

YAZUR ISLAND #2: THE WHISTLING MONOLITH

Yazur Island: The Whistling Monolith is a Fifth Edition adventure supplement designed for **four to six characters with an average party level of 1st, 3rd, 5th, or 8th**. This document includes details for adjusting the adventure based on the party's average level. The mage prison of Yazur Island contains many secrets and sites of interest, such as the Whistling Monolith. Scholars believe the colossal purple pillar keeps the Yazurian cyclopes tied to the island. As such, multiple factions hope to topple it, believing it will free the island of the antimagic field generated by the cyclopes.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Read aloud or paraphrase text that appears in a box like this when the characters first arrive at a location or under specific circumstances.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

The core manual for players describes *spells* and nonmagical equipment mentioned in the adventure. The core manual for gamemasters describes *magic items*. The text notes any items created for this adventure, pointing you to the appropriate appendix or sidebar.

LEVEL SELECTION

Before play, know the level you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave
Editing and Layout. Tony Casper
Cartography. DMDave with Inkarnate
Artwork. Midjourney

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than the 1st, 3rd, 5th, or 8th, the chart below shows you which version of the adventure you should select for each level. We don't recommend running this adventure for characters with an average party level of more than 10, as it may not pose much of a challenge.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
1	1st-level	Hard
2	1st-level	Medium
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy

ADVENTURE HOOKS

The table below offers some ideas if you don't have a reason for the characters to investigate the Whistling Monolith and its environs. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

Whistling Monolith Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	The characters' patron wants to learn more about the Whistling Monolith. They send the characters to this area to visit the monolith and speak with the essential NPCs in the area.
2	Ancient Being	The characters' ancient patron secretly knows the history of the Whistling Monolith. They wish to consult with one of the Merthian gray oozes on the island. They send the characters to investigate the area around the island and return with one of their combat suits.
3	Aristocrat	The characters' wealthy patron believes that Dezecratia and the Blood of the Cyclopes will make valuable allies. They send the characters to learn what they can about the Cyclopes' leader and earn her trust.
4	Criminal Syndicate	Supposedly, an old Pressonian commander stationed at Fort Arges created a device that allows the wearer to approach the Whistling Monolith without being affected by the frightening effect it causes. The item, a round helmet, is located in area A26 .
5	Adventuring Guild	An old rumor circulates that there was a minotaur living on the island who could cast necromancy spells. The characters' patron sends them to the ruins of Tageas, the last known location of this minotaur.
6	Military Force	The characters' patron sent another group to the ruins of Tageas to investigate rumors of strange magic. It's been two weeks, and they haven't reported back. Hoping to learn what happened, the military force sends the characters to the village to learn what happened. The gnomes in area C2 killed the adventurers and disposed of their bodies. Iconography and weapons owned by the party litter the tables of the gnomes' workshop.
7	Religious Order	The characters' patron wants them to secure the ruins of the Temple of Thinir in the village of Tageas (area C6). Rumors persist that an evil, horned fiend lurks near the ruins.
8	Sovereign	The characters' patron sends them to meet with the dryad lanthe in the hopes that lanthe will share what they know about the island and the monolith.





HISTORY OF THE WHISTLING MONOLITH

Centuries before any humanoid visited Yazur Island, a titanic battle occurred between two mighty factions. The dulons, Casar's creators and the progenitors of all living creatures in Omeria, were on one side. And the grirrix, the dulon's most feared enemies, were on the other. Recognizing that the dulons were too powerful on Casar, the grirrix employed the gray oozes of Merth 43 to assist them.

Individually, the psychic gray oozes of Merth 43 are weak, barely able to move their own bodies. They crafted suits of armor that they could control with their telepathic abilities. The oozes built the suits from nearly indestructible star metal, stronger even than adamantine.

The oozes slaughtered dozens of dulons and their elven servants before the dulons found a way to stop them: the antimagic fields generated by the cyclopes of Casar. Without magic, the oozes could not move their suits. They would become effectively trapped.

Using the island's vast supply of sjelestein, the power stone of enchantment, the dulons created the Whistling Monolith. The Monolith acts like a beacon for the cyclopes, keeping them tied to the island; the sheer volume of sjelestein powering it circumvents the cyclopes' antimagic fields. The dulons trapped the oozes on the island, rendering them helpless in their own armor. And since the oozes are immortal creatures, they still lurk in the hearts of their constructs, driven mad by centuries of imprisonment.

The Whistling Monolith still stands; its original purpose long forgotten. When the Pressonians discovered the island, they tried to study it but failed to uncover its mysteries. Unwilling to live in a place

where magic did not function, they worked alongside the other major nations of Omeria to turn the island into a prison for deadly spellcasters.

EXPLORING THE AREA

The map on page 6 shows the location of the Whistling Monolith and other vital landmarks within half a mile of it. Each location is detailed later in this document.

THE WHISTLING MONOLITH REGION

GENERAL FEATURES

Unless stated otherwise, the area surrounding the monolith has the following features.

Antimagic Aura

Like most of Yazur Island, the Whistling Monolith and its environs are under the constant effect of antimagic as the *antimagic field* spell.

The antimagic does not affect the melee spell attacks of undead creatures such as specters and will-o'-wisps. It also does not affect the *antipathy/sympathy* effect generated by the monolith.

Bees

Bees fill the air above the grass and asters in the spring, summer, and fall. Most of the bees are harmless, but a character might get stung by one every so often. The first time a character is stung by a bee, they must make a DC 5 Constitution saving throw. On a failed saving throw, the character gains the flaw, "I am allergic to bee stings." Any time the character gets stung by a bee, including the first time, the character becomes poisoned for 1 minute. While poisoned in this way, the character can't

breathe. Another character can use their action to perform a DC 10 Wisdom (Medicine) check to help the character breathe again; the poisoned condition continues.

A character that succeeds on their initial saving throw becomes immune to the sting of bees.

Tall Grass

Tall grass and purple asters cover most of the ground within a half mile of the monolith. The grass is 4 feet high in some places. Treat objects and creatures in the grass as being heavily obscured to creatures shorter than the grass and lightly obscured to creatures taller than grass.

The Whistle

The Whistling Monolith gets its name from the perpetual hum emanating from it. Although the whistle is harmless to creatures, it is actually what is responsible for keeping the cyclopes tied to the island. It functions similarly to the *antipathy/sympathy* spell.

Humanoids living in the area learn to ignore it, treating it like white noise.

ISLAND TRADE VALUES

Since coinage is in limited supply on the island, most of Yazur's prisoners use a trading system. The text often references an item's trade value or exchange rate. When a character offers this item for trade, they can receive goods or services with exchange rates equal to or less than the exchange rate of the traded item. See the adventure pack "Giannetto's Emporium" for details on the island's exchange rate.

RANDOM ENCOUNTERS

While exploring the region around the Whistling Monolith, there is a chance that the party might have an encounter. Every hour they are here, roll a d20. On a result of 18 or higher, a random encounter occurs. Roll d100 for a random encounter, or choose the one you like using the Whistling Monolith Random Encounters table below. Each encounter is described after the table.

Whistling Monolith Random Encounters

Encounter	Day	Night
The Anorians	01-03	—
Blood of the Cyclopes	04-15	—
Bloodhawks	16-28	—
Giant badgers	29-35	01-15
Giant weasels	36-40	16-25
Gremlins	41-44	26-34
Girrix bones	45	35
Insects	46-59	36-49
Jackals	—	50-59
Merthian combat suit	60	60
Panther	61-70	—
Prisoners	71-85	61-70
Swarms of bats	—	71-80
Werevultures	86-90	—
Will-o'-wisps	—	81-90
Worgs	91-98	91-98
Yazurian cyclops	99-00	99-00



The Anorians

Dinica and Xaril Colarn, a brother and sister team, keep watch over Yazur Island's inhabitants. They report any peculiarities to their handlers among the Otari monks on the mainland. Accustomed to a life without magic, these Anorian siblings rely on archaic weaponry (guns) to keep the peace. The pair avoid confrontation, preferring to observe and report. If they have to draw their weapons, they use their rifles and keep their distance.

Dinica and Xaril Colarn use the **Anorian gun mage** stat block in the appendix.

Adventure Hook: Spies for Spies. Dinica and Xaril suspect that Dezeccratia and her minions are up to something on the island. The pair offer the characters a spare pistol with 10 rounds of ammunition if they are willing to infiltrate the Blood of the Cyclopes at Fort Arges and discover Dezeccratia's plan. See the sidebar for the pistol's game statistics.

ANORIAN PISTOL

An Anorian pistol is a martial ranged weapon. The weapon has a trade value of 300 gp on the island and weighs 3 pounds. It has a range of 40/90 feet and has the loading property—the weapon deals piercing damage equal to 1d10 plus the user's Dexterity modifier.

Blood of the Cyclopes

Blood of the Cyclopes is a militant faction devoted to destroying the Whistling Monolith. Bloods encountered away from Fort Arges may be hunting, scouting for relics, or simply patrolling the area. While militant, the Bloods are not aggressive and may even try to recruit the characters to their cause. See the Fort Arges section on page 9 for more information on Blood of the Cyclopes.

The number and types of Bloods encountered depend on the level of the adventure, as shown in the table below.

Blood of the Cyclopes Encounter

Adventure Level	Encounter
1st	1d4 + 1 bandits
3rd	2d4 bandits
5th	2d4 bandits led by a bandit captain
8th	2d4 + 2 bandits led by 1d2 bandit captains

Blood Hawks

The insects drive the smaller animals to the field, and the smaller animals attract larger predators, such as blood hawks.



The number of blood hawks encountered depends on the level of the adventure, as shown in the table below. Giant blood hawks use the giant vulture stat block.

Blood Hawk Encounter

Adventure Level	Encounter
1st	1d4 + 1 blood hawks
3rd	2d4 blood hawks
5th	2d4 blood hawks and 1d4 giant blood hawks (giant vultures)
8th	2d4 giant blood hawks (giant vultures)

Giant Badgers

Giant badgers hunt the tall grasses looking for large rodents. Territorial, they attack larger creatures who come near their homes.

The number and types of creatures encountered depend on the level of the adventure, as shown in the table below.

Giant Badger Encounter

Adventure Level	Encounter
1st	1d4 giant badgers
3rd	1d4 giant badgers fighting 1 ankheg
5th	1d4 giant badgers fighting 1 owlbear
8th	1d4 giant badgers fighting 1 bulette

Giant Weasels

Giant weasels stalk through the tall grass, searching for insects and other tiny creatures. The characters encounter 1d4 giant weasels, regardless of the adventure's level.



The Whistling Monolith

500 FEET

Gremlins

Don't let their cute appearance fool you; gremlins are the island's most significant pests. These small, furry creatures love to cause havoc wherever they go. While gremlins prefer to stick to their section of the island, they also love exploring and pestering the island prisoners. The characters encounter 3d6 **gremlins**, regardless of the adventure's level. See the appendix for the gremlins' statistics. And learn more about gremlins in the upcoming adventure module, *Yazur Island: Cemetery of Steel*.

Grirrix Bones

Strange bones poke out of the ground. A character who examines the bones and succeeds on a DC 20 Intelligence (Nature) check realizes that the bones are unlike any creature ever to set foot in Casar. If the character succeeds on the check by 5 or better, they recognize it as a grirrix, believed to be myths. Little is known about the grirrix other than they were the enemies of Casar's creators, the dulons.

Merchants around Yazur Island will exchange goods for grirrix bones at a trade rate of $1d4 \times 100$ gp. See

the forthcoming adventure pack *Yazur Island: Gianetto's Emporium* for details.

Insects

Dreadful creepy crawlers lurk amid the tall grass of the aster fields surrounding the monolith. Bees particularly enjoy the area since asters are helpful for creating honey. The nature of the encounter depends on the level of the adventure, as shown in the table below.

Insect Encounter

Adventure Level	Encounter
1st	1d2 swarms of insects
3rd	1d4 swarms of insects
5th	2d4 swarms of insects
8th	4d4 swarms of insects

Jackals

Jackals, coyotes, and other wild dogs roam the tall grass looking for prey. The characters encounter a



pack of 2d6 **jackals**, regardless of the adventure's level. While the jackals are comfortable enough to attack a group of humanoids, they are easily scared away, especially if their numbers are reduced by half or more.

Merthian Combat Suit

The characters discover the remains of a 15,000-year-old combat suit (see Merthian combat suit in the appendix). Made from metal from a distant plane of existence, the construct bears no rust. A character who examines the suit and succeeds on a DC 20 Intelligence (Arcana) check discovers a way to open it; there is a **Merthian gray ooze** inside the suit (see the appendix). It is one of the psychic gray oozes of Merth 43 that came to Casar to destroy the dulons at the behest of the grirrix (see the History of The Whistling Monolith section on page 3 for details).

