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STARCALLED STUDIOS PRESENTS

# ZODIAC EMPIRES

LEGACY OF THE ANUALD: PART ONE  
**THE EYE OF KINGS**

AN ADVENTURE FOR LEVEL 1 CHARACTERS

FEELEY · HO



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Legacy of the Anuald

Part 1

The Eye of Kings

By Joe Ho

An Adventure for 1st Level Characters

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## THE EYE OF KINGS



'The Legacy of the Anuald: The Eye of Kings' is the first of an ongoing adventure series meant for 1st level characters. In this document you will find all of the information required to run Eye of Kings.

### RAKEN-TA

Raken-Ta is a small town on the outskirts of Osept on the southern border near the Nashendasorn Desert. Raken-Ta's location is central to many ancient Temples. These temples have existed since the Divine Sands War. The town itself was formed a few years after the Darkest war. A traveling group of merchants set up camp in the area one night and the next day an excavation troop passed through. The troop stopped and sampled the merchant's wares. The merchants were ecstatic and spent all day supplying the troop. After this the merchants decided to stay in their camp awhile longer. During the following days, several groups of travelers passed through the merchant's encampment. The merchants realized they had found a prime business location, and the town was naturally founded soon after.

The people of Raken-Ta thrive on providing food, water and shelter for those foolish enough to cross the harsh deserts of Osept. These travelers are drawn to the now-buried temples with promises of treasure and riches. The merchants also sell basic (and sometimes counterfeit) treasures and magical artifacts to the more naive travelers. Raken-Ta serves as a last stop between Osept and the harsh sands of the Nashendasorn Desert. The party will begin the adventure in Raken-Ta at the local inn known as the 'Sandy Cactus'. For one reason or another they have arrived in this backwater town, whether it be to seek the rumored treasures of the ancient temples in the Nashendasorn, or to escape some force or foe that would never seek them out in this remote corner of the world. Feel free to describe the town to the party and tell them they've already procured rooms for the evening.

### A MURDER MOST FOUL

In the middle of the night the party is awoken by a sound in the next room over. The sounds of a struggle, grunts of pain, the dull thud of fists hitting flesh and the crash of furniture being knocked carry over into the party's room. If the party chooses to ignore the sounds the sounds stop after a few minutes and the party will deal with the event sooner rather than later. If they try to investigate the room they will walk in to the following scene:

You enter the room to find it in disarray. All of the furniture is either overturned or broken. Various drawers and cabinets in the room are ripped open their contents strewn across the floor. Satchels and packs are ripped open and lie empty among the mess. The most obvious thing you see is a towering black cloaked figure standing half outside the open window, and a corpse with a knife through its chest laying on the bed. Before you have the chance to react, two large scaly wings emerge from the back of the dark figure's cloak and with a powerful flap, it flies away.

Moments later the party hears hurried footsteps coming upstairs. Evidently they weren't the only ones who heard the commotion. Three individuals enter the room, forcing their way past anyone blocking their path. The figure leading the newcomers is dressed in full plate armor. He wears a longsword at his side and a pair of bracers that anyone in the party will immediately recognize as those belonging to a Vathis Sentinel. He is followed by two halflings, one male and one female. Upon seeing the body the halflings appear shocked. The Vathis Sentinel turns to the party with a questioning look on his face.

My name is Jexel Thrack. I'm a member of the Vathis Sentinels. What happened here?

The party has an opportunity to explain what happened in the room and what they saw. Depending on how they react should dictate how Jexel reacts. If they try to run, he'll try to arrest them. If they say they didn't see anything, he'll question them more about why they were in the room. His suspicions may also lead to an arrest. Assuming the party does tell the truth, when they get to the part about the figure flying away, in unison the two halflings cry out, "*The Black Scales!*". They proceed to look around the room nervously, eyeing each party member from head to toe. After a moment of silence, Jexel will question them about their exclamation. They introduce themselves as Emmi and Brin Kalirriph. Brin explains that they are members of the Eyes of Vathis on assignment here in Raken-Ta. The body on the bed is none other than their bodyguard, a human fighter named Thaen, who they recently hired to help them on an assignment. Emmi continues, explaining that the item they are seeking is also sought after by a group of criminals known as the Black Scales. The Black Scales are a band of religious fanatics and bandits primarily composed of vasar. The Black Scales knew that the halflings had a map leading to the artifact. Emmi and Brin conclude, in unison, that a member of the Black Scales must have broken into the room in search of the map and killed their bodyguard in the process.

