 and 1.10.
- Disables or enables the blade trap in area 1.11.
- Refreshes the embalming fluids in the clone vats throughout Level 3.
- The self-destruct sequence can be armed via the panel, but only by a creature that knows the sufficient password (such as Sixty-six.)

## LEVEL 3 - THE LABORATORY

The "temple" is obviously no temple now, but instead, a disguise for the technological nightmare that is its lower levels. This entire facility was once an entire laboratory dedicated to recreation of humanoid clones.

### GENERAL FEATURES

Unless stated otherwise, Level 3 has the following features.

**Dimensions & Terrain.** The floors, walls, and ceiling are made from curiously soft steel. The ceilings are high here, 30-feet in most areas.

**Cloning Vats.** At regular intervals throughout this level are tall, cylindrical sarcophagi made of thick, semi-opaque glass sitting on steel bases. Each vat contains a dead clone who has been preserved by the chamber's fluids. The clones are in varying stages of maturity; some are embryonic, others look like fully-grown adults. There are even a few with mutations: multiple eyes, tentacles for feet, extra arms, etc.

**Doors.** All of the doors on this level are made of the same soft metal as the floors, walls, and ceilings. However, they are completely attached to the frames in which they stand. Only a creature holding one of the temple keys can open the doors by waving the key in front of it. The doors can be destroyed—they have AC 21, 100 hit points (damage threshold 10), and immunity to poison and psychic damage as well as damage from bludgeoning, piercing, and slashing made with nonmagical attacks.

**Lights.** Unless the power grid is off, panels placed at regular intervals emit bright blue light for 20 feet and dim blue light for an additional 20 feet.

**Roots.** Gargantuan, mutated roots push through the walls, floors, and ceilings of this area. See page 28 for details.

**Sounds & Smells.** The entire level emits a low hum as long as the power grid is running. Otherwise, it is mostly quiet. Everything smells a little like burning leather throughout the level.

### 3.01 - ENTRY CHAMBER

Likely, the characters enter this level via Elevator E1 (see page 22). This is where they first meet Sixty-six (see below).

#### AREA DESCRIPTION

This area has the following features:

**Dimensions & Terrain.** This area looks similar to the other areas on this level except its ceilings are 50-feet high. The blue light doesn't extend to the ceiling, giving the place the illusion that its ceiling is endless. The well shaft cuts through the center of the room.

**Control Console.** At the southeastern end of the room is another control console. The control console functions the same as the one described in area 2.17 (page 31).

**Pillars.** There are eight cylindrical pillars spread evenly around the well shaft. Each pillar is only 15-feet high.

#### CREATURE INFORMATION

The clone named Sixty-six is found here hunched over the control console. Sixty-six does not seem surprised by the characters' appearance. Sixty-six uses the **cloned sorcerer** stat block (see the Monsters of Grihoo), except he is armed with an antimatter rifle (as described in Chapter 9 of the DMG) with only 1 shot remaining. He is protected by a **shield guardian** named Gar. Sixty-six's alignment is neutral.

Sixty-six looks like a 70-year-old human male with kinky, gray hair, a wild, unkempt beard, and dark skin. He is wearing old, tattered blue and red robes. A character who succeeds on a DC 15 Intelligence (History) check recognizes the robes as being of Dinzer design, but centuries old.

His arm is wounded—he was clawed by Barbakis, but Sixty-six managed to hit Barbakis with a shot from his antimatter rifle, scaring off the fiend.

**What Does He Want?** Sixty-six has lived in the belly of the temple most of his long life. He has no interest in escaping, but he is interested in protecting its secrets from the rest of the world. Just as the characters were discovering the old clone, Sixty-six was finishing the protocol to establish a self-destruct sequence. On the view screen just above the control console (and every other screen throughout the temple) strange characters rotate and diminish—a character who succeeds on a DC 10 Intelligence check realizes that it's a countdown of sorts.



**What Does He Know?** Although there isn't much time, Sixty-six will share what he knows without provocation:

"Nearly 1,500 years ago, this temple was founded by six powerful beings called dulons. The dulons created the humans and the elves. And they also created two more races before those races. First, they created the titans, twelve legendary creatures whose powers know no bounds. Most of the titans are gone or resting now, but one such titan—Grihoo the Traveler—lives below this temple. From Grihoo's blood, the dulons then created the second race, the danaavrakti. Immediately, the dulons realized they'd made a mistake creating the danaavrakti; they were cruel fiends, focused only on their own goals. The danaavrakti wanted to erase the creatures spawned by the titans and dulons from Casar and recreate the Cosmos in their own image. Like the titans, the danaavrakti were limited to twelve and they could not propagate their species."

The old man coughs into his hand. Blood. He's dying.

"Eventually, one of the dulons—the greatest of their kind, a dulon named Maf—took his Cosmship to this location and built this temple over Grihoo. Maf believed that if he could combine the best elements of the four progenitor races—titans, danaavrakti, humans, and elves—he could create a creature capable of reversing the forces that tear at the fabric of reality.

"After a millennia of study and experimentation, he created two such creatures who were nearly perfect: myself and my brother. We both left to the mainland and started new lives. But I've always felt the call of this location and the titan below it. So after some time, I returned.

"For the next few centuries, Maf and I worked to create more and more of my brethren. Most lacked magical abilities, but they possessed the same long-livedness that I did. Many of those failed experiments are now on the second level of this temple. But there were some who were nearly complete successes."