When the characters first encounter it, the ooze remains silent, relying on its False Appearance to look like thick oil. Once it better understands those who discovered it, it attempts to communicate telepathically, hoping to befriend the party. It wants the characters to remove it and its suit from the island so that it may recover from its defeat, promising great rewards. Ultimately, it wishes to destroy the Whistling Monolith, freeing all of its brethren from their earthen graves.

Panther

Panthers prowl through the tall grass, looking for easy prey. Regardless of the adventure's level, a lone panther stalks the party, using its Keen Smell to track them and Stealth to hide. It waits for one of the characters to fall behind, hoping to attack the character while it is alone. If the party is traveling

before this encounter occurs, the panther attacks any character distracted by another activity (such as foraging or navigating) or the character with the lowest passive Wisdom (Perception) score. When the combat begins, the panther and the target character are 2d4 × 10 feet away from the rest of the party.

Prisoners

There are two major prisoner settlements within a few miles of the Whistling Monolith. Often, these settlements send scouts to investigate other parts of the island and find supplies. Regardless of the adventure's level, the characters encounter 1d8 prisoners. All prisoners use the **tribal warrior** stat block, except they have Intelligence scores of 15 (+3) and proficiency in the Arcana and History skills (+5 in both). First, roll or choose an attitude on the Prisoner Attitude table. Then choose or roll for the prisoner's purpose on the Prisoner's Purpose table. Each purpose is described after the table.

Prisoner Attitude

d6	Attitude
1	Friendly
2–4	Neutral
5–6	Hostile

Prisoner Purpose

d10	Purpose
1–2	Lost
3–4	Travelers
5–6	Explorers
7–8	Hunters
9–10	Bandits

- ▶ **Lost.** Whether they entered the area intentionally or by happenstance, these prisoners are lost. Friendly prisoners may offer the characters a reward in exchange for helping them return home. Hostile prisoners may intimidate and threaten the characters if they don't help.
- ▶ **Travelers.** The prisoner group is simply passing through. Friendly groups may offer the characters a chance to join them on their way through the area. Hostile groups may lash out, believing the characters to be spies or bandits.
- ▶ **Explorers.** Explorers are in the area searching for a specific location. Use the Random Location table on page 4 to determine their goal. Friendly explorers offer to exchange information or goods with the party. Hostile groups may lash out, believing that the characters seek the same spot that they do.

- **Hunters.** Hunters in the area seek to kill or capture specific creatures that live here. Friendly hunters are looking for food or a way to clear the area of its pests, such as cockatrices and gremlins. Hostile hunters want to harm the benevolent creatures that live here, including the characters.
- **Bandits.** Bandits use the area as the perfect site to get the drop on other humanoids that live on the island. Friendly bandits might sense a kindred spirit among the characters, whereas hostile bandits view the characters as marks.

Swarms of Bats

Huge colonies of bats emerge from the surrounding forests to hunt insects at night. Giant bats prefer larger prey, like halflings, gnomes, dwarves, and short humans.

The number of creatures encountered depends on the level of the adventure, as shown in the table below.

Swarm of Bats Encounter

Adventure Level	Encounter
1st	1d4 swarms of bats
3rd	2d4 swarms of bats
5th	2d4 swarms of bats plus 1d4 giant bats
8th	2d4 swarms of bats plus 2d4 giant bats

Werevultures

Lycanthropes have lived on Yazur Island for as long as anyone can remember. The antimagic nature of the cyclopes protects the creatures from spells and other magic attacks, making them one of the most dangerous predators on the island. The prisoners protect themselves from werecreatures with silver smuggled onto the island and found among the Presonian ruins. Wolfsbane also grows in certain parts of the island, acting as a natural deterrent against the creatures.

Werevultures now represent the sole lycanthropic presence on Yazur Island. The leading group of werevultures calls themselves The Wake and lives within a tall karst near the island's center. Blessed with flight, the creatures plague the skies, looking for easy targets on the ground.

In the 1st- and 3rd-level versions of the adventure, a lone **werevulture** flies overhead. The characters may panic and hide, but fortunately, they are safe for the time being.

In the adventure's 5th- and 8th-level versions, 1d4 **werevultures** attack the party. If the party reveals that they are armed with silver weapons or wolfsbane, the werevultures flee.

You can find the werevulture stat block in the appendix. Learn more about the werevultures of Yazur

Island in the forthcoming module, *Yazur Island: The Wake's Aerie*.

Will-o'-Wisps

To the untrained eye, these nocturnal creatures appear as lamps drifting through the tall grass. Unfortunately, they are evil, life-hungry undead.

The number of will-o'-wisps the characters encounter depends on the level of the adventure, as shown in the table below.

Will-o'-Wisp Encounter

Adventure Level	Encounter
1st	1 will-o'-wisp
3rd	1d2 will-o'-wisps
5th	1d6 will-o'-wisps
8th	2d4 + 1 will-o'-wisps

Worgs

The characters encounter 1d6 of the dryad lanthe's **worg** children. The worgs are neutral and will not attack the characters unless the characters give them a good reason. See the Yawning Yove section on page 22 for more information on lanthe's worgs.

Yazurian Cyclopes

The Yazurian cyclopes are best known for their antimagic aura extending from their skulls. They are why Omeria's mainlanders use the island as a prison for its most dangerous spellcasters. Ironically, the cyclopes are peaceful. They lack mouths, which leads aberrationists to believe they devour arcane energy through some sort of osmosis. Even in death, the antimagic persists.

The characters encounter a lone **Yazurian cyclops** (see the appendix). The cyclops does not attack, nor does it interact with the characters. It is content to stand and drain magic from everything around it.





A - FORT ARGES

Half a mile from the monolith stands Fort Arges, a ruined Pressonian keep occupied by Blood of the Cyclopes, a militant faction devoted to toppling the monolith.

An Anorian gun mage named Dezecratia leads the Bloods. Dezecratia believes that if the Whistling Monolith falls, the cyclopes will migrate to the mainland, where their antimagic auras will cause havoc.

FORT ARGES GENERAL FEATURES

Unless stated otherwise, the fortress has the following features.

Architecture. A former Pressonian fortress, the fortress is built from rock quarried at the island’s mine (see the forthcoming adventure *Yazur Island: The Mine*). The outer walls are 10 feet of solid stone and brick; interior walls are 2–3 feet thick in most places. Many of the fortress’ ceilings were made from wooden planks, which are now crumbling, exposing the inside to the exterior. The ceilings are 15 feet high in all interior chambers and corridors.

Doors. Doors throughout the complex are made from yew planks hung on rusting iron hinges. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves’ tools to unlock; a successful DC 17 Strength check also breaks a door open. Otherwise, a door has AC 15, 18 hit points, and immunity to poison and psychic damage.

Illumination. Natural light illuminates the bailey during the day, while torches and braziers keep it

illuminated at night. The ground floor of the fortress uses torches and lamps around the clock.

Guards. Blood of the Cyclopes members populate the fortress. Sound carries far in the old ruins, making it easy for a guard or patrol person to sound the alarm. When this happens, all available guards arrive to investigate the disturbance. The tables below identify the locations of all of the fortresses’ guards.

KEYED LOCATIONS - GROUND FLOOR KEYED LOCATIONS

The map of Fort Arges’ ground floor on page 27 shows the location of areas A01 to A10, detailed below.

A01 - Northern Gatehouse

The northern gatehouse consists of two crumbling guard towers and a barbican. The portcullis is long since gone, replaced by a cheval de frise.

Encounter: Blood Guards. Bloods keep watch at the gate day and night. The quantity and types of guards depend on the level of the adventure, as shown in the table below.

Area A01 Encounter

Adventure Level	Encounter
1st	3 bandits
3rd	1 thug and 2 bandits
5th	1 veteran and 2 thugs
8th	3 veterans

A02 - Fallen Watchtower

The majority of the northwestern guard tower lies in ruins.

Encounter: Blood Guards. The Bloods keep a guard posted in the old watch tower to watch the holes in the walls and western entrance. The guard's stat block depends on the level of the adventure, as shown in the table below.

Area A02 Encounter

Adventure Level	Encounter
1st	1 bandit
3rd	1 thug
5th	1 veteran
8th	1 veteran

A03 - Courtyard

This wide-open area boasts a few stand-alone buildings and a trio of tents.

Encounter: Bloods and Weasels. This lower bailey sees much more use than the inner bailey (area A14). During the day, the Bloods carry out chores and train. They gather around the fire at night and keep an ear out for trespassers. The numbers and types of Bloods present here depend on the level of the adventure, as shown in the table below. Regardless of the adventure's level, three giant weasels linger in the yard. The Bloods use these creatures as beasts of burden.

Area A03 Encounter

Adventure Level	Encounter
1st	4 bandits and 3 giant weasels
3rd	2 thugs, 2 bandits, and 3 giant weasels
5th	2 veterans, 2 thugs, and 3 giant weasels
8th	4 veterans and 3 giant weasels

A04 - Forge

The Bloods use this old building as a workshop for leathermaking, carpentry, and fletching. A bowl of fresh fruit sits on one of the counters.

Trap: Buffet. The fortress has a rodent problem. To deal with this issue, the Bloods poison the fruit here. A creature that eats the fruit from the bowl must make a DC 11 Constitution saving throw. The creature takes 3d6 poison damage and is poisoned for 1 hour on a failed saving throw, or takes half as much damage and isn't poisoned on a successful one.

A05 - Stables

The old horse stables now serve as a location for the Bloods to store animal feed and basic supplies such as rope, blankets, lumber, nails, and other tools.

Encounter: Horkhudagh the Brasuga (Nighttime Only). Horkhudagh, an old brasuga (see the appendix) ally of Dezecratia, sleeps here at night. During the day, he keeps watch on the eastern wall (see area A20).

A06 - Northeast Gate

The shadowy northeast gate remains unguarded save for multiple chevaux de frise. The guards in the lower bailey (see area A03) keep a watchful eye on this part of the fortress.

A07 - Servant Quarters

The Bloods completely ignore the old servants' quarters. All that remains of this simple wooden building is rot and mold.

Treasure: Good Whiskey. Characters who search the floorboards of the old servant house and succeed on a DC 13 Intelligence (Investigation) check find a loose panel. A hidden compartment below the panel holds a bottle of expensive Pressonian whiskey. The bottle has an exchange value of 50 gp.

A08 - Barracks

The old fortress' old barracks continue to serve their original purpose, now as a place for the Bloods to rest and relax. There are eight bunk beds throughout this area. The Bloods store their meager possessions in bags at the foot of these beds. The barracks also include a pair of weapon racks with extra spears, short swords, and crossbows. Dezecratia's lieutenant, Croharis, keeps the room near the northwestern staircase (area 8b).

Encounter: Bloods. Unless encountered elsewhere, there are Bloods here. The number and types of Bloods depend on the level of the adventure, as shown in the table below. During the day, Croharis is



making plans at the barracks' center table. At night, he's asleep in his bed (**area 8b**). Croharis' stat block depends on the level of the adventure, as shown in the Croharis column.

Area A08 Encounter

Adventure Level	Bloods	Croharis
1st	8 bandits	Bandit captain
3rd	3 thugs and 5 bandits	Bandit captain with 100 hit points
5th	8 thugs	Gladiator
8th	3 veterans and 5 thugs	Gladiator with 165 hit points

Development: Scared Blood. One of the Bloods lies in a lower bunk, sweating profusely. If the characters get a chance to speak with the man, they learn that he is terribly afraid of the Whistling Monolith. Bloods willing to speak to the characters explain that the man walked too close to the Monolith. Those who get too close become affected by the Monolith's magic (see The Whistling Monolith Region General Features section on page 3 for details). The man can't leave the room, fearful that he will see the Monolith again.

Treasure: Gear. Each bunk bed has two bags at the base, each containing the contents of an explorer's pack.

Locked Door. The Bloods keep the door leading up to **area A17** locked to avoid the moldling there.

A09 - Storage

Seven stone pillars hold the 10-foot-high ceilings aloft.

The Pressonians once used this large room to hold the fort's provisions. Now, it acts as Dezeccratia's quarters and bed chambers. Her bed and a chest are at the north end of the room by the door. A suit of old Anorian armor stands in the corner. Two tables stand against the western wall. The first table she uses to maintain her pistol and rifles.

The other table she uses as a desk. There is a schematic of the suit of armor in **area 10** spread across the desk. Notes, written in Elvish, question the purpose of the suit, "How do I open it?" The books on her desk detail various scientific subjects such as chemistry and thermodynamics. There is also a book dedicated to enchantment magic; she has it bookmarked on a chapter describing the *antipathy/sympathy* spell. She circled the components for the spell, particularly "honey." In the margins, she wrote (in Elvish), "Is this why the cyclopes stay on the island?"