Jexel believes the story and tells the party that they are free to go for now, but will be watched, and that he would appreciate it if they refrained from leaving town for the time being. They have no way of knowing whether or not the party is a part of the



Black Scales or not. The Vathis Sentinel escorts the party to their rooms and tells them that he will be in contact with them in the morning. If the party attempts to escape during the night they find a Sentinel guarding their door and a guard posted right underneath their window. They will have no choice but to wait until morning.

## HIRED BLADES

The next day the party is led downstairs by a Vathis Sentinel and given breakfast at the inn. Jexel and the halflings soon join them, and Jexel addresses the party after exchanging pleasantries.

It appears that you may have a chance to prove your innocence after all. My two new friends here have informed me of their situation, and they've come up with a way for you to prove that you had no stake in that murder.

With this said, he turns the floor over to the halflings. They speak in unison but never over each other, often finishing one another's sentences. Together they manage to say the following to the party:

As we said last night, we are members of the Eyes of Vathis, tasked with retrieving an item from a nearby temple. The Black Scales are after the item as well, and they will stop at nothing to make sure that it ends up in their hands and not ours. If you truly aren't a part of their forces you should have no qualms helping us to find what we seek. Not only will it clear your name, but we would pay you handsomely for your services. Yes, as you know, our previous bodyguard is no longer on the payroll. What do you say? Will you help us out?

The party can tell that the halflings are being completely truthful. After the twins finish speaking, they and Jexel will look at the party expectantly. The halflings will not reveal more to the party until they know that the party is on board. Jexel also informs the party that even if they aren't a part of the Black Scales he will need to keep them in custody until they can find the culprit. Jexel would emphasize that this is to protect the party, they definitely would be a target of the Black Scales if they were identified as allies of the dead bodyguard. When the party agrees to the task the halflings are overjoyed. They pull out a piece of parchment and lay it on the table and begin to explain the situation to the party:

This is the map the Black Scales were after last night. Lucky for us, one of the two of us keeps it on our person at all times. The map leads to an old ruined temple not far from here. We believe that the temple was used by followers of the Anuald in the Divine Sands War. From our research we have determined that this particular temple houses an ancient artifact known as the Eye Of Kings. Now, we're not completely sure what the Eye does, but hopefully you'll be able to learn that from temple itself. There should be a good number of hieroglyphics on the temple walls. We'll give you the map. The temple is only a few days journey from here. Please find the Eye and discover what it does, and then we'll vouch for you and your name will be cleared. Agreed?

Jexel nods in agreement to this. He also informs the party that the Sentinels will be watching the roads leading away from the temple in case the party were to try to shirk their duties and steal the Eye. After agreements are made the halflings provide the party with supplies they'll need, including a small book of simple Oseptian phrases if no one in the party speaks Oseptian. This will come in handy when deciphering the hieroglyphs.

## ON THE ROAD

Setting out, the party heads west into the harsh Oseptian Desert. Sandy, dry soil covers the countryside. As long as the party heads in the general direction noted on the map given to them by the halflings they should have no trouble staying on course. The desert heat is cruel and the sun beats down on the party as they trudge through the barren sand and stone. The journey should take about three or four days for the party to complete. During this time feel free to throw appropriate encounters at them if you see fit. Most importantly, make sure at least one of the nights the party settles down to camp. They will need to in order to prevent exhaustion and similar penalties.

## ATTACK IN THE NIGHT

During one of the nights in camp the party will be attacked by members of the Black Scales. Feel free to have fun when you throw this encounter at them. Have them designate a watch order and make perception checks on a night where nothing is going to happen to build suspense. After all, you want the attack to be a surprise attack. If the party has posted a watch they have a chance to see the enemies before they arrive. Have whoever is on watch at the time make a Perception check against the assailant's Stealth checks

The attack will consist of one **Black Scale bandit\*** per player in the party. They vary between vassar and human in terms of race. See the Appendix for the bandits stats. This contingent of bandits has been tasked with three main objectives. First, they are to find and kill anyone traveling to the temple from Raken-Ta that were sent by the Eyes of Vathis. Second, they will try to recover the map for themselves. Their third task is to report back to their leader, Gratkis, if anything happens.