The old man pauses and stares at the floor; it's clear his mind is elsewhere. After a moment, he turns back to you and smiles.

"Maf and I also built the pylons across the land to hide this temple as well as other clues that would lead those back here. Not too long ago, something destroyed the tower that control the pylons, revealing us to the world. And now there is a danaavrakti in this temple. The creature injured me and fled to the basement. It believes that if it can claim a portion of Grihoo's power, it can amplify its power and potentially finish what others of its kind started: the destruction of the world.

"If you can't stop the danaavrakti, I have no choice but to destroy this temple and the island. You have ten minutes."

## 10 MINUTES UNTIL THE END

The characters have 1d4 + 10 minutes to find Barbakis and defeat him. Don't let the characters know exactly how much time there is. Barbakis is in area 4.05. If the characters don't already have a temple key, Sixty-six gives the characters' his and gives them directions to Elevator E2.

Set a timer to 10 minutes in real time. The players must navigate their characters down the elevator rush to area 4.05 and fight Barbakis. Because certain in-game actions take more or less time in real life, be sure to stop the timer and add or subtract time to it when necessary. For example, a single round of combat only takes 6 seconds of game-time, but can run for 10 minutes or more in real time.

If the characters fail to reach and stop Barbakis in time, the portal generator in area 3.05 destabilizes and collapses. Within 6 seconds, everything within a 6 mile radius sphere of the temple is temple vanishes in a bright flash.

Sixty-six has *mindblanked* himself. Nothing the character can do will force him to turn off the self-destruct sequence.

### 3.02 - EASTERN CORRIDOR

This long corridor connects areas 3.01, 3.03, 3.04, and 3.05.

### 3.03 - CHILD CLONES

The clones in the clone vats in this area matured to the age of young children before perishing.

### 3.04 - FLUID REPROCESSOR

All of the clone vats' liquids flow back to the machine at the western wall which magically purifies the liquids and reuses it throughout the complex. If the machine is turned off or destroyed, the clones will start to decay in a week.

