# Aeshar introduction

**Agiratum** (plante, hun)  
Kvinden i reddede. Lysegrøn hud og hår, samt klare lilla øjne. Hendes udstyr er praktisk og lavet af et læderlignende materiale, som noget siger dig aldrig har rørt en ko. Det er næsten udelukkende hende som taler til jer, og er den eneste som ikke har en eller anden grad af mistænksomhed imod jer.

**Flancium** (metal, han)  
“Træet der Skreg af Livet”.

Yuan-Ti fangehavere

5 fanger (3 Aeshar, 2 Faj’Ri)

2 Mind Whispherer

5 Pureblood

Yuan-Ti city. Aztec vibe with glass roofs.

# Scenario Concept

**Location**: 8000-year-old temple dedicated to the gods of life and death.

**Denizens:** Faj’Ri and flesh monsters. Ghost of former wizard.

**Goal:** Get access to the fountain of life and death.

**History:**

1. The Formless (before they become formless) built a temple dedicates to the circle of life and prayed to both the god of death and life.
2. After the Formless made their pact with Juiblex they attempted to convert the temple to Juiblex but was stopped by the powerful wizard “Gilex” who sought the grail of life and death in the temple.
3. The wizard expanded the temple with additional defences but was ultimately defeated by a group of Faj’Ri.
4. The Faj’Ri has survived by isolation and devolved even further into their sadistic nature.

# Dungeon Features

Hill is about 60 meter long and 10-30 meter high.

## Outer circles (Wizard)

**Illumination**: None.

**Ceiling Height**: 10 ft where non-broken, 25 ft where broken.

**Walls:** Rusty metal. Plain and boring. Functional.

**Doors:** All non-central are rotted away.

## Inner circles (Temple)

**Illumination**: Magic torches.

**Ceiling Height**: 20 ft where non-broken, 45 ft where broken.

**Walls:** Beautiful, well-kept limestone. One side features art of death, the other of life.

**Doors:** Wood reinforced with metal. Different ages indicate replacements/repairs.

## Faj’Ri underground city

**Illumination**: Torches and glowing gems.

**Ceiling Height**: 6 ft.

**Walls:** Crude, clearly cut out. Reinforced by wood and metal.

**Doors:** A piece of cloth.

# Corridor themes

**Outer circle**

|  |  |
| --- | --- |
| **Kast** | **Theme** |
| 1 | Broken, rusty remains of clockwork machinery |
| 2 | Cobwebs full of long dead lizard husks. |
| 3 | Overgrown with exotic fruits. |
| 4 | Small objects (stones etc) periodically become animated. |
| 5 | Pile of half melted metal furniture. |
| 6 | Overgrown and rusty metallic golem. |

**Inner circle**

|  |  |
| --- | --- |
| **Kast** | **Theme** |
| 1 | Wall paintings all perverse parodies of other rooms, yet the style is identical suggesting the same artist. |
| 2 | Colour and placement of stones in the floor suggests a wide-open mouth with teeth. |
| 3 | The eyes of the wall paintings sporadically briefly light up, and anything living visible in the light seems gory and tortured. |
| 4 | A jade statue of a queen in the process of knighting (8000 lb, 3000 gp). Someone has vandalized the statue by drawing tiny penises all over it with a red lipstick. |
| 5 | A small bowel that continually leeks ooze which after a few seconds wither away. Fiendish arura, connected to Juiblex. |
| 6 |  |

**Faj’Ri city**

|  |  |
| --- | --- |
| **Kast** | **Theme** |
| 1 | Bones of small rodents. |
| 2 | Ancient bones of humanoid bird-like creatures (The Formless) |
| 3 | Green glowing, radioactive liquid moving up the wall. |
| 4 | Support has broken and one part of the corridor has collapsed. |
| 5 |  |
| 6 |  |

# Outer Circles (Wizard)

## Entrances

* The primary entrance A1.
* Holes in the roof of AX, AX, AX.
* Chance of falling through the roof to AX, BX Marilith when walking atop the hill.

## A1 – Primary Entrance

* Large room with rusty walls.
* Filled with a plant of enormous proportions.
* Door to the west, east and north. The north blocked by plant growth.