With a little luck and a little strategy the party should dispatch the bandits easily. If only one bandit remains (two for a party of more than five), the bandit will attempt to flee to let his boss know what happened. If the bandits are successful in retrieving the map this will also trigger a retreat: more likely than not that won't happen, though.

In the aftermath of the battle, the party will find several things. First of all, each of the bandits has 15 gp on their person. Each also wears a necklace with a black scale on it. If the party captures a bandit alive they have a chance to interrogate him and can learn several things. An Intimidate or Persuasion check of DC 8 will make the bandit tell the party that he is indeed a member of the Black Scales, as well as the tasks required for his contingent. A DC 10 Intimidate check will reveal that the name of Black Scale's leader is Gratkis, and also that he is a black-scaled vassar who knows some sort of magic. A DC 16 Intimidate check will make the bandit beg for his life and tell the party that Gratkis



already knows where the temple is. They were sent to retrieve the map simply to slow down the Eyes of Vathis. After the attack in the night the party won't experience any other trouble on the road, giving them time to heal their wounds and regenerate their spells.

## OUTSIDE THE TEMPLE

Near the end of their journey the party enters a particularly rocky area of the desert. Various cliffs and canyons pepper the landscape. The map leads the party down a winding canyon. Cliffsides as tall as one hundred feet flank the party on either side. When they reach their destination, read the following:

As you round the bend, the pathway opens up into a large clearing. Before you sits the massive entryway to the temple. The back of the temple is built into a natural cliff face, giving no indication of how big the interior of the temple actually is. The temple's entrance rests at the top of a stone staircase under a strange carving of a vaguely humanoid figure. As you stare at the carving it seems to warp and contort in your vision. You are unable to clearly make out what it looks like.

Any character who succeeds on a DC 12 History or Religion check will know that the figure is probably a depiction of an Anuald. After the Divine Sands War the deities wiped all imagery of the Anuald from Vathis. This is a lingering image that was affected by the gods' actions. The temple will have no discernible markings on the outside in terms of hieroglyphics. Players may attempt to climb the temple to look on top of it, but due to the lack of footholds a DC 20 Acrobatics check is required to make it to the top. Even if they make it to the top of the temple, there is little of note there. All of the information and items they seek are inside the ancient structure.

# THE TEMPLE OF KINGS

## THE ENTRY CHAMBER

See **Map A** for a corresponding map of this area. The Entry Chamber is a large 50 ft. x 50 ft. square, whose ceiling rises up 60 ft. When entering the temple read the following:

The dull thud of your feet on stone and the crackling of torches is all you hear as you enter the first chamber. Along the wall are torches carrying blue flame they cast an eerie light upon the room. You notice various carvings on the wall depicting figures similar to the one above the temple entrance. Lying scattered about the room are humanoid skeletons grasping rusted ancient weapons. As you finish looking into the first chamber you hear the bones start to clatter their bony hands squeeze the hilts of their weapons and begin to rise.

Six animated **skeletons\*** attack the party. Each of them wields a rusted sword, and more importantly, a shield (This will be important in the next section of the temple.) See the appendix for the skeleton's stats. The skeletons are deceased followers of the

Anuald. The temple itself resurrects them when it detects living creatures who do not revere the Anuald. The skeleton's tactics are simple and mindless. They will attack the closest non-worshipper to them. After defeating the skeletons the players can look around the room. The skeletons carried nothing other than their equipment, and there is nothing of note in the room other than the carvings. The carvings all depict large groups of people worshipping and bowing down to what you assume are the Anuald.

## THE LONG HALLWAY

See **Map B** for a corresponding map of this area. The hallway at the back of the entrance chamber stretches 100 ft. out to what appears to be another open chamber. The hallway is only 10 ft. wide, enough for up to two party members to move through at a time. The hallway, however is trapped. With a successful DC 12 Perception check the party notices ten holes: five on each side, 20 ft. apart, directly across from each other. These holes are dart traps. The traps will trigger if an object passes between them. If triggered, they require a DC 12 Dexterity save to dodge or the character will take 1d4 damage. The traps require a DC 18 Sleight of Hand check to disarm, as they are in the wall and hard to access. There are several other ways around the traps as well. The shields that the skeletons were holding in the first room can be used to block the darts automatically. Any character holding a shield of their own can also do this. The holes are located at torso level, so medium sized characters could also duck or crawl under them. This can be made more apparent by a small character simply walking under the traps without setting them off. Feel free to allow your party to use other creative methods to bypass the traps.