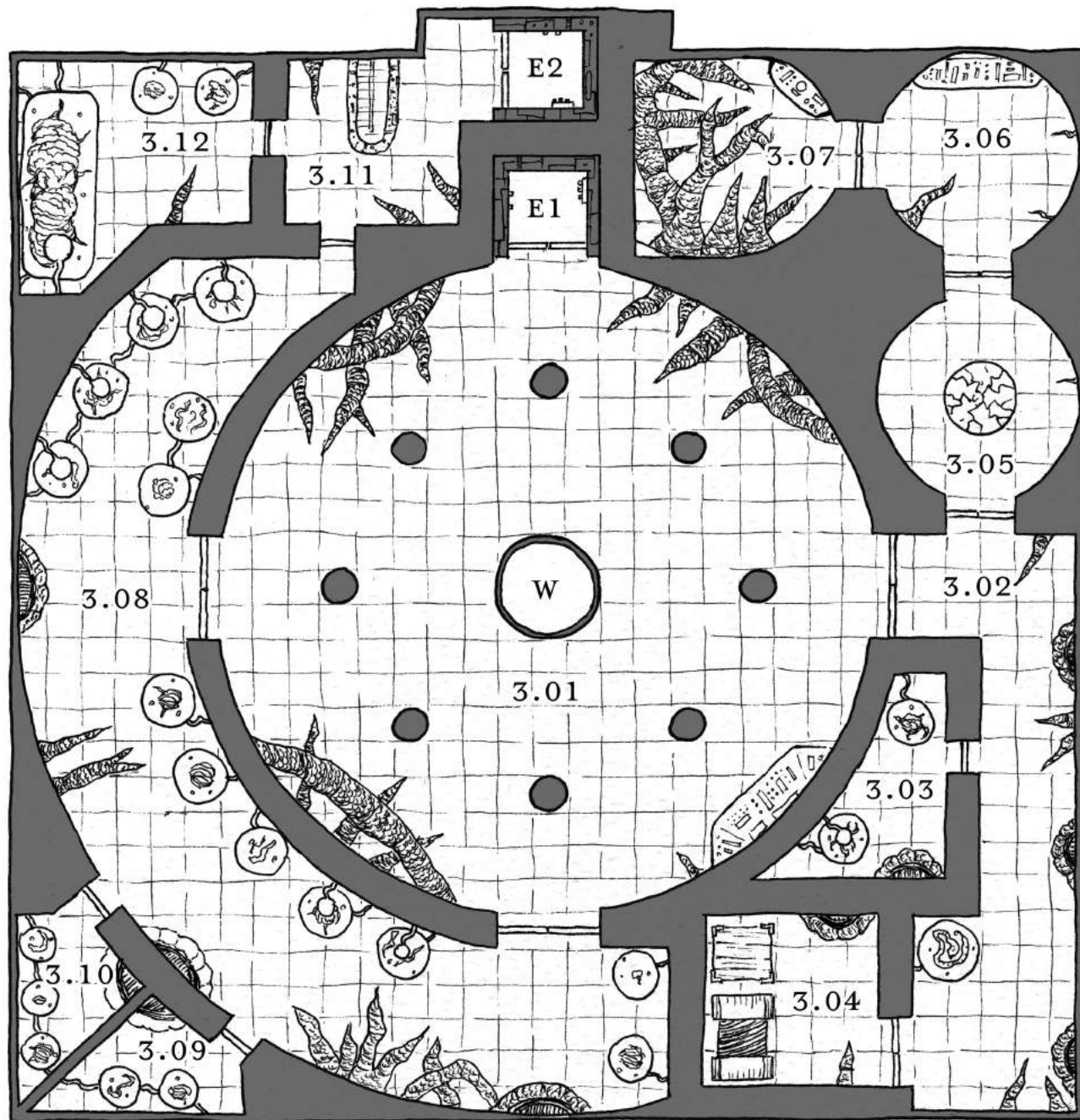
### 3.05 - PORTAL GENERATOR

The moment the characters enter this area, they are bathed in intense black light. At the center of the room is a massive, spherical hunk of *kalapatr* (see the *Magic of Omeria* supplement for details). Nodes and wires are attached to it at all sides. If a creature touches the *kalapatr*, they take 7 (2d6) necrotic damage and they must make a DC 13 Charisma saving throw. On a failed saving throw, the creature is transported to a random plane of existence somewhere in the Cosmos (GM's discretion) for 1 minute, as if banished by the *banishment* spell. The creature returns to the exact same spot that it left.

### 3.06 - PORTAL CONTROLS

The control console in this area functions the same as the control consoles throughout the rest of the temple, except it also activates the portal generator. A character who spends 1 hour studying the console can make a DC 15 Intelligence (Arcana) check (see the sidebar on page 35 for details).





Level 3

JB  
'20

### 3.07 - OVERGROWN ROOM

This room is overgrown with the mutated roots. The control console in the northeastern corner no longer functions.

### 3.08 - MAIN CORRIDOR

There are 13 clone vats in this long, curved hallway, each in varying stages of maturity/mutation.

### 3.09 - EMBRYONIC CLONES

The clones in the vats in this area are in very early stages of

development.

### 3.10 - EARLY REJECTIONS

Similar to area 3.10, the clones in the vats here are in very early stages of development. They are also extremely mutated, hardly recognizable as human embryos.

### 3.11 - ROOT EXPERIMENTS

At the northern end of this area, the top half of a mutated root has been sliced open and peeled back. Already, it's starting to regenerate with small polyps forming on its exposed flesh.



## PORTALS

The console in area 3.06 can transport the entirety of the Temple of Grihoo into another plane of existence. A character who understands how to use the portal controls (see area 3.06 for details) can choose any of the planes of existence listed below. However, a character who does not understand how the controls work may accidentally shunt the temple to a random plane of existence. Furthermore, if the temple self-destructs, roll randomly to determine to which plane of existence the temple and the island are transported.

### d20 Plane of Existence

1	The Burn
2	The Construct
3	The Chaos
4	The Cruel
5	The Crumble
6	The Dark
7	The Depth
8	The Dream
9	The Inevitable
10	The Other
11	The Void
12-20	A random pocket dimension.

The polyps inhale and exhale like humanoid lungs.

### ELEVATOR E2

The temple's second elevator—which connects Levels 3 and 4—is here. Just like the first elevator, the elevator is protected by a featureless door. Only an elevator key will "melt" the door away, revealing the elevator behind it.

**Time Considerations.** If the characters are doing good with time, have them wait 20-30 seconds (in real-time) while the elevator lowers down into the temple. Make sure to make a very loud "hmmmm" sound to further torture them while they watch the seconds on the clock drain away.

### 3.12 - MAF'S TOMB

There are two full grown clones in the vats in this area.

### MAF'S COCOON

On top of a dais at the western end of this room, there is what appears to be a cocoon made of hard, pink, ridged glass. Although the shell is mostly opaque, if the characters succeed on a DC 12 Wisdom (Perception) check they can make out the form of a strange, aberrant creature. The creature has four triple-jointed arms and eight triple-jointed legs. Instead of a head, the creature has a flat slap—almost like a hairbrush with no bristles—from which eight curved teeth-like protrusions stick out.

When Maf died, his body crystalized. Sixty-six laid him to rest in this area. If the glass shell is broken, Maf's body crumbles to dust.

## LEVEL 4 - THE COSMOSHIP

Centuries ago, the dulon Maf landed his ship in the jungles above Grihoo's lair. Grihoo, recognizing its creator, felt at ease with Maf's return. Later, Maf and Sixty-six constructed the Dinzer pylons to mask the island from the mainland.

### GENERAL FEATURES

Unless stated otherwise, the Cosmoship has the following features.

**Dimensions & Terrain.** There are hardly any hard angles to be found throughout the ship. The walls, ceilings, and floors of the ship blend seamlessly into one another. The ceilings ascend to 10-feet throughout. The entire vehicle is made of the same soft metal found on the levels above it.

**Doors.** All of the doors on this level are made of the same soft metal as the floors, walls, and ceilings. However, they are completely attached to the frames in which they stand. Only a creature holding one of the elevator keys can open the doors by waving the key in front of it. The doors can be destroyed—they have AC 21, 100 hit points (damage threshold 10), and immunity to poison and psychic damage as well as damage from bludgeoning, piercing, and slashing made with nonmagical attacks.

**False Clone Vats.** The roots that grow through this level have flowered their own mockery of the clone vats from the level above. The vats look like flower bulbs with translucent film instead of glass. The creatures inside the vats look similar to the rest of the clones, but have a greenish tint to their skin as if they were plant lifeforms. None of them are still alive.