Encounter: Dezeccratia. Unless encountered elsewhere, Dezeccratia usually spends her time here. As an Anorian, she does not require much rest beyond a few hours of trancing each evening. Dezeccratia uses the **Anorian gun mage** stat block featured in the appendix.

Dezeccratia is obsessed with destroying the Whistling Monolith and will not let anyone stop her from reaching this goal. However, she is also patient and open to conversation. The Bloods respect her and follow her command without question.

Treasure: Dezeccratia's Goods. In addition to Dezeccratia's guns, there are a few other items of value in her chambers. She keeps a silver handaxe on the table with her guns. Plus, a crate under the table holds 100 rounds of ammunition for her rifle and another 100 for her pistol. A small leather pouch contains 10 silver bullets for her pistol.

The chest at the foot of her bed is locked (same stats as locked doors, see the Fort Arges General Features section). Inside, she keeps the contents of a dungeoneer's and scholar's pack minus the backpacks, rations, and water. There is also a leather pouch that contains 100 sp. These silver pieces have an exchange value of 1,000 gp on the island.

Finally, there are three gunpowder kegs stacked against the southern wall near her desk. Setting fire to one of these containers causes it to explode. Each creature within 10 feet of it must make a DC 12 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save or half as much damage on a successful one. Setting fire to an ounce of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Dezeccratia hopes to use this gunpowder (plus any more she can get her hands on) to topple the Whistling Monolith.

Adventure Hook: Finding Clues. Dezeccratia wants to learn as much as she can about the Whistling Monument and its purpose. If the characters earn her trust, she asks them to explore the ruins of Tageas north of the fortress. She offers any goods she and her faction have on hand up to a trade value of 10 gp. She warns that a dangerous creature lives near the ruined village's old graveyard, describing it as a horned beast with glowing red eyes. See the Ruins of Tageas on page 16 for more information.

A10 - Prison Cells

Dezeccratia keeps the door leading to the staircase in the northeastern corner locked at all times.

The castle's old dungeon now acts as storage for items gathered from the dig site (see the Dig Site on page 15).

Encounter: Meridian Remote Traveler. The central cell closest to Dezeccratia's chambers (**area A09**) holds the remains of a Merthian combat suit.

Made from metal from a distant plane of existence, the construct bears no rust. A character who

examines the suit and succeeds on a DC 20 Intelligence (Arcana) check discovers a way to open it. There is a **Merthian gray ooze** inside the suit (see the appendix), one of the psychic gray oozes of Merth 43 that came to Casar to destroy the dulons at the behest of the grirrix (see the History of The Whistling Monolith section on page 3 for details).

When the characters first encounter it, the ooze remains silent, relying on its False Appearance to look like thick oil. Once it better understands those who discovered it, it attempts to communicate telepathically, hoping to befriend the party. It wants the characters to remove it and its suit from the island so that it may recover from its defeat, promising great rewards. Ultimately, it wishes to destroy the Whistling Monolith, freeing all of its brethren from their earthen graves.

Dezecatia is unaware of a way to open the suit and will become very interested in the ooze inside. If it does not establish contact with one of the characters, it speaks to Dezecatia and convinces her to remove it from the island. Dezecatia, viewing the ooze as a common ally, will inevitably help it escape.

Treasure: Provisions. As the safest part of the castle, Dezecatia keeps the Bloods' provisions here. There is enough food and water to support 25 peo-

ple for one month. Poison traps similar to the ones detailed in **area A04** keep the rats away.

KEYED LOCATIONS - FIRST FLOOR KEYED LOCATIONS

The map of Fort Arges' first floor on page 28 shows the location of **areas A11 to A21**, detailed below.

A11 - Fallen Watchtower

The upper part of **area A02's** watch tower is here. The floors above it are long gone, with only hunks of stone and bits of debris remaining.

Trap: Crumbling Architecture. Although the Bloods try to keep guards watching the eastern flank, they don't always have the people to do it. Therefore, they devised a trap. If a creature weighing more than 50 pounds walks through the area, the floor collapses. A target falls 15 feet to the level below, taking 1d6 bludgeoning damage from the fall and landing prone in **area A02**.

In the adventure's 3rd-, 5th-, and 8th-level versions, additional rubble topples onto the target. After falling, the target must make a DC 12 Dexterity saving throw. The target takes the full amount of bludgeoning damage listed on the table below on a failed saving throw or half as much damage on a successful one.



Area A11 Falling Debris Damage

Adventure Level	Bludgeoning Damage
1st	—
3rd	1d6
5th	3d6
8th	5d6

Spotting the trap in advance requires a successful DC 15 Wisdom (Perception) check. The characters can't disarm the trap, only avoid it.

A12 - Northeastern Rampart

This stone rampart offers a clear view of the fort's northern and eastern sides.

Encounter: Blood Guards. Bloods keep watch on the ramparts day and night. The quantity and types of guards depend on the level of the adventure, as shown in the table below.

Area A12 Encounter

Adventure Level	Encounter
1st	2 bandits
3rd	1 bandit and 1 thug
5th	1 veteran and 1 thug
8th	2 veterans

A13 - Southwestern Rampart

The rampart over the inner bailey offers a clear view of the fort's southern and eastern sides.

Encounter: Halcón (Daytime Only). During the day, the Bloods post a lone guard here, an awakened hawk named Halcón. Halcón uses his keen sight to watch for anyone approaching from the south. When the sun sets, he joins Dezecratia in her quarters.

Halcón uses the **hawk** stat block, except his Intelligence and Charisma scores are 10, and he can speak Common and Elvish. Since Halcón was awakened through transmutation magic off the island, the antimagic fields do not affect him.

A14 - Inner Bailey

A crumbling flight of steps connects the lower courtyard with the inner bailey. Short-staffed, the Bloods mostly avoid this area. Dezecratia sometimes comes here during cold evenings to thank her patron, Vapul, the demonic god of ice and death.

A15 - Great Hall

The old great hall is a shadow of its former self. The doors connecting this area to the inner bailey were removed and discarded. Even the old throne is gone; scrapes in the stonework are the only clues it once stood at the hall's east end.

Trap: Spears. There is a gaping hole in the wall at the sound end of the great hall. Spears spring out if

a creature weighing more than 50 pounds attempts to climb through the hole and enter the great hall. The target must make a DC 13 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed saving throw or half as much damage on a successful one. If the target's hit points are reduced by half or more from this trap, the target loses their grip and falls, taking an additional 1d6 bludgeoning damage from the fall and landing prone outside of the castle.

Spotting the trap in advance requires a successful DC 13 Wisdom (Perception) check. A successful DC 13 Dexterity check using proficiency in thieves' tools disarms the trap.

A16 - Northwestern Tower

Dezecratia keeps the door to this empty tower locked. A character that examines the door before opening it notices words carved in Elvish that read, "Make haste."

The stairs here lead down to her section of the fortress, areas A09 and A10.

Hazard: Forge Mold. Forge mold, a rare fungus, grows on the room's ceiling in a 10-foot square near the door. The mold lies dormant until any ferrous metal comes within 10 feet of it. When this happens, the mold ejects a cloud of spores that fills a 10-foot cube originating from the mold. The spores corrode nonmagical ferrous metal objects in the area. If the object isn't being worn or carried, it destroys a 1-foot cube of it. If the object is being worn or carried by a creature in the area, the creature can make a DC 11 Dexterity saving throw to avoid the spores. Once the mold releases its spores, it can't do so again for 24 hours.

If the object ruined by the spores is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a $+0$ bonus is destroyed. If the object touched is a held metal weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5 , the weapon is destroyed. Nonmagical ammunition made of metal is automatically destroyed.

Any amount of cold damage instantly destroys one patch of forge mold.

Dezecratia knows about the pollen and makes sure never to linger too long in this chamber lest it ruins her firearms.

A17 - Southwestern Tower

The door to this tower is stuck shut, requiring a successful DC 15 Strength check to pull open.

Other than dust and cobwebs, the room appears to be empty.

Treasure: Hidden Sword. A character who searches the stairs and succeeds on a DC 10 Intelligence (Investigation) check finds an old Pressonian short sword under the steps. The sword is coated in silver.

A18 - Servant's Entrance

This small landing offers a way down to the barracks (area A08). The tattered remains of old tapestries thick with black mold cover the floor.

Encounter: Moldling. A moldling (see the appendix) lurks under the pile of old tapestries. When a living creature enters the room, it possesses the rotting tapestries, effectively turning them into a **rug of smothering** without the Antimagic Susceptibility trait. When the rug of smothering drops to 0 hit points, the moldling removes itself from the tapestries and attempts to possess one of the characters' weapons or items.

Treasure: Steel Shield. A steel shield hides within the pile of ruined tapestries. It belonged to a Blood before the moldling possessed it and attacked. This shield has an exchange value of 50 gp.

A19 - Northeastern Tower

This old tower reeks of filth.

Encounter: Rats. Swarms of rats occupy this unoccupied section of the fortress. The number of rat swarms depends on the level of the adventure, as shown in the table below.

Area A19 Encounter

Adventure Level	Encounter
1st	1 swarm of rats
3rd	2 swarm of rats
5th	4 swarms of rats
8th	4 swarms of diseased rats

A20 - Staircase

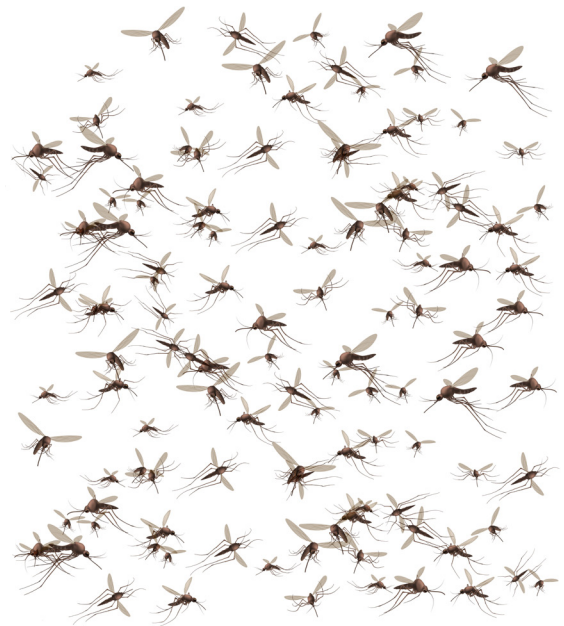
This staircase leads up to the war rooms and libraries on the second floor (area A20a). The roof and most of the eastern wall are gone, exposing it to the elements.

Encounter: Horkhudagh the Brasuga (Daytime Only). Horkhudagh, an old **brasuga** (see the appendix) ally of Dezecratia, keeps watch on this side of the castle during the day. Too large to fit through the doors, Horkhudagh climbs up the side of the eastern wall and sits on the lowest level. A loud fellow, Horkhudagh shouts for the rest of the Bloods whenever he spots someone approaching the fortress. Horkhudagh prefers diplomacy over combat but isn't afraid to fight if pressed. If he feels that he can't easily win a fight (likely against a party of 5th level or higher), he surrenders or performs a tactical retreat. At night, Horkhudagh takes shelter in area A05.

A21 - Southeastern Tower

The Bloods avoid this ruined tower.

Encounter: Insects. Swarms of insects occupy this unoccupied section of the fortress. The number of rat swarms depends on the level of the adventure, as shown in the table below.



Area A21 Encounter

Adventure Level	Encounter
1st	1 swarm of insects
3rd	2 swarms of insects
5th	4 swarms of insects
8th	4 swarms of insects

KEYED LOCATIONS - SECOND FLOOR KEYED LOCATIONS

The map of Fort Arges' second floor on page 29 shows the location of areas A22 to A27, detailed below.

A22 - Landing

The staircase at the north side of the great hall (area A15) leads here to this landing. A hole in the wall offers a clear view of the lower bailey.

Encounter: Unlucky Guard. Bloods who make mistakes or get on Croharis' bad side must stand guard in this section of the fortress, watching the northern front. Regardless of the adventure's level, there is one Blood (use the **bandit** stat block) here.

Treasure: Silver Dagger. In case a werewolf ever decides to attack the fortress, the Blood guard carries a silver dagger.

A23 - Library

A few moldy, torn-out pages and brackets on the walls are all that remain of this old war library. A large hole in the floor divides this room from area 24.

Hazard: Silverfish. A character who searches the area discovers a discarded book titled "The Secrets of Lycanthropes" on the floor. When the book is opened, silverfish spill out onto the character. While the silverfish won't hurt the character, there is a chance that the experience freaks them out enough to send them reeling through the nearby hole in the floor. The character must make a DC 5 Wisdom

saving throw. Rangers and druids automatically succeed on this saving throw. On a failed saving throw, the target moves backward 10 feet towards the hole in the floor. The target must succeed on a DC 10 Dexterity saving throw or fall into the hole. The character plummets into the great hall (**area A15**) and takes 1d6 bludgeoning damage from the fall and lands prone.