## THE ELEVATOR ROOM

See **Map C** for a corresponding map of this area. After exiting the hallway the party enters a large chamber. This chamber has three distinct levels. The bottom level is 50 ft. down from the party, and has an opening visible to the party. There are also several large boulders at the bottom as well. The middle level is a cliff where the party enters the room. Across from the party and 50 ft. up from their current height is another cliff with an archway and opening to another chamber. The only other thing of note is a set of five platforms hanging in the center of the chamber. The platforms, at rest with no weight on them, are on the same height as the middle level where the party starts.

If any weight of at least 100lbs is placed on one of the platforms it will begin to sink down at a slow pace until it reaches the bottom level. Simultaneously, one other random platform with no weight on it will begin to raise up to the higher level. If three platforms have over 100lbs on them the remaining two will rise up to the higher level, and if four platforms have over 100lbs the remaining one will rise. In order to make the platforms rise there must be at least 100lbs on all five of the platforms. This will make all of the platforms rise to the top level, where the party can then scramble off to the higher cliffside before the platforms start to descend. To help with this, the boulders at the bottom all weigh at least 100lbs and are easily rolled onto the platforms.



## THE WATERFALL ROOM

See **Map D** for a corresponding map of this area. If the players enter the room at the bottom of the elevator room they are led down a short corridor. As they advance they start to hear the sound of rushing water. When they enter this chamber they see that the sound is from an indoor waterfall. This chamber is round with a 60 ft. diameter and a 20 ft. wide reservoir of water below the waterfall. There is a small set of stairs leading up to a platform well within arm's reach of the waterfall. A lever also rests on the platform. A successful DC 10 Perception check also alerts players to two large dome structures on the left and right sides of the room from where they entered. These domes are about 2 ft. in diameter and covered in holes. If a character looks inside they see nothing but a hole leading indefinitely into the walls beyond the chamber.

Move actions spend solving the maze	Sleight of hand check DC	Number of checks to be made
1	20	1
2	17	2
3	14	3
4	11	4
5	8	5
6	5	6
7	2	7
8	Auto-success	8

With a pull of the lever the true nature of the room is revealed. First a large stone slab drops, blocking the party from leaving the room the way they came in. Secondly, a stone tablet rises behind the waterfall and a maze is revealed within the water itself. A torch is lit at one end and a small alcove with a flammable powder emerges at the other end. Finally a click is heard from the two domes and 1d4 **stone scorpions\*** emerge from the holes.

For the remainder of the encounter the stone scorpions all move at the same initiative, and at the beginning of their turn 1d4 stone scorpions emerge from the domes. The scorpions simply attack any living creature in the chamber. See the appendix for the Stone Scorpion's stats. In order to stop the scorpions and escape the chamber the party has to light the flammable powder at the end of the maze. Simply sticking a lit torch into the powder won't work, the maze is completely within the waterfall, meaning that there is water on all sides of the air pocket. Imagine a maze-shaped bubble if you are having difficulty picturing it or explaining it. The obvious way to escape the room is to solve the maze. A player who uses the dash action while solving the puzzle counts as taking an additional move action towards solving it. One person may attempt to solve the maze while their companions defend them from the oncoming scorpions. In order to solve the maze a player must make a DC 20 Sleight of Hand check using a move action. A player may take more than one move action to solve the maze over the course of their full turn or even several rounds, if need be. For each

extra move action the player decides to take, the slower they are moving the torch through the maze and the easier the DC will be. However, they will have to make the check for *each* of the move actions they use to solve the maze. If the character fails a Sleight of Hand check the torch touches the water, and is extinguished. They will have to start over by moving the torch back to the start. There the torch will magically re-light. Consult the table to make the puzzle easier.