**Lights.** Strips of light and multiple panels radiate dim blue light.

**Roots.** Gargantuan, mutated roots push through the walls, floors, and ceilings of this area. See page 28 for details.

**Rubble.** Years ago, an arcane battle occurred on this level. Part of the ship was damaged in the fray, resulting in rubble strewn throughout the complex.

**Sounds & Smells.** The smell of burned leather is much stronger here, especially near the large, boiling pool at the center of the ship. The humming sound here is just as loud as it was in the laboratory.

### 4.01 - ENGINE ROOM

This massive, spherical room is one of the ship's four gate-engines. It is powered by *kalapatr*.

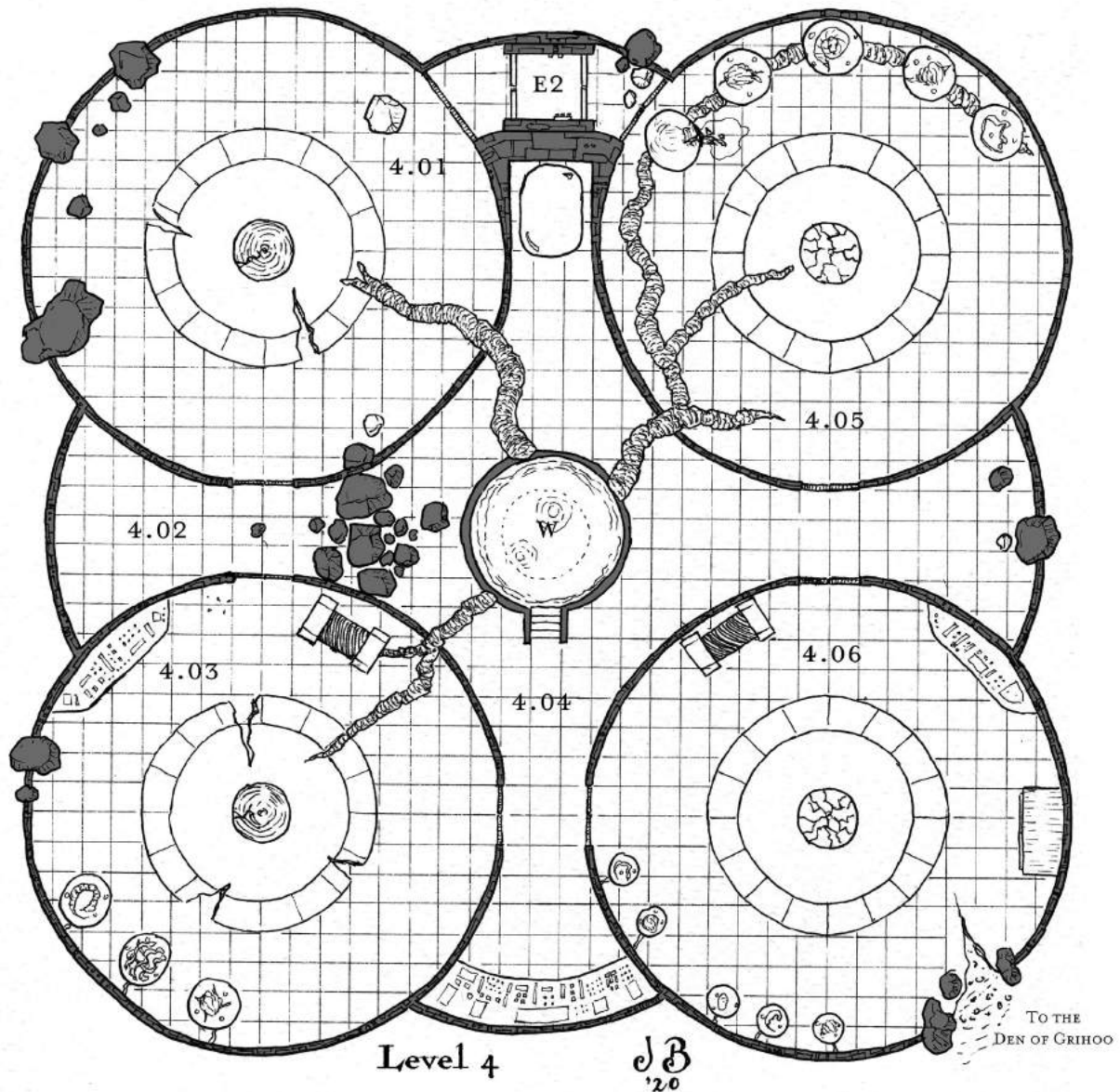
### 4.02 - PASSAGE

Before the ship was damaged, this area opened into area 4.04. It is now cordoned off by a huge pile of rubble that blocks passage to the west. It will take the characters twenty minutes to clear away enough rubble to create an opening large enough to crawl through to area 4.04.

### 4.03 - ENGINE ROOM

This massive, spherical room is one of the ship's four gate-engines. It is powered by *kalapatr*.





### KALAPATR

The four engines of this level have large, spherical *kalapatr* stones at their centers. Nodes and wires are attached to the spheres at all sides. If a creature touches the *kalapatr*, they take 7 (2d6) necrotic damage and they must make a DC 13 Charisma saving throw. On a failed saving throw, the creature is transported to a random plane of existence somewhere in the Cosmos (GM's discretion) for 1 minute, as if banished by the *banishment* spell. The creature returns to the exact same spot that it left.