A24 - Commander's Quarters

Although the walls are gone, this section of the second floor's central area once served as the commander's headquarters. A large hole in the floor divides this room from **area A23**.

Hazard: Weak Floor. The entire floor of this room has been weakened by water damage. Each time a creature weighing 50 pounds or more passes through this area, roll a d6. Add +1 to the result for every additional creature in the area. On a result of 6 or higher, the floor collapses. Each creature in the room falls into **area A18**, taking 1d6 bludgeoning damage from the fall and landing prone.

A25 - Library

Like the library in **area A23**, very little remains of this library other than rotting paper and brackets on the walls.

Hazard: Bat Guano. Great heaps of bat guano left by the bats in **area A26** cover the floors here. Each time a creature moves through this area, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

A26 - Northwestern Tower

The Bloods keep the door to this room locked. Supernatural cold emanates from the door, coasting it in frost.

The room is empty except for a bulbous, steel helmet lying in the southwestern corner of the room.

Encounter: Commander Lygdamis. The fortress's deceased commander, Lygdamis, haunts this old tower. Obsessed with learning more about the tower, the spectral Pressonian paces back and forth, mumbling to himself. When a living creature enters the tower, he flies into a rage and attacks. Lygdamis' stat block depends on the level of the adventure, as shown in the table below. Lygdamis won't leave this room.

Area A26 Encounter

Adventure Level	Lygdamis
1st	Specter
3rd	Ghost
5th	Wraith
8th	Wraith

Treasure: Lygdamis' Helmet. During his tenure as commander of Arges, Lygdamis had his researchers

craft a helmet that would allow him to approach the Whistling Monolith without issue. This bulbous helmet is steel on the outside and padded on the inside. A visor allows its wearer to dull their sense of smell and vision. While wearing this helmet, a target has disadvantage on Wisdom (Perception) checks. Additionally, the wearer has advantage on saving throws against the monolith's antipathy effects (see The Whistling Monolith Region General Features section on page 3 for details) so long as they continue to wear the helmet.

A27 - Southwestern Tower

This room reeks of bat guano.

Hazard: Bat Guano. Great heaps of bat guano left by the bats in this area cover the floors here. Each time a creature moves through this area, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

Encounter: Swarms of Bats. Bats cling to the ceiling of this dark chamber. Easily disturbed, the bats attack any creature that enters this area. The number of swarms present depends on the adventure's level, as shown in the table below.

Area A27 Encounter

Adventure Level	Encounter
1st	1 swarm of bats
3rd	2 swarms of bats
5th	4 swarms of bats
8th	4 swarms of bats

A28 - Roof

The map of Fort Arges' roof is on page 30. Despite a few creaky boards and some loose tiles, the roof is relatively safe to walk around upon. Furthermore, the Bloods don't keep watch over it, so if the characters are quiet, they might use the roof to sneak into other parts of the fortress undetected.

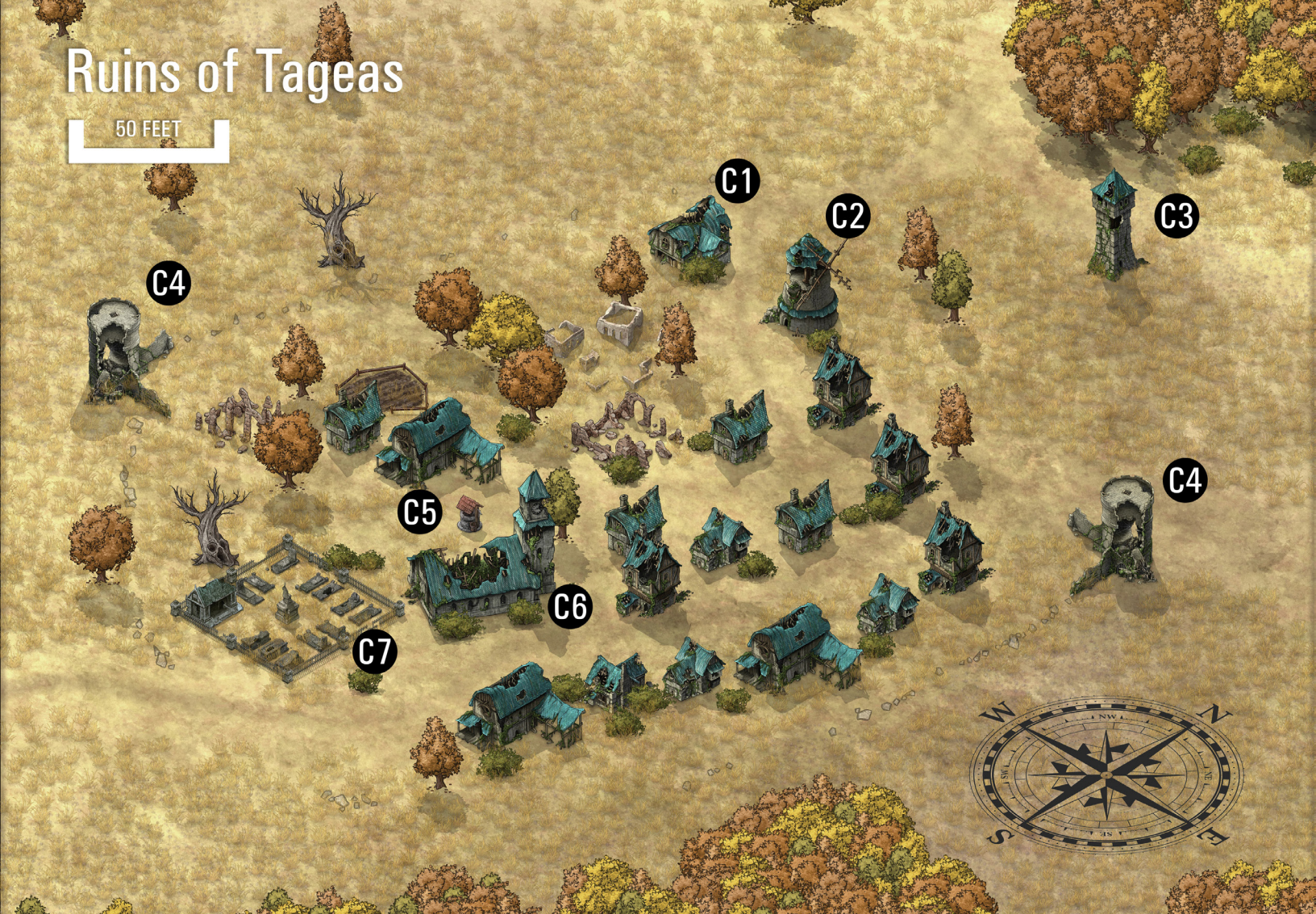
B - DIG SITE

When Dezecratia and her crew first arrived at Fort Arges, they explored the surrounding area. They discovered a half-buried mechanical humanoid approximately 700 feet northeast of Fort Arges. At first, they suspected that the construct was a Dinzer remote traveler or shield guardian. Upon closer inspection, they found that the construct contained a living creature—a gray ooze. Dezecratia commanded the other Bloods to bring the suit back to their fortress, where she could study it.

Hoping to find more relics like the ooze's construct suit, the Blood of the Cyclopes continues to excavate the area. During the day, 1d4 + 1 Bloods are present (use the **bandit** stat block), digging in the earth for more clues. So far, they haven't found any.

Ruins of Tageas

50 FEET



C - RUINS OF TAGEAS

Tageas was one of the three villages that once supported Fort Arges. While little remains of the other two villages, some of Tageas' structures still stand.

GENERAL FEATURES

In addition to the general features of the Whistling Monolith region, Tageas has the following features.

Ruins

All of the buildings in Tageas are in complete ruins. A character familiar with The Summer Land or one who succeeds on a DC 10 Intelligence (Investigation) check recognizes the ruins as being Pressonian architecture.

Searching Buildings

When the characters search the ruins of any of the buildings not listed on the keyed locations table below, they must spend 30 minutes searching. Roll a d100 and consult the Ruin Interior table to see what the building contains, if anything.

Whispers

The first time the characters enter the village, the character with the highest Intelligence score starts

to hear strange whispers. No matter how hard they listen, they can't make out what the whispers say. If the character succeeds on a DC 15 Wisdom (Perception) check to pinpoint the location of the whispers, they realize that the whispers are only in their mind.

Every 1d4 hours, the whispers return, the same as before.

Eventually, the characters learn that the whispers are telepathic messages sent from the Merthian psychic gray oozes trapped in Omso and Osmo's lab (see area C2 for details).

Ruin Interior

d100	Ruin Contents
01–40	—
41–45	Clue discovery
46–50	Collapsing floor (and roll again)
51–60	Moldlings
61–66	Green slime (and roll again)
66–70	Nest
76–85	Treasure
86–00	Undead

Clue Discovery. The characters discover a clue related to the mystery of the Whistling Monolith. Each clue the characters discover grants them a +1 bonus to Intelligence (Arcana) checks related to understanding the Monolith.

Collapsing Floor. As the characters explore this building, choose one character at random—or the one with the lowest passive Wisdom (Perception) score—to make a DC 12 Dexterity saving throw. On a failure, the floor collapses, and the character falls 20 feet into a lower level, taking 7 (2d6) bludgeoning damage from the fall. Roll again on the Ruin Interior table to see if there’s anything interesting in the lower level.

Green Slime. Green slime coats the ruins’ walls, ceilings, or floors. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below. Roll again on the Ruin Interior table to see if there’s anything interesting in the rest of the ruins.

A creature that touches green slime takes 1d6 acid damage at the start of each of its turns until the slime is scraped away or destroyed. A creature can use its action to scrape away the slime; any wood or metal tool or weapon used to remove the slime is destroyed. It does not harm stone. Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a patch of green slime.

Choose a random character—or the one with the lowest passive Wisdom (Perception) score. The character must succeed on a DC 11 Dexterity saving throw to avoid the slime.

Moldlings. The black mold covering the inside of this interior is more than meets the eye; the mold forms into 1d3 moldlings (see the appendix). The moldlings possess Small broken furniture and attack the characters.

Nest. Vermin have made a nest in the building. Roll a d6 and consult the Nest Occupants table to determine the nest’s inhabitants.

Nest Occupants

d6	Creatures
1–2	1d6 swarms of insects
3–4	1d6 swarms of bats
5–6	1d2 swarms of poisonous snakes

Treasure. The ruin contains 1d6 Pressonian art objects (jade statues of the four generals, silver rings, painted pottery, crystal vases, and so forth). Each art object has an exchange value of 5 gp.

Undead. Some of Brother Vitris’ (see the C7 for details) mindless test subjects roam free in these

ruins. Roll a d6 and consult the Undead Occupants table to determine the undead that the characters encounter.

Undead Encounter

d6	Creatures
1–2	1d4 skeletons
3–4	1d2 skeletal warhorses
5–6	1d4 zombies

KEYED LOCATIONS

The following locations are keyed to the map of the Ruins of Tageas on page 16.

C1 - The Rabid Lamb Inn

This tavern, once the heart of the village, now lies destroyed. Tall yellow grass and purple asters grow around it. Characters who explore the inn find a few interesting things inside:

- ▶ A massive mosaic covers the floor of the tavern room. A character who spends a few minutes looking at the mosaic and succeeds on a DC 12 Intelligence (Investigation) check realizes that someone has been slowly reassembling it.
- ▶ Shattered bones lie strewn across the inn’s hallway.
- ▶ A character who searches behind the bar and succeeds on a DC 13 Intelligence (Investigation) check discovers a bottle of Castlegraspian wine in a sealed crate. The wine is still in good condition; it has a trade value of 50 gp.
- ▶ A small pile of debris contains shattered pottery. One larger piece depicts a small child giving an aster to one of the island’s cyclopes.

Encounter: Poisonous Snakes. A nest of poisonous snakes makes its home in the tavern. The first time one of the characters searches the area, the snakes attack. The number of snakes depends on the level of the adventure, as shown in the table below.

Area C1 Encounter

Adventure Level	Encounter
1st	8 poisonous snakes
3rd	2 swarms of poisonous snakes
5th	4 swarms of poisonous snakes
8th	4 swarms of poisonous snakes

C2 - The Windmill

The town’s old windmill stands at the northeastern corner of the village. Characters who examine the area around and succeed on a DC 12 Wisdom (Perception or Survival) check spot numerous tracks leading to and from the windmill.