After a member of the party completes the maze (or the party comes up with a different creative way to light the powder), the domes seal themselves, allowing no more scorpions to emerge. The slab blocking the entrance rises, allowing the party to go back where they came, but most importantly the waterfall parts along with the tablet that held the torch, powder, and trigger for the maze. Beyond the tablet a room glowing with golden carvings is visible.

## THE CARVING ROOM

See **Map D** for a corresponding map of this area. This small 20 ft. x 20 ft. chamber will stand out to the party as the most ornate room of the temple. It will also look the most untouched. Because of the way the room was sealed by the waterfall, this room has remained well-preserved and there are plenty of markings on the walls that will grant the players insight into the Eye of Kings and the workings of the Anuald. Upon the parties entrance to the chamber read the following:

Stepping into the newly revealed chamber you are greeted by a refreshing amount of color and vibrancy. Beautiful golden carvings depicting tales of great beings ruling over the people of Osept adorn the walls of the chamber. Several chests are scattered about the room. A few are open and reveal the various gems and coins they contain. In the center of the room rests a pedestal with a small pyramidal object resting on it.

The chests are full of various trinkets and other items that could be easily sold. In total, they contain about 200 gp. The Pyramid is the key that unlocks the door in the Guardian Room. If the party has already been to the Guardian Room they should figure this out relatively quickly. If they haven't been there yet they may think that this is the Eye of Kings. Other than opening the door in the chamber above them, the pyramid serves no purpose and has no discernable magical properties. If you are worried that your party thinks this is the Eye you can draw attention to the carvings on the walls.

Carved into the gold that adorns these walls are hieroglyphs that depict a story along with various Oseptian writings explaining the meaning of the story. The carvings depict people carrying a strange orb to the top of a temple. When they reach the top the people begin some sort of a ritual. This ritual causes the same obscure figure that the party will have seen carved into the walls to appear before the people. The people then bow down to the figure in an obvious act of worship. The carvings also depict similar occurrences with several other items including a staff and a pair of small wings. The last panel of the carvings depicts all four objects together in a ritual. The party suspects that the carving



depicts a ritual of summoning. However, the part of the carving that shows what is summoned is destroyed. If anyone in the party knows the language Oseptian, or the party pulls out the phrasebook given to them by the halflings then they will know that the figures are indeed the Anuald, if they hadn't suspected this already. They also know that the names of the various objects depicted are the Eye of Kings, the Wings of the Ancients, and the Staff of Life. They have no prior knowledge of any of these items.

## THE GUARDIAN ROOM

See **Map E** for a corresponding map of this area. After the party solves the elevator puzzle or makes their way to the upper level in another more creative way they pass under an archway. The party is presented with a passage way that leads straight ahead and up a flight of stairs. This passage has no lights other than the light from the chamber behind them and the orange glow of the chamber in front of them. The chamber is about 80ft. x 80ft. in diameter and possesses four ornate columns evenly spaced in a square. In between each of these columns is a pile of four boulders. At the back of the chamber is a small semi-circle of stairs that lead up to a door in the center of the back wall. Once all of the party members have entered the chamber a large stone slab drops behind them, sealing them in the room. In front of them, the four large boulders begin to move and shift. The boulders form the shape of a **giant stone centipede**, which animates and attacks the party.

After disposing of the centipede, the door behind the party opens again and they are free to look around the room. There is nothing out of the ordinary in this room other than the door at the top of the semicircular staircase. This door is made of stone, like all the other doors they have encountered thus far. The difference with this door, however, is the strange pyramid shaped indent in the center. If the party has already completed the waterfall room and gotten the pyramid-shaped key from the carving room they can use it to open the door. If not, they will have to backtrack and take the elevators or find some other means of getting to the bottom of the elevator chamber to go through the waterfall room.

## THE RITUAL ROOM

See **Map F** for a corresponding map of this area. After successfully opening the door with the pyramid key the party can enter the final chamber of the temple. The chamber is rectangular. The front and back of the room are 30 ft. wide and the two sides are 65 ft. long. An altar sits against the back wall. As the door opens and the party glimpses the room for the first time read the following:

As the stone slab rises you see six figures standing in front of you. All of them stand taller than an average human and are covered head to toe in scales. The vasar bandits before you all wear similar garb to the bandits that attacked you on your way to the temple. Above them you see a large hole in the ceiling. Scattered rays of sunlight shine through the opening. Stones and dirt lay scattered about haphazardly below the hole. Upon entering the room you see one of the vasar handing an ornate looking orb to a vasar in the back who is still wearing a hood. Grasping the orb in one hand the vasar raises his empty hand revealing his sigil. The mark on his hand glows and the large stone slab he's standing on rises blocking the hole. The other five turn to you and with a roar, charge forward for an attack.