Overgrown with plants whose roots have sipped a tiny bit from the fountain. They have become sentient from doing so, and if given access to the fountain will reward the party handsomely by giving them access to the *A2 Alchemy lab* it blocks. When speaking, sounds like a voice carried by the wind:

*“Ah, travellers. I assume you seek the answers to the age-old question of life and death? Not that I can give those answers, but I know how we both may find them. The grail of life and death holds them. I wish to drink once more from it, and I assume so do you? Lend me access to the fountain and I will reward you handsomely.”*

Stat blocks:

* [Plague Brush](https://homebrewery.naturalcrit.com/share/1rNCE_92GkTVd4XigA_Rtv1SxixG_Kar303-JDbnpmjqF)
* [Shambling Mouther](https://homebrewery.naturalcrit.com/share/1f_26WgibHvb0M7YFFGzuWKye36rI1Sjw89KTEgzN52iC) Blocks doorway to A2 Alchemy Lab, and only engages if necessary.

Loot (Inside the sentient vines):

* Gold, consumable magic items

## A2 Alchemy Lab (Reward)

* Surprisingly well-kept laboratory with rows of potions.
* The plant has roots in many of the potions.
* One corner of the room has continually bobbling, luminescent, green liquid on the floor.
* Lit up by floating, glowing cat tails.

**Loot:**

* \*X Random magic potions\*

## A3 Statues of Might (Challenge: Puzzle/Skill)

* Two Ancient Greek-like marble statues and two bronze statues stand flexing their muscles. Wearing minimal clothing, golden jewellery, and Egyptian´ish headwear, enhancing their long, soft purple curly locks. Caesar and Genghis wear Roman and Mongolian clothing.
* A multi-coloured fungus grows on particularly rusty benches.
* Small but heavy discs lie scattered.
* A large, rusted half-disc door exit with no apparent door handle but it emits a faint glow.
* Smells like sweat from working out and noticeably warmer here.
* Ceiling has visible damage and light comes through holes.

After a little while, the statues come alive and turn into humanoids. Marble statues “Joey” and “Joe” immediately lays on benches with assistance from “Ceasar” and “Genghis”. Caesar assists by smearing oil on their muscles, and Genghis throat sings to power up their flexing. Song, music, and oil physically makes their muscles bigger and them stronger.

The strongmen can open the door, but only if the party convinces them of their might. The strongmen suggest a *Challenge of Might*.

**Challenge of Might**The challenge has two strongmen and a supporting cast and has two phases and a possible third phase.

1. *Prep phase* (15 minutes): The supporting cast hypes up the strongmen.
2. *Might Showdown* (15 minutes): Each strongman finds an opponent to compete against. Make contested Strength (Performance) check. To win, both strongmen must win. The players roll first and may choose to gain 1 Exhaustion to reroll one die (max once per die).
3. *Break* (30 minutes): Only applies if no winner is found. After the break, repeat phase 1-2. This continues until a winner is found.

*Prep face details*Players can help one strongman once (the statue assistants can make as many actions as the players do). Helping can be a skill check or class feature. Examples effects of helping:

* Singing a hyping song (Performance check)
* Smearing oil on the participants muscles to make them look better.
* Spells: Enhance ability etc.

Effect of skill checks:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Roll | R<15 | 14<R<20 | 19<R<25 | 24<R |
| Effect | +1 | 1d+1 | 2d2+4 | +10 |

*Statue stats*Assistants: +7 to skill checks  
Strongmen: +9 to skill checks

## A4 Sphere of Ascendency (Twist: Reward turned trap)

**Entrance**   
Is locked with Arcane Lock, DC 25. On fail, Magic Mouth starts laughing and calls the person a loser for messing it up. Attracts nearby monsters, roll on random encounters. Codeword to unlock is “Ascendency”. Gilex will unlock the door if they have been nice.

* Incredibly well kept, clean room.
* Circular stone dais with magic runes and a 6 ft sphere of stunningly potent white energy illuminating the room.
* Scorch marks on the walls.
* Two magically reinforced chest with names “Jasper” and “Gilex”.

**Magic chests**Both Arcane locked DC 25. Magic trap that activates the sphere of Ascendency causing everyone to make a DC 18 Strength save or be pulled towards it (see below if touches).