### CONTROL CONSOLE

There is control console similar to the one found in area 2.17, 3.01, and 3.06 here. It still functions.

### 4.04 - EXHAUST CHAMBER

The four engines are connected to this huge chamber.

### AREA DESCRIPTION

This area has the following features:

**Dimensions & Terrain.** The ceilings are marginally higher here, reaching 15-feet in height.

**Control Console.** A large control console dominates the southern end of the room. It functions exactly like the console in area 3.06 (see page 32).



**Footprints.** A successful DC 15 Wisdom (Perception) check depicts the presence of footprints. The footprints give hints that a creature—humanoid—stumbled from area 4.05 to area 4.06. The creature then left area 4.06 and returned to the center of this area, just before the vat of mautka paanee. The footprints stopped there, seemingly disappearing into the well-shaft in the ceiling.

**Levitation Panel.** Just below where Elevator E1 would land, there is a soft, metallic bulge in the floor. This is the levitation panel that repels or attracts the elevator. (A similar one exists just below the floor of Elevator E2.)

**Well Shaft (W).** The well shaft that runs through the center of the temple terminates here in the ceiling just above the vat of mautka paanee. Because the vat extends five feet in all directions from the opening, a creature that descends into this layer from the shaft will need to succeed on a DC 15 Dexterity (Acrobatics) check to avoid falling in the caustic fluid.

### MAUTKA PAANEE

At the center of this area is a 25-foot-wide, 5-foot deep pool of mautka paanee. The first time a creature steps into the pool, it must make a DC 20 Constitution saving throw. On a failed saving throw, the creature is instantly destroyed in a flash of light. On a successful saving throw, the creature takes 36 (8d8) radiant damage and is paralyzed. A creature that starts its turn in the vat is instantly destroyed. Nonmagical objects made of any material other than the steel from which the ship was built are also instantly destroyed.

## 4.05 - ENGINE ROOM

This massive, spherical room is one of the ship's four gate-engines. It is powered by *kalapatr* (see the sidebar).

### AN ESCAPEE?

Interestingly, the easternmost vat has been broken open. A successful DC 12 Intelligence (Investigation) check reveals that whatever was in there escaped recently. Footprints lead away from the broken vat to the door.

## 4.06 - ENGINE ROOM

This massive, spherical room is one of the ship's four gate-engines. It is powered by *kalapatr*.

### AREA DESCRIPTION

This area has the following features:

**Control Console.** There is control console similar to the ones found in area 2.17, 3.01, and 3.06 here. It still functions.

**Footprints.** The footprints from area 4.04 lead enter this area, cross the room, stop at the wardrobe, then turn around back to the door. It's clear that whoever it was that escaped from area 4.05 grabbed something out of the wardrobe then returned to area 4.04.

**Hole.** A hole has been blasted into the southeastern corner of this area. The hole leads to Grihoo's Den (see Part 8). Standing near the hole, the characters can hear Barbakis shouting "I am your child, your servant! I am your true heir!" in Infernal.

**Wardrobe.** Extremely out of place on a space ship, there is a wooden wardrobe resting against the eastern wall of this area. Inside the wardrobes are brightly colored with strange, high-collars. One of the outfits is missing.







## PART 8. GRIHOO THE TRAVELER

*Estimated Duration:* 1 hour

*Suggested Music:* "Substratum" by Music d20

When the characters leave through the hole in the wall in area 4.06, they find themselves in a labyrinth of crudely-dug tunnels. The tunnels go left, right, up, and down—almost randomly. The sounds of Barbakis shouting, commanding Grihoo can be heard all throughout. Defeating Barbakis is **Story Objective H**.

### NAVIGATING GRIHOO'S LABYRINTH

When the characters enter Grihoo's labyrinth, they must find their way to Grihoo. The easiest way to do this is to follow the sound of Barbakis' voice. Have the players roll initiative, and roll initiative for Barbakis (a **rakshasa**) and Grihoo as well (Grihoo gets a +2 bonus to initiative checks). Each round, one character can use his or her action to make a Wisdom (Perception) check. Refer to the Navigating the Labyrinth table below to determine the result of the check.

Once you know the result of the check, roll on the Tunnel Direction table to determine the type of tunnel that the characters must travel through. Unless the result of the Navigating the Labyrinth roll was 20 or higher, the characters must continue to make Wisdom checks and find their way through the tunnels.

*Time Considerations.* When the characters enter initiative order, you can stop the timer.

### GRIHOO'S DEN

Once the characters get free of the labyrinth, they enter Grihoo's massive den.

#### NAVIGATING THE LABYRINTH

**Result**   **Outcome**

9 or less	The characters get lost in the tunnels. Their next check to navigate the labyrinth is made with disadvantage.
10-14	The characters continue through the labyrinth.
15-19	The characters get closer to finding their way out of the labyrinth. Their next check to navigate the labyrinth is made with advantage.
20+	The characters find a passage that leads directly to Grihoo's Den.