The party will not have much time to do anything else before the **wizard\*** and four **bandits\*** are upon them. See the appendix for the stats of the wizard as well as the bandits, which will be the same stats as the ones encountered on the road. The wizard is the commander of the other four bandits here. If he is to fall, then whoever is left will surrender. The bandits know nothing more than what the bandits on the road knew. If captured, the wizard laughs at the party before biting a poison capsule hidden in his mouth and dying.

After the party is victorious they can look around the room. They will find another pedestal in front of a platform where they can surmise the Eye had rested before the Black Scales arrived. The platform and the surrounding area resembles the carvings in the carving room. From this, the party can surmise that the Eye was used to call the Anuald back in the time of the Divine Sands War. However, based on the story, it clearly had another purpose.

## WHAT HAPPENS NEXT?

Now that the party know that the Eye of Kings is no longer in the temple they are probably going to want to return to the halflings and tell them what occurred in the temple. From here it is up to you where you want to take the adventure. Perhaps the party pursues Gratkis to try and get the Eye back in order to clear their name. Maybe the halflings know what treasure the Black Scales intend to chase next, and use the party's questionable innocence to keep them in their employ. Or perhaps your party wants to be gone from the desert and sets off for another location in Vathis: in this case, the party's efforts alone were enough to clear their names. This module is intended to be the first of a running campaign titled 'The Legacy of the Anuald'. You can go to [ZodiacEmpires.com](http://ZodiacEmpires.com) to find out when the next part of the adventure will be released, or to learn more about Vathis and the Zodiac Empires Campaign Setting.

## REWARDS

At the end of the adventure if you are using milestone leveling for the Legacy of the Anuald campaign have your players gain a level. If you are using normal experience rules award your party the following:

- The total XP value of all the monsters and enemies the party successfully defeated.



- Grant the party 50 XP per player if they successfully capture and interrogate a member of the Black Scales at any point in the adventure.
- Grant the party 25 XP per player for each player to successfully make it across the long hallway without getting hurt by the traps.
- Grant the party 25 XP per player if they disarmed one or more of the traps.
- Grant the party 50 XP per player if they figured out how to use the moving platforms in the elevator room.
- Grant the party 150 XP, +5 XP for each round they took to solve the maze in the waterfall room, per player.
- Grant the party 100 XP per player for completing the adventure and reporting back to the halflings.

## APPENDIX

### Black Scale Bandit, as Bandit\*

*Medium humanoid (any race), any non-lawful alignment*

**Armor Class** 12 (leather armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	12(+1)	10(+0)	10(+0)	10(+0)

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

**Actions:**

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 4 (1d6 + 1) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

### Skeleton\*

*Medium undead, lawful evil*

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	15(+2)	6(-2)	8(-1)	5(-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)

**Actions:**

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

### Stone Scorpions, as Scorpion\*

*Tiny beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 1 (1d4 - 1)

**Speed** 10 ft

STR	DEX	CON	INT	WIS	CHA
2(-4)	11(+0)	8(-1)	1(-5)	8(-1)	2(-4)

**Senses** blindsight 10 ft., passive Perception 9

**Languages**—

**Challenge** 0 (10 XP)

**Actions:**

**Sting.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

*Hit:* 1 Piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

### Giant Stone Centipede

*Large Beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 25 (2d12+12)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	11(+0)	14(+2)	5(-3)	8(-1)	3(-4)

**Condition Immunities** poisoned, charmed, exhaustion, petrified, unconscious

**Senses** darkvision 60' passive perception 9

**Languages**—

**Challenge** 1

**Actions:**

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 9 (2d4 + 4) piercing damage.

### Vasar Wizard, as Cult Fanatic\*

*Medium humanoid (any race), any non-good alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	14(+2)	12(+1)	10(+0)	13(+1)	14(+2)

**Skills** Deception +4, Persuasion +4, Religion +2

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

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