* Jasper’s Chest (Codeword: Daydreamer):
  + Aaa
* Gilex’ Chest (Codeword: Mastermind):
  + Aaa

**The Sphere**   
The white sphere is a powerful version of Sphere of Annihilation. Upon touching it, DC 25 Strength save or take 10d10 damage and if reduced to 0 HP sucked in and dies. Half on save and instead loses a relevant limb if reduced to 0 hp. Any magical effect disturbs it and deals 3d10 force damage to all creatures in the room (Gilex might warn about using magic on it). A creature killed by the sphere is sucked into it together with all their belongings. After 1 minute, they become a ghost that now haunts the temple.

The sphere is powered by a cup of water from the life fountain.

**Gilex dialogue:**

*“Ah, as for your reward! This sphere is practically a portal which will let you go to where I reside, such that I can learn you any secrets you may desire. Spells, feats, you name it! I will warn you, there is a downside: Simple minds have been driven crazy by my immense ability to speak. Jasper is a sad example. I think he is still around here somewhere, but he is craaaaazy! And dangerous. Yeah, not a nice guy anymore. He had a great taste in music, such a shame.”*

## A5 Jasper’s private study

* Private study but completely messy. Books, papers, furniture thrown all over the place.
* Suddenly all objects start moving, placed back at where they belong, nice and tidy.
* Strong smell of alcohol.

Jasper the ghost lives here. Was driven mad by the realization that he is stuck here as a ghost for eternity, combined with Gilex’ gibbering.

**Calming Jasper down**Jasper likes music and will calm down if anything is played well enough for him, Performance DC 20. Will tell the party what he knows of the place, and the codewords for his chest (Daydreamer) in *A4 Sphere of Ascendency and* tells them his fate and how the Sphere of Ascendency works.

**Angering Jasper**Casts catapult (DC 17 Dex) on 1d4+1 objects and throws them at people. Tries to momentarily possess (DC 17 Cha) a person and cause them to take the most damaging single action against the party.

## A6 The ballista-door trap (Trap/puzzle)

* The door leading into the room is a broken, heavy portcullis which is always down.
* Five doors lead deeper.
* One half rusted door lead to small closet room full of jars with different rotten/withered/perished stuff.
* Complex ballista with many small guns, capable of limited movement mounted in ceiling.
* Wizard Ghost Gilex can’t hide excitement and spoils it is a trap.

**Opening the portcullis**DC 22 Strength (Athletics). On success or fail, can hold open for about 10 seconds. On fails gets 1 Exhaustion.

**Doors**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Door** | 1 | 2 | 3 | 4 (The real) | 5 |
| **Details** | Most used. | Magic mouth (illusion) behind door. Shouts: “WRONG DOOR” if opened. | Least used. Undead skeleton head behind door laughs at anyone who opens. | Illusion magic to cover up tracks of being the actually most used (DC 20 Investigation see illusion). A continual (Evocation) flame forming a thumbs up behind the door. | Shining clean and all scratch marks have been fixed/cleaned. No signs of ever being used. |

The doors are too heavy for the Mage Hand spell.

**Ballista**If the wrong door is opened, shoots at anyone in the room except the person who opened. +9 to hit, 4d6+4 piercing.   
Hiding in the closet room while it shoots gives ¾ cover, but the bolts hit the jars and everyone in the room DC 18 CON or 2d6 Poison damage + Poisoned for 1 hour.

## A7 Chimera nest

* Large part of the ceiling has collapsed here.
* Pile of glittering trash and twigs form a huge nest in which a malformed creature with all sorts of creature body parts sewn together rests.
* *Secret*: 50/50 chance the Chimera is out hunting/in the nest.
* A 20 feet wide hole in the northern hallway (Leads down to the city)

**Loot**

800 cp, 1500 sp, 300 gp, black onyx (150 gp), 2 x pearl (100 gp), amber (100 gp), spinel (100 gp), tourmaline (100 gp), two barrels of mead (120 gp, 640 lb), a short bookcase (10 gp, 50 lb).

**Stat block**

* Greater [Chimera](https://homebrewery.naturalcrit.com/share/19TXauUqOnI6uDsIMzU3rFcl1Qh_749TMBaXclt2YD0cf)
* Lair actions
  + Shake the room, stuff hits people.
  + Knock prone.
  + Consume potion sewn into body and heal.