The door to the windmill itself is barred from the inside. A successful DC 20 Strength check breaks

the door open. Otherwise, the door has AC 16, 25 hit points, and immunity to poison and psychic damage.

The windmill's ground floor and upper levels are unoccupied and not in service.

Trapped Trapdoor. Tracks in the dust lead across the room to an old workbench. There is a wooden music box on top of the bench. As a character approaches the box, it opens by itself and begins to play a sweet melody. Any character with levels in bard or proficiency with musical instruments instantly recognizes it as an old tune from the Knotside region.

A character who attempts to move the table or the music box triggers a trap; a large stone mallet swings down from the ceiling. The mallet attacks the triggering character with a +6 attack bonus, dealing 7 (2d6) bludgeoning damage on a hit. Spotting the trap in advance requires a successful DC 15 Intelligence (Investigation) check, and a successful DC 15 Dexterity check using proficiency in thieves' tools disarms it.

The trap guards a trapdoor under the table that leads down to the secret alchemy lab below the windmill.

Osmo and Omso's Lab. A cluttered laboratory with mechanical devices hides beneath the windmill. Despite the lack of magic, electric lights in the ceiling illuminate the room. Glass vials of chemicals, delicate tools, thick textbooks, blueprints for unusual devices, and other oddities crowd the surfaces of the dozens of mismatched tables crowding the

walls. There are also two small beds, one well-made, the other a mess.

A strange suit of human-sized armor is on top of a long table at the center of the room. This suit is one of the Merthian combat suits described on page 7 and featured in the appendix. Unlike other suits of armor the characters might have discovered, this suit's chest cavity is wide open.

Encounter: Omso and Osmo. Omso and Osmo (no relation) are a pair of gnomes that live and work in the laboratory. Unless the characters enter the laboratory stealthily, the pair hide among the tables with their firearms ready. Both gnomes use the **gnome artificer** stat block in the appendix.

The pair don't want to fight, but they don't want the characters snooping around in their laboratory, either. If either one takes damage, the pair surrenders immediately, begging that the characters spare their lives.

Among the first prisoners on Yazur Island, the two gnomes have lived together under the lab for nearly 100 years. They share a wealth of knowledge about the island, some of which they're willing to trade.

- ▶ The gnomes know or suspect most of the information detailed in the History of the Whistling Monolith section on page 3.
- ▶ The gnomes know how to open the Merthian combat suit suits. They've collected three such suits so far and hope to find more.
- ▶ They know that destroying the Monolith is impossible; Dezecratia is wasting her time. However,



they suspect that there is a way to turn the Monolith off from the inside.

- ▶ The pair offers detailed directions on how to get into the Monolith's lower levels. They warn that a wall of purple crystal prevents anyone from exploring the lower levels further. Omso theorizes that there are four keys in the shape of ruby tablets that remove the crystal when inserted into the slots near it.

Tools and Inventions. Countless practical inventions fill the laboratory. Thanks to the gnomes' knowledge of science, none of these inventions require magic.

- ▶ There are three Anorian long rifles (two of which the gnomes use). An Anorian long rifle has a trade value of 1,000 gp and weighs 8 pounds. It has a range of 80/240 feet and deals piercing damage equal to 2d10 plus the user's Dexterity modifier. It also has the two-handed property and must be reloaded after two shots, requiring a user to spend their action or bonus action to do so. There are a total of 25 rounds of ammunition in the lab.
- ▶ There are enough components and tools here to make the following tool sets: alchemist's supplies (x3), carpenter's tools, cartographer's tools, leatherworker's tools, navigator's tools, smith's tools, tinker's tools (x2), and woodcarver's tools.
- ▶ There are six vials of alchemist's fire kept in a locked box (DC 13 Dexterity check using proficiency in thieves' tools to unlock).
- ▶ The gnomes keep four gunpowder barrels similar to the ones described in **area A09** in a small closet.

The Apparatus. The gnomes' prize possession is an item that appears to be a Large, sealed iron barrel weighing 500 pounds. The characters can find a hidden catch on the barrel with a successful DC 15 Intelligence (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. There are ten levers inside, each in a neutral position, able to move either up or down. When specific levers are used, the apparatus transforms to resemble a bumble bee.

This apparatus is a Large object with the following statistics:

Armor Class: 18

Hit Points: 150

Speed: 20 ft., fly 30 ft. (hover) (or 0 ft. for both if the legs and wings aren't extended)

Damage Immunities: poison, psychic

To be used as a vehicle, the apparatus requires one pilot. The pilot must insert a key into the system for its engine to start; alternatively, a creature can use its action to make a DC 20 Intelligence check using thieves' tools to hot-wire the mechanical device.

A creature in the compartment can use an action to move as many as two of the apparatus's levers

up or down. After each use, a lever goes back to its neutral position. Each lever, from left to right, functions as shown in the Apparatus Levers table.

Apparatus Levers

Lever	Up	Down
1	Legs extend, allowing the apparatus to walk.	Legs retract, reducing the apparatus' walking speed to 0 and making it unable to benefit from bonuses to speed.
2	Forward window shutter opens.	Forward window shutter closes.
3	Side window shutters open (two per side).	Side window shutters close (two per side).
4	Two wings extend from the top of the apparatus.	Two wings retract.
5	The apparatus walks forward.	The apparatus walks backward.
6	The apparatus turns 90 degrees to the left.	The apparatus turns 90 degrees to the right.
7	Eyelike fixtures emit bright light in a 30-foot radius and dim light for an additional 30 feet.	The lights turn off.
8	The apparatus lowers as much as 30 feet through the air.	The apparatus rises up to 30 feet into the air.
9	The apparatus flies forward.	The apparatus flies backward.
10	The rear hatch unseals and opens.	The rear hatch closes and seals.

Adventure Hook: Get the Doohickey. The apparatus is not complete and needs a missing mechanical "doohickey" (the gnomes' official term for the part) to function correctly. The gnomes theorize that the part could be found among the old deadrunner rigs in the Cemetery of Steel, but the gremlins there make it impossible for them to go alone. The gnomes offer to help the characters escape the island if they go to the Cemetery of Steel and recover the doohickey.

Development: The Gnomes' Dark Secrets. Omso and Osmo are neutral evil creatures who will use whatever means possible to complete their goals. Two clues in their laboratory point to their true nature.

The gnomes use internal combustion engines to run the lights in their laboratory and the apparatus.

These engines use the Merthian gray oozes as fuel. Their regenerative nature allows the gnomes to burn their bodies repeatedly to create a never-ending supply of energy. But the devices torture the Merthians; they are the source of the whispers heard throughout the village. Once a character affected by the whispers comes within 5 feet of the apparatus or the generator that runs the lights in the lab, they hear the Merthians' telepathic messages clearly, "Help me. They're torturing me." Removing a psychic gray ooze from an engine requires a successful DC 18 Intelligence check using tinkers' tools. The gnomes refuse to free the oozes, believing (correctly) that the oozes are evil, unnatural creatures who only wish to escape the island and harm the du-lon-created races.

In addition to the tortured Merthians, Omso keeps a large, bloodied sack under his bed. There is a rotting, bovine head in the sack. Once removed, the head's eyes spring open, and it moans, gasping. The head is Sister Neomas, Brother Vitris' companion (see **area C7** for details). Neomas warns the characters (in Abyssal) that the gnomes are evil creatures who only wish to use them to get what they want. She says that the gnomes have no intention of helping the characters leave the island. If the characters confront the gnomes about Sister Neomas, they explain that Neomas is an evil abomination who constantly lies.

If the gnomes feel that they can't trust the characters, they try to find a way to ambush and kill the characters.

C3 - Tower of Ascanius

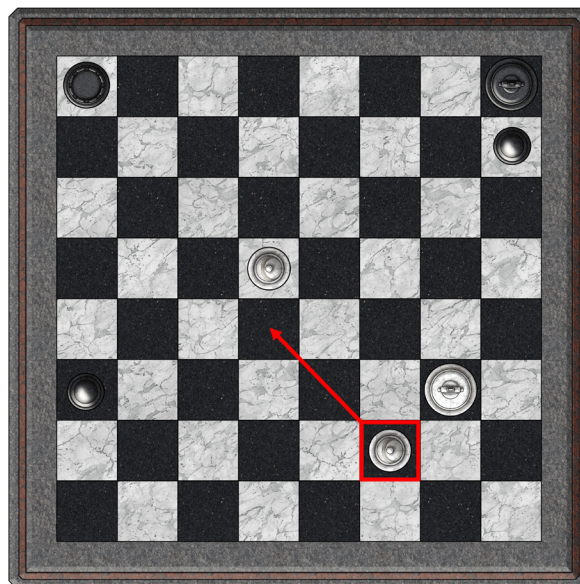
This tall, square-base tower tilts at an extreme angle. Most of the conical roof is gone, lying in ruins at the tower's base. Singe marks on the timbers reveal that it may have once been struck by lightning.

The tower's front door is missing, revealing the first floor's open floor plan. A rotting, wooden spiral staircase winds its way around the tower's interior circumference.

Nothing is interesting beyond a few insects and bats on the upper levels.

The Chessboard. The entire first floor is devoted to a vast chessboard measuring 20 feet on a side. There are still pieces on the board, arranged in a way to suggest there is a game in progress. Pieces removed from the game stand on the sidelines. The pieces range in size from 1-foot (pawns) to 3-feet tall (queens) and appear to be made of solid wood (maple for white, padauk for black). Besides a bit of mold and rotting leaves, the board and pieces are mostly in excellent condition. A character who inspects the white king discovers a phrase scrawled into the wood surface that reads, "YOUR TURN."

If the players suspect that the pieces have some sort of meeting, show the characters the player's handout of the chessboard from the appendix. The



chessboard is actually a puzzle. If the pieces are moved into their correct positions, a hidden panel at F1 on the chessboard opens, revealing a compartment. There is a ruby tablet covered in alien runes within. This tablet is one of the four keys needed to remove the crystal wall in **area F1**.

Any time a character picks up any piece on the board, spectral guardians rise from the other pieces and attack until the characters return the piece to its original location or solve the puzzle (see below). Once they solve the puzzle, the undead guardians vanish. The nature of this encounter depends on the level of the adventure, as shown in the table below. The guardians always act on initiative count 5, giving the characters ample time to solve the puzzle, destroy them, or return the piece. The undead won't leave the building.

Chessboard Guardians

Adventure Level	Encounter
1st	5 shadows
3rd	5 specters
5th	5 wraiths
8th	5 wraiths

To solve the puzzle, a character must move the white bishop at F2 to the unoccupied square at D4, effectively placing the black king into checkmate.

C4 - Ruined Watchtower

Two old Pressonian watchtowers flank the village. There is nothing of interest in either tower.

C5 - Village Well

The village's old water well stands between the Temple of Thinir, the graveyard, and the northwesternmost homesteads.

Encounter: Bone Tentacle. A character who comes within 5 feet of the well alerts the undead creature

lurking inside. The thing resembles a massive tentacle made from random animal and humanoid bones. See the appendix for the **bone tentacle's** stats.

Brother Vitris (see **area C7**) created the tentacle during one of his old experiments. The gnomes in **area C2** know to avoid the well.

C6 - Temple of Thinir

Little remains of these crumbling Pressonian ruins. A character who examines the ruins and succeeds on a DC 13 Intelligence (History or Religion) check knows that this was a temple dedicated to the Pressonian god, Thinir the Autumn, one of the Four Generals. Once every 24 hours, a character who worships Thinir gains inspiration when they pray at this site.

C7 - Graveyard

Fiercely overgrown with grass and purple asters, the field behind the ruined temple of Thinir served as Tageas' graveyard. Tall, thin stone monuments mark the graves of the interred. These graves belonged to the Pressonian people who lived here before the island became a prison.

Encounter: Brother Virtris. The first time the characters come within 100 feet of the overgrown graveyard, the character with the highest passive Wisdom (Perception) score notices something moving near one of the crumbling mausoleums. Before they can act, the figure disappears.

If they investigate, they discover that the stone door to the mausoleum is unlocked and slightly ajar.

Inside, the characters discover a horrific creature resembling a rotting bovine-humanoid with glowing red eyes. Two animated skeletons stand on either side of it. While on the defense, the beast does not immediately attack the characters. It only speaks Abyssal, revealing that its name is Brother Virtris. Brother Virtris uses the **minotaur wight** stat block from the appendix. The island's antimagic field does not affect his ability to cast necromancy spells.

Roleplaying Brother Virtris. Brother Virtris was a minotaur necromancer imprisoned on the island fifty years ago. He came here with his companion, Sister Neomas. Turned away from the island's other prisoner settlements, they two hid among the Ruins of Tageas. Initially, they were friendly with the two gnomes living at the mill (see **area C2**).