#### TUNNEL DIRECTION

**d6**   **Direction**

1	The characters must travel left.
2	The characters must travel right.
3	The characters must travel up. Climbing up requires a successful Strength (Athletics) check with a DC of $2d6 + 5$ .
4	The characters must travel down. Climbing down without sliding down the passage requires a successful Strength (Athletics) check with a DC of $2d6 + 5$ .
5-7	The characters must continue forward.
8	1d4 <b>Heads of Grihoo</b> attack the characters from one or more tunnels. The characters cannot go the way they were supposed to and must find another way.





Get this high-resolution, VTT-friendly map of the [Ancient Hydra Lair](#) on [Cze and Peku's Patreon](#) which includes multiple variations for print and VTT play.



## AREA DESCRIPTION

Grihoo's Den has the following features:

**Dimensions & Terrain.** Grihoo's den is huge. The chamber is a 100-foot wide circle with 100-foot high ceilings.

**Light.** There is no light in the den and the labyrinth. Both Grihoo and Barbakis have darkvision.

**Pillars.** Six colossal stone pillars rise up and attached to beams of hewn stone. Beyond the columns and the ceilings above the walls are pocked with multiple tunnels big enough for Grihoo's many heads to escape.

## GRIHOO

The most striking feature of Grihoo's Den is the titan itself. Grihoo is a superhydra, the progenitor of all serpents and reptiles on Casar. Grihoo has no body. Instead, the titan is nothing more than a mess of tangled serpents that seemingly have no beginning or end. Grihoo's heads can magically extend themselves as far as Grihoo needs them to, up to hundreds of feet if necessary. See the *Monsters of Grihoo* supplement for details on the **heads of Grihoo**.

## CREATURE INFORMATION

Barbakis, in his true danaavrakt form, stands before Grihoo. His face looks like a tiger's, but the stripes of his fur writhe like a nest of snakes. Glowing red mist seeps out of his mouth when he speaks. Functionally, Barbakis is a **rakshasa**.

**What Does He Want?** Barbakis wants to steal Grihoo's might and conjuration abilities. Already, he has absorbed some of the titan's energies. Fortunately, the wound he suffered at the hands of Sixty-six's anti-matter rifle has slowed him down considerably (he only has 80 hit points remaining). Unless he feels threatened, he will mostly ignore the characters and instead focus on absorbing Grihoo's might. At the start of each of Barbakis' turns, he can use his action to make a DC 20 Charisma check. On a successful check, he gains a portion of Grihoo's power. If Barbakis succeeds on five checks, he completely steals Grihoo's power. At that point, Barbakis cannot be defeated. Only the destruction of the temple and the resulting shunt of the temple into another plane of existence will spare Casar from Barbakis' wrath—temporarily.

## LAIR ACTIONS

Distracted by his goal to absorb Grihoo's power, Barbakis instead uses lair actions to defend himself. On initiative count 20 (losing initiative ties), Barbakis takes a lair action to cause one of the following effects.

- Barbakis commands up to six of **heads of Grihoo** to attack the characters.
- Barbakis uses one of his innate at-will or 3/day spells.

## FREEING GRIHOO

A character wielding the *hydra-flail* feels an odd surge each time they witness Barbakis attempt to steal Grihoo's power. When Barbakis makes a Charisma check to steal Grihoo's power, the character can make a contested Charisma check. An elf character wielding the flail makes this check with

advantage. If the character's Charisma check is higher than Barbakis', Barbakis attempt to steal a portion of Grihoo's power fails. Additionally, Barbakis cannot command Grihoo's heads on the next initiative count 20.

Barbakis then turns his attention to the character and the flail.

## VARIANT ENDINGS

If the characters are too tired/weak or too rested/strong going into this final combat, there are two variants included in the *Variant Endings* bonus supplement.

## WRAP-UP: THE CATAclysm

Even if the characters stop Barbakis, they learn a horrifying truth: Sixty-six lied. He never intended to stop the self-destruct sequence. The portal generator in area 3.05 destabilizes and the entirety of the temple and the island is thrust into a random plane of existence.

If the characters saved Grihoo from Barbakis, the superhydra collects all of its heads before its saviors. Its many eyes stare at the characters briefly before they all start to glow with black energy. Then, the flash of light from the explosion washes over them and Grihoo disappears.

When the light fades, the characters find themselves on a distant beach in the sun. In the distance, they see a city—Naqqad. They're back in Omeria.

However, Grihoo, Barbakis, the island, and the temple are gone. Ω





# DRAMATIS PERSONAE

The notable NPCs that appear in this adventure are listed below in alphabetical order for your convenience. Included on the table are their stat block references and where you can find them. *MM* stands for the Fifth Edition core manual of monster stat blocks and *MoG* stands for the *Monsters of Grihoo* supplement included with this adventure.