## B1 Entrance to the Faj’Ri city

* Stairway leading down guarded by 6 Faj’Ri [Skin Dancer](https://homebrewery.naturalcrit.com/share/5P03TefUQ7pM) and 2 [Yeth Hounds](https://homebrewery.naturalcrit.com/share/sdWBGb-iAy4Z).
* Two statues, one of a large circular built man holding a cup (God of life “Kanh”), the other of Kali-Shi (black and silver armour decorated with skulls. Long two hand sword. Helmet in silver of a bird-like skull).

The Faj’Ri might allow the party to enter their city if they prove themselves a fitting match.   
The leader “Alsersa” (she/her) says:

*“What could you guys possibly do to convince us that you are a fitting match for our city? I have a few ideas, but I’d like to hear yours as well.”*

A fitting match would be someone who:

* Is not an innocent soul.
* Does not mind hurting others for their own gain.
* Takes every possible pleasure.
* Seeks power, sometimes just for the sake of power.

The Faj’Ri’s suggestions:

* Something intimate, comfort-zone breaking taste their sweat.
* Prove they are not innocent souls.
* Share a particularly painful moment, either of them inflicting the pain or receiving it.
* Magic items.
* Souls (cannot revive, will be their servant once they die)

## B2 The Blind Death Seer

* A Faj’Ri male (The Last Breath) sits surrounded by a circular table with their hands placed on it with their palms facing upwards.
* All murals in this room have empty eye sockets, but a strange, satisfied smile.
* Circular cobwebs in each corner.

*The Last Breath* can give a prophecy of the characters death. This grants the character the following effect:

**Death Prophecy:**

* When attacking with advantage, if you roll a 1 on any of the dice you fail the roll.
* Crit range extended by 1.
* Effect can be removed by Remove Curse or similar magic.

## B3 Armory (Combat/Reward)

* Many scorched skeletons lie in the hallway leading to the armoury.
* A two shining figures of light stands in the middle of an armoury.

A group of Faj’Ri will try to fall the party in the back if they hear the tumult.

**Loot:**

* Adamantine weapon
* Cleric & Paladin magic items

**Stat block:**

* 2 [Radiant Idol](https://homebrewery.naturalcrit.com/share/1E0_Ysg-jsC6V-JW8HMIocuTLIpBDQGSGCtDRIRlif7dW) (CR 14)
  + Recharge (5-6): Sunbeam as a single attack.
  + Regeneration: 25 HP start of turn unless taken Necrotic since last turn.
  + HP 160.

## B4 High torturess (Secret)

* Hallway with a door on the other end and a side room with a half-closed door.
* From room screams of piercing strength followed by whimper.
* *“Louder! I want to feel your screams all the way to the bone.”*

In the room, the Faj’Ri High Torturess “Liksa*”* tortures slaves of different kin with a demon possessed dagger that rewards pain inflicted on others with great euphoria. The victims, who are all hanging naked from the wall, are brought to the brink of death and then Liksa’s demon possessed assistants heal the victims such that the torturing can continue. All persons here have extremely elaborated, and impressive scar tattoos made by Liksa.

If passes by without interrupting, one of the Faj’Ri victims who are on the brink of insanity screams for help and promises they will do anything in return. Liksa complains:

*“Really, already? It is only going to be worse than what I have to offer.”*

If not aided, the victim will be possessed by a demon.

## B5 Kitchen and farm

* Ghosts of old Formless ones engages in an eternal food fight.
* Trenches are dug at each side of the room, protecting farms with plants growing with incredible speed serving as ammunition.
* Middle of the room is no man’s land. Sometimes one or both sides storm the other.

One side is Formless one and the other pre-Ascension Formless one.

## B6 Mimic, doppelganger, and Cube (Secret, Twist: Reward turned trap)

* Mimic weapon rack
* Doppelganger chained up as helpless maiden.
* Hidden Gelatinous cube over the entrance.

## B7 “Captured” Marilith partner enticement (Social)

* Large, melted section of the wall reveals this room.
* Old living quarters, decently preserved beds are moved to the corners of the room.
* Middle of the room has magic circle with Marilith (snake lower body, female upper body. Six arms. Metal armour. Long curly green hair) inside. Surrounded by a group of discussing Faj’Ri.