During their early days on the island, the two minotaurs discovered that some of their necromancy spells still worked. The minotaurs and gnomes experimented to find the reason for this bizarre exception. Sadly, Neomas contracted a disease from a rat bite and died. Distraught by the loss of his companion, Vitris refused to continue the experiments. The gnomes, angered by Vitris' decision, murdered the minotaur and sealed his corpse in the mausoleum. But something within Vitris stirred, and the minotaur returned to life as a wight-like creature. Shortly after Vitris became undead, Neomas returned, too. The undead minotaurs assaulted the gnomes but were turned back by the gnomes' silvered weapons. They captured Neomas and removed her head, storing it under one of their beds. Now, they use her head as





a bargaining chip, threatening to completely destroy it if Vitris or any of Vitris' undead servants come near the windmill.

Adventure Hook: Save Neomas. Vitris burns with an intense hatred for the gnomes. He begs the characters to intervene and rescue Neomas, going as far as to offer some of the secrets to his necromantic power. He won't join the characters in their fight, fearing that the gnomes will destroy Neomas if he goes along with them.

Treasure: Virtris' Journal. Virtris still has his old journal documenting necromancy experiments made when he was still alive. The journal is hidden in the mausoleum's stone wall. If the characters help Vitris recover Neomas' head or kill the gnomes, he gives the journal to them willingly. If the characters destroy Vitris, they can find the journal with a successful DC 16 Intelligence (Investigation) check.

Only a creature capable of casting at least one necromancy spell can read the book. If a character spends 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, the character can cast necromancy cantrips or spells of 1st level or lower despite the island's antimagic field.

D - WRECK OF THE ZION

A massive airborne vehicle's remains lie amid the tall, yellow grass and asters. The word "Zion" is written across the side of its gondola in gold. A character who examines the wreckage and succeeds on a DC 15 Intelligence (History) check realizes that

the Zion was a Dinzer blimp transporting goods from Odonburg to Murktown. Attempting to avoid a storm, it steered off course over the Tyrant's Riddle. Unfortunately, the ship was caught in Yazur's antimagic field, which sent it careening into the landscape. Half the crew and passengers died in the crash. The survivors managed to escape the island, but just barely.

It is beyond repair.

Treasure: The Oracle's Crystal Ball. The Oracle of Brundeï buried her crystal ball deep in the ground near the wreckage. If the characters spoke with the oracle and she gave them directions to the artifact, they know to search for a large, flat piece of obsidian approximately 50 paces north of the ruined blimp. It takes an hour for one creature to dig the 6-foot hole into the earth to find the crystal ball—each additional creature assisting cuts this time in half, to a minimum of 15 minutes. The diggers discover a rotting box within which the oracle stored her crystal ball. See the adventure pack *Yazur Island: The Star Menhirs* for details on the oracle and the crystal ball.

E - YAWNING YOVE

An ancient oak tree grows out of the field 300 feet north of the monolith. Here, the dryad lanthe (they/ them) makes their home; they claim that the tree is named Yawning Yove, and the tree is their father. Lanthe and their six worg offspring protect the monolith. Unless already encountered elsewhere, the dryad and the six worgs gather here.

Roleplaying lanthe. lanthe despises humanoids and makes their disgust evident to the characters. The dryad remains neutral so long as the characters prove that they do not harm the Monolith or the island's creatures. If the characters try to fight lanthe, the dryad commands their worg children to attack. If the characters want to gain lanthe's trust, they offer that the characters altogether remove the Blood of the Cyclopes from Fort Arges. lanthe knows that Dezecratia wants to destroy the Monolith, but the dryad and their offspring are not strong enough to thwart them. If the characters successfully defeat the Bloods and Dezecratia and return with proof, lanthe shares the Monolith's true purpose; the dryad reveals the information detailed in the History of the Whistling Monolith section on page 3.

F - THE WHISTLING MONOLITH

The Whistling Monolith is an 850-foot-tall pillar of purple stone. It stands amid a field of tall, golden grass and purple asters. A 5-foot-wide hole in the ground beside the monolith leads to a series of passages below the structure. Finding the hole requires a successful DC 15 Intelligence (Investigation) check.

These underground passages offer some clues to the monolith's purpose. However, the creators rigged the structure with multiple locked portals and deadly traps. Without the aid of magic, no one can get much farther than the entry passage.

GENERAL FEATURES

In addition to the features typical for the Whistling Monolith region, the caverns below the Whistling Monolith have the following features.

Antipathy/Sympathy

The monolith constantly emits an *antipathy/sympathy* effect across the entire island. Outside of the monolith, this only affects the cyclopes. The sympathy effect keeps them tied to the island. Closer to the monolith, however, it affects creatures the opposite way. When a creature comes within 60 feet of the monolith, the creature must succeed on a DC 20 Wisdom saving throw or become frightened. A creature wearing Lygadis Helmet (see **area A26**) makes this check with advantage. The creature remains frightened while it can see the monolith or is within 60 feet of it. While frightened by the monolith, the creature must use its movement to move to the nearest safe spot from which it can't see the monolith. If the creature moves more than 60 feet from the monolith and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the monolith or moves within 60 feet of it.

If an affected creature ends its turn while not within 60 feet of the monolith or able to see it, the creature makes a DC 20 Wisdom saving throw. On a successful save, the creature is no longer affected by the antipathy effect and recognizes the feeling



of repugnance as magical (despite the absence of magic on the island). In addition, a creature affected by the spell is allowed another Wisdom saving throw every 24 hours while the effect persists.

A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again. lanthe, lanthe's worgs, and the bees that populate the area are immune to the Antipathy effect.

The only way to permanently end the effect is to power down the monolith from the control panel in **area F5**.

Guards

Unless the characters already defeated the worgs and lanthe, the **dryad** and their six **worgs** cut the characters off before they enter the caverns below the monolith. The dryad refuses to let anyone into those caverns, even if the characters managed to befriend lanthe. lanthe and their worgs fight to the death defending the monolith.

Illumination

Dull, purple light emanates from the sjelestein walls of the caverns, casting dim light throughout the entire complex.

Limited Magic

The antimagic fields generated by the Yazurian cyclopes weaken below the monolith. While in the caverns, spellcasters can cast spells of 3rd level or lower. Natural magical features and attacks, such as a basilisk's Petrifying Gaze, also work under the monolith. Except for artifacts, magic items still do not function correctly under the monolith.

Sjelestein Caverns

The dulons carved the Whistling Monolith and the complex below it from a single, immense lump of sjelestein, the power stone of enchantment. Cavern walls are tall enough to support the monolith's creators, up to 15 feet high at some points. Sjelestein is entirely indestructible without the aid of magic.

KEYED LOCATIONS

The map of the Whistling Monolith on page 6 shows the relative locations of each of the following areas.

F1 - Entry Passage

The hole leading into the passages below the monolith descends 30 feet into an expansive cavern.

Hordes of bees swarm in and out of the hole. These insects make their homes in the cracks of the sjelestein walls. Sticky honey glistens in the light. The bees, honeycombs, and honey make an area of difficult terrain throughout this area.

Hazard: Bee Stings. Although the bees inside the passages are mostly harmless, they don't totally

ignore trespassers. A creature must make a DC 10 Constitution saving throw every 15 minutes they spend in this chamber, taking 1 piercing damage from bee stings on a failed saving throw.

The Crystal Door. A smooth wall of sjelestein blocks the exit that leads to **area F2**. The wall is indestructible.

Characters who investigate the area around the wall and succeed on a DC 15 Intelligence (Investigation) check find four slots in the sjelestein walls covered by honeycomb. Removing the honeycomb only takes an action (and likely causes a few bee stings).

Inserting four special ruby blutvekelnite tablets into these slots causes the crystal wall to dematerialize and fade away, offering access to the passage north to F2. Removing the tablets causes the wall to return.

The four tablets are spread around the island.

- ▶ One piece lies amid the honey and bees on the floor of this chamber. Finding the tablet requires a successful DC 13 Wisdom (Perception) check.
- ▶ Another piece is hidden below the massive chessboard in the ruined village of Tageas (see page 20 for details).
- ▶ The werewolves at The Wake's Aerie hold the third piece. See the adventure pack *Yazur Island: The Wake's Aerie* for details.
- ▶ The goblin, Zrix, owns the fourth piece. See the adventure pack *Yazur Island: Rot* for details.

F2 - History Lesson

The first time the characters enter this chamber, an illusory image appears in the center of the room, a few feet off the floor. The illusion seemingly presents random images. A character who spends 1 minute observing the images can make a DC 15 Intelligence (History) check. On a successful check, the character gets a vague idea of the story the illusion tells.

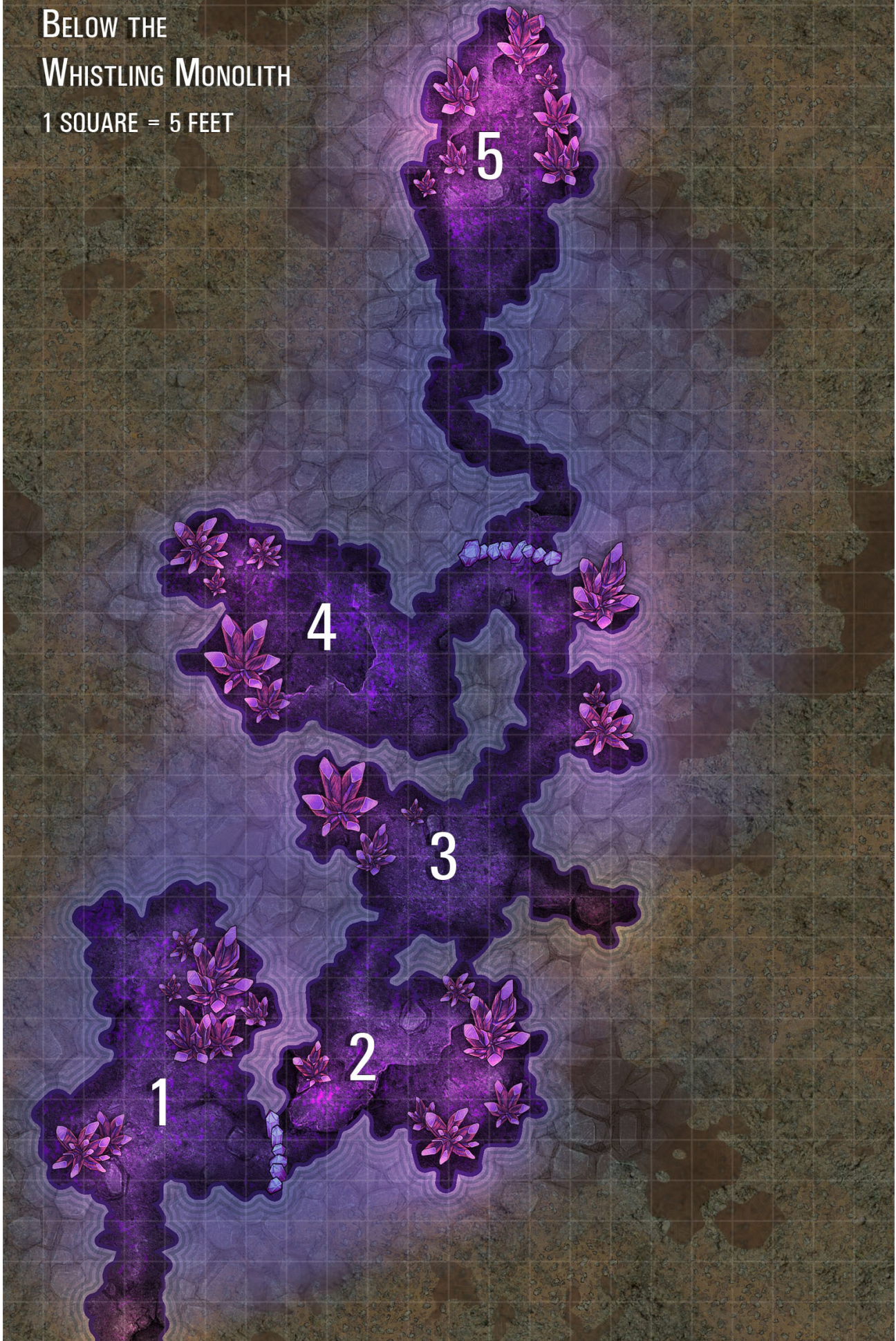
Once, long ago, there was a race of beings from a distant world with two suns. These beings were likely the monolith's creators. Another dangerous warrior species forced the tower's creators to leave their homes one day. So the tower's creators built colossal arks and took to the skies. The creators traveled for a long time before discovering a new world: Casar. Afraid that the warriors who hunted them would find them again, they created creatures to protect them: titans, the da-naavrakti, elves, and finally, humans.

The illusion repeats itself every 30 seconds.