Character	Pronunciation	Description	Stat Block (Reference)
Theo Barbakis	THEE-oh BAR-ba-kis	A danaavrakt in disguise as a Pressonian noble	<b>rakshasa</b> ( <i>MM</i> )
Gar	—	Sixty-six's shield guardian	<b>shield guardian</b> ( <i>MM</i> )
Gozwik	GOZ-wik	A deceased Pressonian knight	—
Grihoo	GREE-hoo	The superhyra upon which the temple was built	See Part 8
Kathoraad	KA-tho-rod	One of the temple's guardians	<b>stone golem</b> ( <i>MM</i> )
Maf	MOFF	A dulon, one of the progenitors of all life on Casar	—
Odon	OH-don	The founder of the magocratic nation of Odonburg	—
Qiu Xiang	CHEE-oh SHONG	An Aegreyan/Pressonian paladin employed by Barbakis	LE dragonborn <b>knight</b> ( <i>MM</i> )
Rain in the Moonlight	—	A sorcerer employed by Barbakis	NE devilkin <b>sorcerer</b> ( <i>MoG</i> )
Sixty-six	—	A centuries-old clone	N <b>cloned sorcerer</b> ( <i>MoG</i> )
Vision of the Water	—	A sorcerer employed by Barbakis	NE devilkin <b>sorcerer</b> ( <i>MoG</i> )
Yarry	YAR-ee	A rogue employed by Barbakis	CG halfling <b>spy</b> ( <i>MM</i> )
Ykyope	EEK-yope-yay	A Serpent Whisperer of Grihoo	LN <b>amazon warrior</b> ( <i>MoG</i> )
Viothye	VIE-yo-thyay	Chief of The Serpent Whisperers	LN <b>amazon warrior</b> ( <i>MoG</i> )
Vuda	VOO-da	A Serpent Whisperer of Grihoo with two tiger companions	CN <b>amazon warrior</b> ( <i>MoG</i> )

## MONSTER REFERENCE GUIDE

To run this adventure, you need the Fifth Edition core rulebooks (*PHB*, *DMG*, and *MM*). The Fifth Edition manual of monsters, in particular, will be frequently referenced throughout the adventure. When a creature's name appears in **bold** type, that's a visual cue pointing to that particular rulebook or the *Monsters of Grihoo* supplement included in this adventure. The adjoining table offers an index of all the monsters that appear in this adventure and which book or supplement to find them.

### GET THE MINIATURES

Whether you're a traditional tabletop roleplayer or take the digital/VTT route, this adventure comes with options for both.

[Paper Forge](#) creates both print-and-play miniatures as well as digital tokens (or "pogs" as the cool kids call 'em) for you to use.

[Titan Forge](#) creates 3d-print designs for you to create the amazons featured in this adventure.