A close up of a text

Description automatically generated

**Reactive check:** Fragile RoofDC 17 Investigation realize the melting has removed vital support. Powerful blast could bring the ceiling down.

**Current task**: Have the Marilith feel genuine disgust.  
One Faj’Ri has returned from the library with texts describing the vile acts known as “cuddling”. They only know it by rumours and seem too appalled to do it even though it may earn them the Marilith’s partnership.

The Faj’Ri desperately wants the

**Faulty Magic Circle**DC 18 Arcana check reveals the Magic Circle is in fact not working properly, and that the marilith can leave at any time. If this is pointed out, the marilith sighs loudly, slithers up to the person who did it and says: “*You just had to ruin my fun, didn’t you, nerd? You better make it up for me. Entertain me, now!”*

Stat blocks:

* [Faj’Ri group](https://homebrewery.naturalcrit.com/share/5P03TefUQ7pM): 5 Marauder, 1 Bloodwright.

## B8 The Sunken Library (Reward: Treasure, Sanctuary, Clue)

* Most of the rows of books have fallen into a large sinkhole in the middle of the room.
* They now float in an oily, red liquid in a cavern below. The liquid preserves the texts.

The sinkhole and liquid are a result of a failed experiment by the homunculus Many-Face. The liquid is harmless but groans in annoyance if disturbed. The Faj’Ri avoid this room if possible, and resting is possible.

**Clues**DC 16 Investigation find notes that talk about converting the temple into the image of “The Slithering Prince” to celebrate the “Formless Ascension”. Written in Abyssal.

**Loot:**

* Magic Circle, Beacon of Hope
* Book with 350gp diamond on the cover. Text talks about the living in the moment rather than the past and future. (DC 20 Investigation)
* Flame Strike, Guardian of Faith (DC 24 Investigation)

## B9 Entrance to Fountain of Life and death (Challenge: Puzzle/Trap)

*“May the worthy prove themselves and the unworthy move on to the next life.”*

CR 10 if completed

Goal:

* Keep out unworthy.
* Feature concepts of life and death.

50x15 room with doors in the middle. Door to Fountain at one end. 10 ft wide glass-like door with the fountain visible on the other side. Visible, rotatable capstan on the door made of transparent gold. Gargoyles on side is people on all four with chopped off head, acid pouring out from their necks, and symbolises death. The other is trees and the acid is sap and symbolises life. All gargoyles are in a state of disrepair.

Challenge begins when the capstan is rotated. If teleports to the other side of the door or similar, the trap also activates.

**Activating the Challenge**When challenge is activated:

* The glass door becomes opaque.
* Heavy stone doors seal the entrances (Open: DC 25 Thieves tools then DC 24 Athletics. Destroy: Threshold 20, HP 80, and takes damage dealt (before threshold))
* A second capstan appears on the opposite side of the room.
* All gargoyles start purring acid.
* *Escape*: Any character within half their movement of a door can make a DC 18 Dex save to escape when the challenge is activated.

Detect Magic: Gargoyles have conjuration. Fountain door has Transmutation.

**During the challenge**

* Acid: 1d6 Acid damage start of turn per ½ feet of acid.
* Init 20:
  + More acid.
  + Phoenix: 10x Small Phoenix Spirits ([Magmin Firebug](https://homebrewery.naturalcrit.com/share/gBP8D40vZqUj)), immune to the acid dmg.
    - Senere 3 Pyroclast, dernæst 2 per runde.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Capstan Turns** | **1** | **2** | **3** | **4** |
| **Effect** | Gargoyle starts purring acid. 1/2 ft per round.  Disadvantage ranged attacks made within 5 ft of Gargoyles. | 1 ft per round.  Impossible ranged make attacks within 5 ft of gargoyles. Concentration DC 18 check end of round. Phoenixes start spawning. | *Darkness* spell fills half the room. | Stops water flow. If both are at 4, the challenge is completed. |

*Turn Capstan*: DC 13 Athletics. Can only be turned one way.