Treasure: Ruby Blutvekelnite Tablets. Four tablets similar to the ones used to open the crystal door in **area F2** lie on the floor of this chamber.

BELOW THE
WHISTLING MONOLITH

1 SQUARE = 5 FEET



F3 - Collapsed Passage

This passage appears to have partially collapsed.

Treasure: Grirrix Bones. A character who examines the shattered remains of sjelestein and succeeds on a DC 15 Intelligence (Investigation) check finds the bones of a grirrix warrior, similar to those detailed on page 6. The skeleton clutches a metallic rod with three holes at one end (see the Antimatter Rifle sidebar).

ANTIMATTER RIFLE

The weapon found in the Grirrix's clutches is an antimatter rifle. A character must make a series of DC 15 Intelligence checks to understand how the weapon works. If the character earns four successes before they suffer four failures, they successfully learn how to operate the weapon. If the character earns four failures before achieving four successes, the weapon breaks and can't be used.

The rifle is a ranged martial weapon with a range of 120/360 feet. On a hit, the weapon deals 6d8 necrotic damage. It can hold up to 10 charges, but only 3 remain when the characters find it. However, if exposed to a 6-ounce fragment of *silingfashi shi* (see the appendix) for 1 minute, it regains all of its charges. If a character rolls a 1 on a d20 while attacking with the weapon, the weapon expends 2 charges instead of 1.

F4 - Prison

Three suits of strange-looking armor stand against the walls of this cavern. If the characters previously discovered a Merthian combat suit (see page 7 for a description), they immediately recognize them for what they are. Bindings made of sjelestein, seemingly carved from the wall, keep their hands and feet in place. So long as the Monolith remains operational, these suits cannot move.

There is a slot in the wall next to each armor suit. Placing a ruby blutvekelnite tablet into a given slot dematerializes the respective bindings and releases the suit of armor.

Encounter: Psychic Gray Oozes. Like previously encountered Merthian combat suits, these suits contain Merthian gray oozes. The gray oozes here act similar to the ones detailed on page 7. If the *antipathy/sympathy* effect over the island ends and the cyclopes leave, the suits regain full functionality in 4 hours. If the sjelestein still binds them, the oozes within try to deceive the characters into freeing them, suggesting that the grirrix sent them to destroy a great evil that endangers the island. If the characters know the island's history, the Merthians explain that the dulons are not benevolent creatures

but dangerous horrors from distant, dark galaxies. If the characters free the three Merthian combat suits, they immediately attack the characters. Statistics for the **Merthian combat suits** are in the appendix.

Crystal Wall. A crystal wall similar to the one detailed in **area F2** stands between this room and **area F5**. Like the other wall, there are four slots located around the wall. Inserting ruby blutvekelnite tablets into these slots removes the wall.

F5 - Control Center

This room boasts 20-foot-high ceilings. There is a single chair made of pure sjelestein at its center. A giant, strange-looking skeleton sits in the chair. Its bulbous, violet skull has two eye holes and four more holes in place of where its jaw should be. The skeleton's hand rests atop a rectangular tablet made of pure white crystal.

The Controller. A character who examines the skeleton and succeeds on a DC 18 Intelligence (Arcana) check recognizes that the bones belong to a dulon, one of Casar's creators. The tablet it still holds is made of a single, massive *summer diamond* (see the appendix), the power stone of abjuration.

A character who examines the tablet for at least 1 hour and succeeds on a DC 18 Intelligence (Arcana) check recognizes that the tablet serves as the controls to the monolith's *antipathy/sympathy* effect. The character can use their action to disable the monolith. Doing so not only ends the magical effect, but the whistling immediately ceases.

TURNING OFF THE WHISTLING MONOLITH

Once the Whistling Monolith becomes inoperative, the cyclopes regain control of their senses. They all realize that they were trapped on the island by the effects of the Monolith. However, the dulons, those who trapped them, are long gone. Some cyclopes lament their time on the island, frustrated by their involuntary incarceration. Others react angrily, targeting the dulons' creations—humanoids specifically—as a proxy.

Four hours after the *antipathy/sympathy* effect ends, many cyclopes desert the island. They swim towards the mainland and the Summer Land. Magic slowly returns to the island.

The absence of the antimagic fields generated by the cyclopes wakes the dormant Merthian oozes and their combat suits. Everywhere on the island, the Merthians rise from their "graves." Driven mad by centuries of inactivity, they destroy everything in sight. Some don't even realize that the dulons are long gone, screaming in the minds of their victims, "Bring me the dulons!"

Whatever chaos comes next is up to you, the gamemaster. Ω

APPENDIX

Fort Arges Maps







FORT ARGES 03 - SECOND FLOOR

1 SQUARE = 5 FEET



FORT ARGES 04 - ROOF

1 SQUARE = 5 FEET

Chessboard Handout



JADUEE PAT'R

When Casar was formed, the rogue elemental energies of the Cosmos crashed together and became trapped in a pocket dimension known as the Void. From the void, the unstable energies erupted forming Casar, mortal life, and the Loop.

In time, the energies destroyed each other until only eight forces remained: the foundations of the paths of magic and the elements of creation. These elements became the *Jaduee Pat'r* (Danaavi for "Magic Stones").

Whether they know it or not, all Omerian arcane spellcasters draw their power from the jaduee pat'r, magic gems embedded in the protomatter that comprises Casar and Omeria. This section details the eight jaduee pat'r, which function as powerful magic items. All the items use the rules for magic items presented in the Fifth Edition guidebook for game-masters.

Emerald Odonburgite

Wondrous item, uncommon

The most plentiful of the jaduee pat'r, *emerald odonburgite* is the element of evocation. It appears as a glowing green stone and is often found in Southern Omeria.

A 2-inch-diameter piece of *emerald odonburgite* has 50 charges. While you are holding the *emerald odonburgite* next to a magic item that has charges, you can use an action to speak a command word to transfer any number of remaining charges from the *emerald odonburgite* into the magic item, up to the maximum number of charges the magic item can hold.

The *emerald odonburgite* regains 5d10 charges at dawn.

Kalapatr

Wondrous item, legendary (requires attunement)

Kalapatr is sometimes referred to as tiger onyx, as it is usually found in the possession of the danaavrak-ti. It's believed that there is no actual *kalapatr* remaining in Casar proper, as the danaavrak-ti hid all of it within The Cruel. It is the jaduee pat'r element of conjuration.

A 2-inch-diameter piece of *kalapatr* has 9 charges. As an action, you can speak a command word and expend one or more charges to cast a conjuration spell. The spell's level equals the number of charges spent.

So long as the *kalapatr* has at least 1 charge remaining, it regains 1d8 charges daily at dawn. If you expend the *kalapatr's* last charge, the *kalapatr* is destroyed. Roll a d20. On a 1, the *kalapatr* creates a tear in the time-space continuum. You and each creature within 10 feet of you are sucked into the tear and teleported to a random plane of existence at a random point in time between the birth and death of the multiverse.

Phantom Pearl

Wondrous item, legendary (requires attunement)

Phantom pearls are the pale yellow stones of the illusionists. Like *vizier's tourmaline* and *kalapatr*, *phantom pearls* are exceedingly rare and believed to no longer exist in Omeria.

While attuned to a *phantom pearl*, the duration for any illusion spell that you cast increases from 1 minute to 10 minutes, from 10 minutes to 1 hour, from 1 hour to 8 hours, from 8 hours to 24 hours, and from 24 hours to until dispelled.

Additionally, you can cast the following spells at will, requiring no material components: *disguise self*, *invisibility* (targeting yourself only), *minor illusion*, *mirror image*, and *silent image*.

Pearl Sickness. Each time you complete a long rest while attuned to the *phantom pearl*, there is a cumulative 1% chance that the pearl robs you of your substantiality. You become incorporeal and can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. You also become ephemeral, meaning that you can't wear or carry anything.

Nothing can restore your substantiality, not even a *wish* spell. You can reduce your chance of losing your substantiality from pearl sickness by 1% after you spend 30 days unattuned to the item.

Ruby Blutvekzelnite

Wondrous item, legendary (requires attunement)

Of all the jaduee pat'r, *ruby blutvekzelnite* is the most unstable and therefore the rarest. It is sometimes found in southwestern Omeria, in Aspaeth and the Goshan Jungle. It is the jaduee pat'r element of transmutation.

While you are attuned to a 2-inch-diameter piece of *ruby blutvekzelnite*, you gain the following benefits:

- ▶ Darkvision out to a range of 60 feet.
- ▶ An increase to speed of 10 feet while unencumbered.
- ▶ Proficiency in Constitution saving throws.
- ▶ Resistance to acid, cold, fire, lightning, and thunder damage.

The first time you attune to the *ruby blutvekzelnite* and every day at dawn, roll a d100 and refer to the Ruby Blutvekzelnite Changes table to determine what happens. The changes continue even after you become unattuned to the *ruby blutvekzelnite*. Only a *greater restoration* spell or similar magic will end the change.

Before rolling on the change table, you can attempt to suppress the changes. Make a DC 15 Charisma saving throw. On a success, you do not change.

Aura of Radiance. The *blutvekzelnite* emits an aura of radiant energy in a 10-foot radius. Each creature that moves into or starts its turn in that area must succeed on a DC 15 Constitution saving throw. On a failed saving throw, the creature becomes poisoned. A creature attuned to the object

automatically fails its saving throw. While poisoned, the creature can not regain hit points except through magical means until the poison is cured. A creature attuned to the *blutvekzelnite* cannot be cured of its poison until it unattunes itself from the gem.

Silingfashi Shi

Wondrous item, rare (requires attunement)

The white gem known as *silingfashi shi* (or “necromancer stone”) is predominantly found on the ash-covered slopes of the volcanic Xenem Dynasty.

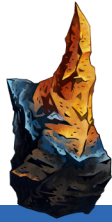
Ruby Blutvekzelnite Changes

d100 Change

- 01-04 You can see invisible creatures.
- 05-08 You gain the Fire Form trait. Your type becomes elemental and you no longer require air, food, water, or drink. You gain immunity to fire damage and vulnerability to cold damage which replace any other resistances or immunities you already have including those offered by attunement to the *ruby blutvekzelnite*. You can move through spaces as narrow as 1 inch wide without squeezing. A creature that touches or hits you with a melee attack while within 5 feet of you takes 4 (1d8) fire damage. In addition, you can enter a hostile creature’s space and stop there. The first time you enter a creature’s space on a turn, that creature takes 4 (1d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 4 (1d8) fire damage at the start of each of its turns. You also shed bright light in a 20-foot radius and dim light for an additional 20 feet. For every 5 feet of water you move through or for every gallon of water splashed on you, you take 1 cold damage.
- 09-10 You can cast *magic missile* as a 1st-level spell at will.
- 11-16 Roll a d10. Your height changes by a number of inches equal to the roll. Roll odd, you shrink. Even, you grow.
- 17-26 You gain a form of indefinite madness.
- 27-29 You regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the body part regrows and returns to full functionality after 1d6+1 days if you have at least 1 hit point the whole time.
- 30-31 You grow feathers that cover your entire body and you gain vulnerability to bludgeoning damage which replaces any other resistances or immunities to bludgeoning damage you may already possess.
- 32-35 Your body constantly oozes a greasy pus. Your Charisma score is reduced by 1. You have advantage on Dexterity (Acrobatics) checks made to escape grapples.
- 36-39 Roll a d6. Your shade turns a vibrant shade of: 1—red, 2—green, 3—blue, 4—orange, 5—yellow, 6—purple.
- 40-44 You grow an extra eye. You have advantage on Wisdom (Perception) checks that rely on sight.
- 45-48 Roll a d6. On a result of 1-3, your size increases by one size category and on a result of 4-6 your size decreases by one size category (as the *enlarge/reduce* spell).
- 49-50 Your hit point maximum increases by 2d10 hit points.
- 51-55 You turn into a tree. You are incapacitated, can’t move or speak, but you are aware of your surroundings; you gain blindsight out to 10 feet (blind beyond this radius). Your statistics remain the same, but you replace any vulnerabilities and resistances with vulnerability to fire damage and resistance to piercing and bludgeoning damage.
- 56-60 You can cast *misty step* at will.
- 61-67 You can cast *levitate* at will, targeting only yourself.
- 68-72 You grow horns from your head which you can use to make unarmed attacks against creatures within 5 feet of you. On a hit, you deal piercing damage equal to 1d6 + your Strength modifier.
- 73-74 You lose your mouth and can no longer speak.
- 75-81 Your skin becomes tough and scaly. Your AC is 13 (Natural Armor) + your Dexterity modifier.
- 82-85 Your voice pains those that hear it. Each creature within 30 feet of you that hears you speak must succeed on a DC Constitution saving throw or take 1 thunder damage. The DC is equal to 10 + your Constitution modifier. A creature that succeeds on its saving throw is immune to this effect for 24 hours
- 86 All humanoids frighten you.
- 87-88 You become permanently ethereal, as the *etherealness* spell, and cannot return to the Material Plane until a *greater restoration* or similar magic is cast upon you.
- 89-92 You gain resistance to all damage.
- 93-98 You emit bright light in a 30-foot radius and dim light for an additional 30 feet.
- 99 Your form destabilizes and you collapse into a puddle of lifeless goo. You are dead.
- 100 You explode; you die instantly. Each creature within 30 feet when you explode must make a DC 15 Dexterity saving throw or take 4d8 radiant damage on a failed saving throw, or half as much damage on a successful one.
-



EMERALD



KALAPTR

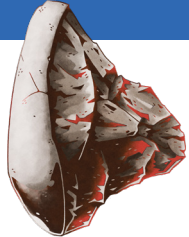


PEARL



RUBY

SHI



SJELESTEIN



DIAMOND



TOURMALINE



They are the J'jaduee pat'r gems of necromancy.