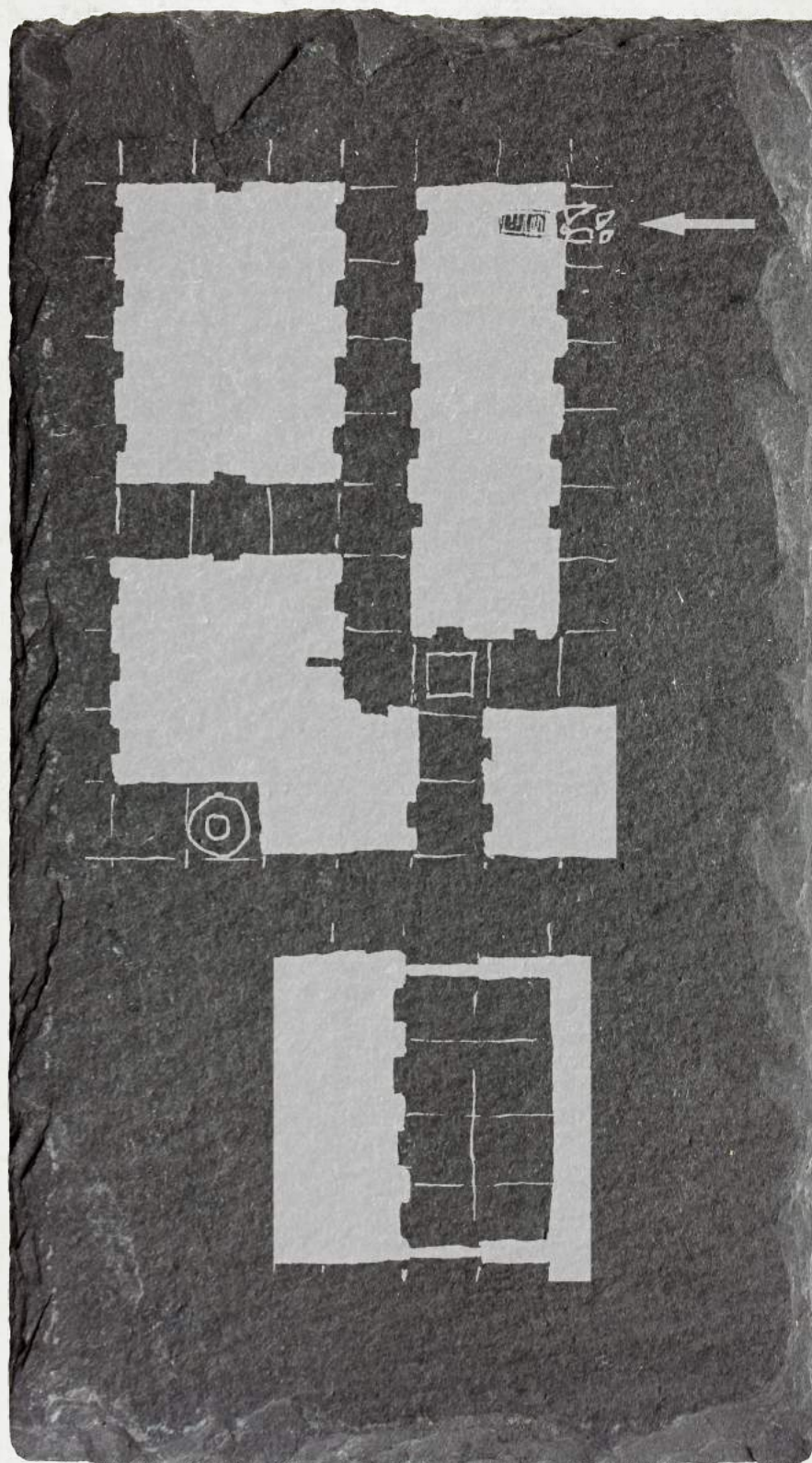
## MONSTER REFERENCE INDEX

Monster	Reference
amazon warrior	<i>Monsters of Grihoo</i>
cloned sorcerer	<i>Monsters of Grihoo</i>
half red-dragon veteran	<i>MM</i>
Heir of Kong	<i>Monsters of Grihoo</i>
knight	<i>MM</i>
overgrown clone	<i>Monsters of Grihoo</i>
rakshasa	<i>MM</i>
serpent guard	<i>Monsters of Grihoo</i>
shield guardian	<i>MM</i>
sorcerer	<i>Monsters of Grihoo</i>
spy	<i>MM</i>
stone golem	<i>MM</i>
tiger	<i>MM</i>
unstable clone	<i>Monsters of Grihoo</i>
young red dragon	<i>MM</i>



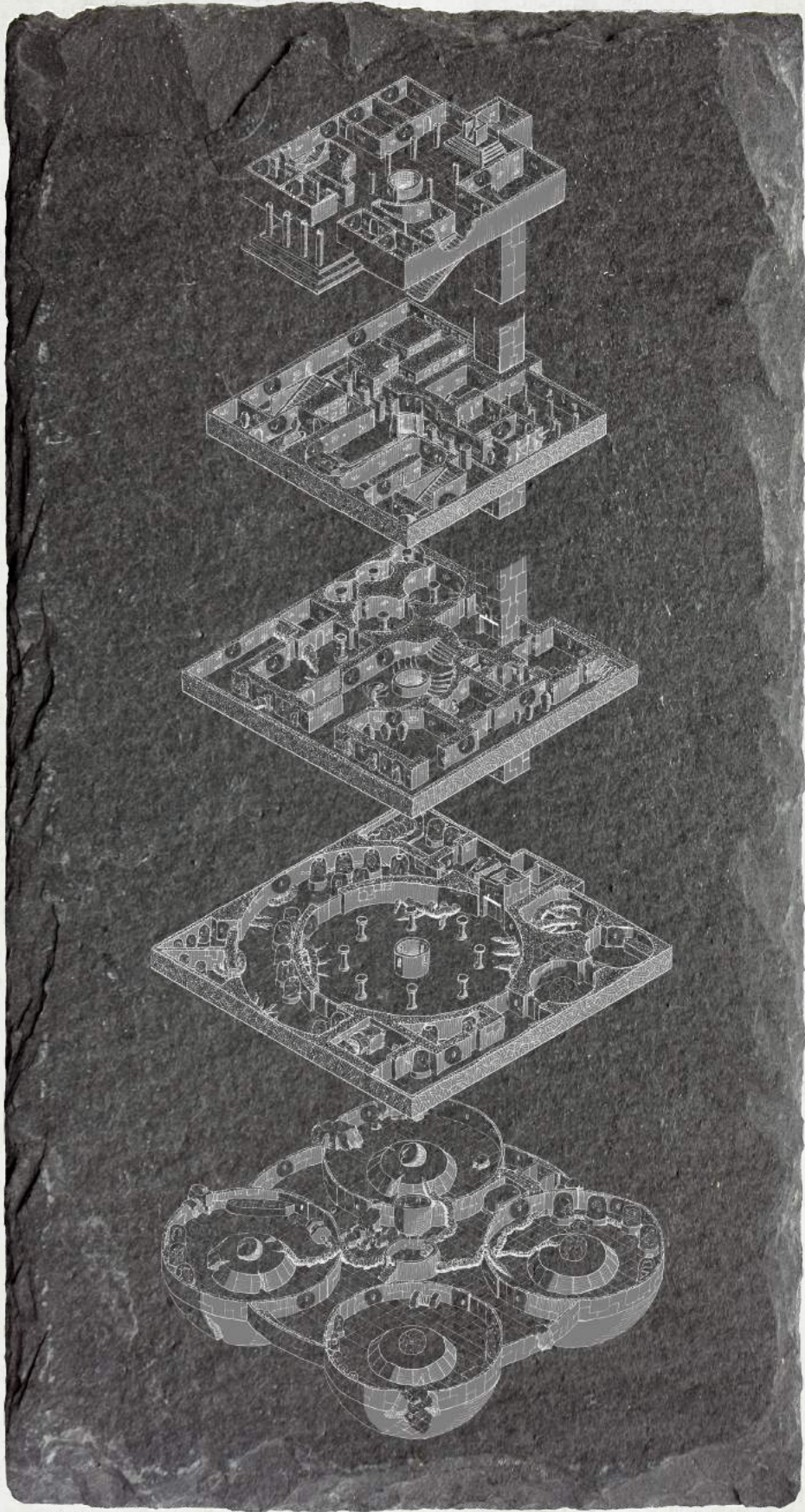
# APPENDIX: PLAYER HANDOUTS

## PLAYER HANDOUT A: STRANGE DIAGRAM





# PLAYER HANDOUT B: TEMPLE MAP





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