**Completing the challenge**

* Vent in floor opens and drains X feet of acid each turn (DC 25 Investigation find it beforehand). When all is drained, the following happens:
* A [*Forcecage*](https://roll20.net/compendium/dnd5e/Forcecage#content)surrounds the fountain. Requires Cha save to enter also and takes 4d10 force damage on a failure. Becomes disabled when completed.
* Entrance doors opens.

## CX The grail of life and death (Reward)

A water fountain made of a grey stone with two sides, one where the water is a devouring black (death) and the other a blinding white (life).

**Drinking from the water**:

* *White/Life*: All your stats become 20 (unless already higher), you don’t fall unconscious at 0 HP and gains an extra action per the Haste spell. This effect lasts for 10 minutes or until you are incapacitated, after which your body and all your non-artefact belongings explodes in a searing white light killing you and destroying your body and blinding all who can see the light.
* *Black/Death*: A peaceful tiredness and a sense of satisfaction falls upon you. You have lived a good life, and for the next minute vividly live through your best moments before your body and all non-artefact belongings are turned to ash, giving you a peaceful death.

**The city’s Alchemist**The Alchemist can learn to make a Revivify potion using the fountain’s water. However, being revived this way has a ½ chance to instead turn the target into a hostile Undead with CR equal the target’s level under the DM’s control.

## C1 Maze

* Maze-like corridors

Skill challenge 6/3. For each fail, roll on encounter.

## CX Abyssal Chicken farm

Includes abyssal chickens, chicken tree and hosts for their eggs.

## CX - Homunculus

Alchemist and demon-smith “Many-face” (Mange-Fjæs)

Creates rituals that enables the Faj’Ri to be reborn when they die.

Random encounter tables

Outer circle: +2

Inner circle +0

City: -2

|  |  |
| --- | --- |
| **Roll** | **Encounter** |
| 2 or below | Stoneshaper clan members travelling to learn secrets of demon-smithing. [1 Ironbeard, 6 Anviler](https://homebrewery.naturalcrit.com/share/uAAZCku4frm8) |
| 3 | Many-Face loose experiment ([Ettin](https://homebrewery.naturalcrit.com/share/nrk1kQtjZ3iA), [Flesh Golem](https://homebrewery.naturalcrit.com/share/19eqVuDfgAuJFVuS6gzI95MO9XJpRpdOr9FRwmIYWJydo), [Unraveler](https://homebrewery.naturalcrit.com/share/W9p-21k6i-Dc)) |
| 4 | Demons from FM |
| 5 | Yuan-Ti raiders |
| 6-7 | Faj’Ri patrol. 3 [Marauder](https://homebrewery.naturalcrit.com/share/5P03TefUQ7pM), 1 [Yeth Hound](https://homebrewery.naturalcrit.com/share/sdWBGb-iAy4Z) |
| 8 | Objects in the room suddenly animate. 2d6 [Flying swords](https://homebrewery.naturalcrit.com/share/11s4ieAqZiqStfRT3fxFHrHOSLKaUzaifsojvlVDoKawB), 2d4 [Animated armour](https://homebrewery.naturalcrit.com/share/11s4ieAqZiqStfRT3fxFHrHOSLKaUzaifsojvlVDoKawB). |
| 9 | [Clay Golem](https://homebrewery.naturalcrit.com/share/1zZU7ZCAKw_cCmnXE9wL-q7W0lnbObZ0Hqe-2ztk-VK25) seeking its creator, Jasper. |
| 10 | Animals ([Ape](https://homebrewery.naturalcrit.com/share/11D123fkj2EWNYBvaXuJKGuqydSzJUYBcowQ5pXPpqxKb), [Centipede](https://homebrewery.naturalcrit.com/share/Uv5KcxAGWVLF), [Hyena](https://homebrewery.naturalcrit.com/share/1Q4pGReIvyVomgwXaDepxG6HofHKaxvQC4--7mji80-o-), [Trex](https://homebrewery.naturalcrit.com/share/1snHbtdgLfln8Wqnur-5v1pe86bL6Z9mNk_5pCTfaFJKm)) |
| 11 or above | 1 [Corpse Flower](https://homebrewery.naturalcrit.com/share/1neChnEf4KXxHISU0DAGyx_iKCBTC0U9ypZsFVLPrRo4B) |