While attuned to a 2-inch-diameter piece of *siling-fashi shi*, you gain immunity to necrotic damage and you no longer require food, drink, or sleep. In addition, you become invisible to all undead creatures of CR 2 or lower. You can choose to reveal yourself to any number of undead of your choice without using an action.

Sjelstein

Wondrous item, legendary

Sjelstein, the gem of enchantments, is perhaps the rarest of all jaduee pat'r. The last known piece was discovered in the Rasgax Highlands.

You can use an action to break the *sjelstein* to access its true power. The gem is destroyed and imbues you with its remaining magic. Your Charisma score increases by 2, as does your maximum for that score, and you have advantage on all Charisma checks made to socialize with creatures that share a common language with you. You can also cast the spell *charm person* at will.

Summer Diamond

Wondrous item, very rare (requires attunement)

Summer diamonds are the jaduee pat'r of abjuration. These stones earned their name through their important role during the Endless Winter when the Pressonian crusaders used the stones' innate magic to defeat Vapul and the Anorians.

While attuned to a 2-inch-diameter summer diamond, you gain a +2 bonus to AC and immunity to *magic missile*.

Additionally, the *summer diamond* has 9 charges. As an action, you can speak a command word and expend one or more charges to cast an abjuration spell. The spell's level equals the number of charges spent.

So long as the *summer diamond* has at least 1 charge remaining, it regains 1 charge daily at dawn. If you expend the *summer diamond's* last charge, the *summer diamond* is destroyed.

OPTIONAL RULE: STRAIN OF DIVINATION

Because Omeria is cut off from the greater cosmos, divination spells cast in Omeria require intense concentration and endurance. Using this option rule, any time a spellcaster casts a divination spell of 1st-level or higher, they must make an Intelligence saving throw with a DC equal to 8 + the spell's level. On a failed saving throw, the spellcaster takes an amount of damage equal to 1d8 times the spell's level and is stunned until the end of their next turn.

Summer Diamond Sickness. Prolonged exposure to *summer diamonds* may rob a spellcaster of their ability to use magic. Each time a creature attuned to a *summer diamond* completes a long rest, there is a cumulative 1% chance that the creature loses its ability to use magic. Nothing can restore the spellcaster's ability to cast spells, not even a *wish* spell. A creature can reduce the chance of losing their magical ability from *summer diamond* sickness by 1% after they spend 30 days unattuned to the item.

Vizier's Tourmaline

Wondrous item, legendary (requires attunement)

Believed by many to not exist at all, *vizier's tourmaline* is the jaduee pat'r of divination.

While attuned to a 2-inch-diameter piece of vizier's tourmaline, when you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level. A wizard diviner of 6th level or higher attuned to the stone regains two slots instead of one.

In addition, you gain advantage on Intelligence saving throws to avoid the effects of the Strain of Divination optional rule (see the sidebar above).

Anorian Gun Mage

Medium Humanoid (Elf), Any Alignment

Armor Class 15 (Unarmored Defense)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Perception +4, Stealth +4

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 3 (700 XP) **Proficiency Bonus** +2

Dead Tongue. Using gestures and sounds, the Anorian can communicate with any undead even if it doesn't speak, such as a skeleton or zombie. Although the Anorian may communicate with an undead creature, it doesn't control it.

Fey Ancestry. The Anorian has advantage on saving throws against being charmed, and magic can't put the Anorian to sleep.

Unarmored Defense. While the Anorian is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The Anorian makes three attacks with its fists or two attacks with its pistol.

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Pistol. Ranged Weapon Attack: +5 to hit, range 40/120 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Rifle. Ranged Weapon Attack: +5 to hit, range 80/240 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Bone Tentacle

Large Undead, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison, psychic

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands the languages of its creator but doesn't speak

Challenge 2 (450 XP) **Proficiency Bonus** +2

ACTIONS

Constrict. Melee Weapon Attack: +5 to hit, reach 25 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled up to 20 feet towards the bone tentacle. Until this grappled ends, the target is restrained and the bone tentacle can't restrain another target.

Brasuga

Large Giant, Any Alignment

Armor Class 12 (hide armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	8 (-1)	11 (+0)	9 (-1)

Skills Athletics +9

Senses passive Perception 9

Languages Giant

Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The brasuga makes two attacks with its spears.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if wielded with two hands as a melee weapon.

Gnome Artificer

Small Humanoid (Gnome, Artificer), Any Alignment

Armor Class 14 (studded leather)

Hit Points 22 (5d6 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Con +3, Int +5

Skills Arcana +7, History +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Gnomish

Challenge 1 (200 XP) **Proficiency Bonus** +2

Gnome Cunning. The artificer has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.

ACTIONS

Rifle. Ranged Weapon Attack: +5 to hit, range 80/240 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Spellcasting (Can't Use on Yazur Island). The artificer casts one of the following spells, using Intelligence as its spellcasting ability (spell save DC 13).

At will: *dancing lights, minor illusion, prestidigitation*

3/day each: *detect magic, faerie fire*

1/day: *web*

Gremlin

Tiny Monstrosity, Neutral Evil

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	6 (-2)	9 (-1)	7 (-2)

Skills Stealth +6

Damage Immunities bludgeoning

Senses darkvision 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP) **Proficiency Bonus** +2

Pack Tactics. The gremlin has advantage on an attack roll against a creature if at least one of the gremlin's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Tamper. The gremlin targets one complex object that it can see within 5 feet of it. If the object isn't being worn or carried, the object ceases to function. The gremlin may only tamper with objects that have mechanical components such as a treasure chest with a locking mechanism or a light crossbow. The gremlin cannot tamper with simple objects such as articles of clothing or simple melee weapons.

If the object is worn or carried by a creature, the gremlin must make a Sleight of Hand check contested with a DC equal to the creature's passive Wisdom (Perception) score. If the gremlin succeeds, the object ceases to function until it is repaired. If the creature is carrying the object, they may not use the object until it is repaired. If the creature is wearing the object, the creature has disadvantage on Dexterity ability checks and saving throws until the object is repaired.

A creature may use its action to repair a disabled object, doing so with a successful DC 10 Intelligence check.

REACTIONS

Split. When the gremlin is subjected to bludgeoning damage, it splits into two new gremlins. Both gremlins have hit points equal to the original gremlin's, and they can't use this trait again for the next 24 hours.

Merthian Combat Suit

Medium Construct, Unaligned

Armor Class 21 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

Saving Throws Str +9, Dex +7

Skills Arcana +6, Deception +1

Damage Resistances acid, cold, fire

Damage Immunities poison; bludgeoning, piercing, slashing damage made with nonmagical weapons that aren't adamantite

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Ooze Pilot. The suit requires a pilot to function. Without a pilot, the suit is incapacitated. A creature can use its action to open or close the armor with a successful DC 20 Intelligence (Arcana) check, as long as the armor isn't incapacitated; Merthian gray oozes automatically succeed on the check. A Large or smaller creature with the Amorphous trait and an Intelligence score of 13 or higher can use 5 feet of movement to enter the suit.

While piloting the armor, the ooze controls the suit. The ooze can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being blinded, charmed, deafened, exhausted, and frightened. It otherwise uses the suit's statistics, features, and proficiencies.

Antimagic Susceptibility. The suit is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the suit must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Immutable Form. The suit is immune to any spell or effect that would alter its form.

Magic Weapons. The suit's attacks are magical.

Magic Resistance. The suit has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The suit makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, plus an extra 10 (3d6) bludgeoning damage if the suit has more than half its total hit points.

Spellcasting. The suit casts one of the following spells, using Wisdom as its spellcasting modifier (spell save DC 12).

At will: *darkness*

3/day each: *haste*, *slow*

Merthian Gray Ooze

Medium Ooze, Neutral Evil

Armor Class 8

Hit Points 37 (5d8 + 15)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	18 (+4)	15 (+2)	9 (-1)

Skills Arcana +6, Deception +1

Damage Immunities acid, cold, fire

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

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages understands Deep Speech but can't speak, telepathy 120 feet

Challenge 1 (200 XP)

Proficiency Bonus +2

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

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Regeneration. The ooze regains 5 hit points at the start of its turn if it has at least 1 hit point remaining.

Rejuvenation. If the ooze is reduced to 0 hit points, it is not destroyed but instead falls unconscious and collapses into a puddle of viscous fluid. The puddle is immune to all damage and can't be separated in anyway. The ooze regains consciousness in 1d10 days, regaining all its hit points and becoming active again.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage. If the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Minotaur Wight

Large Undead, Typically Neutral Evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	16 (+3)	15 (+2)

Skills Perception +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Charge. If the wight moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The wight can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the wight can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Chill Touch (Cantrip). *Ranged Spell Attack:* +5 to hit, range 120 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The target can't regain hit points until the start of the wight's next turn. Until then, the hand clings to the target. If the wight hits an undead target, the target has disadvantage on attack rolls against the wight until the end of the wight's next turn.

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Spellcasting. The wight casts one of the following spells, using Wisdom as its spellcasting ability.

At will: *spare the dying*

3/day each: *animate dead*, *gentle repose*

Mouldling

Tiny Plant, Neutral Evil

Armor Class 10

Hit Points 10 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	10 (+0)	10 (+0)	5 (–3)	11 (+0)	6 (–2)

Senses blindsight 60 ft., passive Perception 10

Languages –

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Alcohol Susceptibility. For every foot the mouldling moves in alcohol, or for every pint of strong alcohol splashed on it, it takes 1 acid damage.

ACTIONS

Rotting Touch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 necrotic damage.

Possess Object. The mouldling attempts to possess one Medium or smaller object that it can sense within 5 feet of it. If the object isn't being worn or carried, the mouldling automatically possesses it. If the object is being worn or carried by a creature, the creature can make a DC 10 Dexterity saving throw to avoid the mouldling possessing the object.

When the mouldling possesses the object, the mouldling disappears and gains control of the object, animating it. The mouldling can't be targeted by any attack, spell, or other effect. It retains its alignment, Intelligence, Wisdom, and Charisma.

An object possessed by the mouldling is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size (as per the *animate objects* spell). The object's Constitution is 10. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight equal to the mouldling's.

The possession lasts until the object drops to 0 hit points, the mouldling ends it as a bonus action, or a creature splashes at least one pint of strong alcohol on the object. When the possession ends, the mouldling reappears in an unoccupied space within 5 feet of the object, the object reverts to its original object form, and any remaining damage carries over to the mouldling.

Werevulture

Medium Humanoid (Shapechanger), Neutral Evil

Armor Class 10

Hit Points 33 (6d8 + 6)

Speed 30 ft. (10 ft., fly 60 ft. in vulture form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	12 (+1)	8 (–1)

Skills Perception +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 13

Languages Common (can't speak in vulture form)

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Sight and Smell. The werevulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werevulture makes two melee attacks, only one of which can be with its beak.

Beak (Vulture or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with werevulture lycanthropy.

Spear (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage when wielded with two hands as a melee weapon.

Talons (Vulture Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Change Shape. The werevulture transforms into a vulture-humanoid hybrid or into a Large vulture, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Yazurian Cyclops

Huge Giant, Neutral

Armor Class 21 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	9 (-1)	9 (-1)

Saving Throws Wis +2

Senses passive Perception 9

Languages understands Giant but doesn't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Antimagic Aura. A 30-foot-radius, invisible sphere of antimagic surrounds the cyclops, as in the *antimagic field* spell. The aura continues even after the cyclops dies. The only way to end the aura is to completely destroy the cyclops' skull.

Diamond Bones. Any critical hit against the cyclops becomes a normal hit.

Legendary Stubbornness (1/Day). If the cyclops fails a Wisdom saving throw, it can choose to succeed instead.

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

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