



## BELOW

*Estimated Duration:* 3 hours

*Suggested Music:* "[Blynka's Temper](#)" by Music d20

### PURPLE WORM SIEGE

The uncontrollable, burrowing horrors known as purple worms are the scourge of subterranean and desert settlements across the globe. These beasts can grow as long as 120-feet feet and have mouths capable of swallowing a full-grown warhorse whole. When a purple worm has its attention turned towards a target, it attacks it relentlessly, until there is nothing left.

#### WHERE DO ADD THIS ENCOUNTER

This side trek is designed for **three to seven 1st to 4th level characters** and is optimized for **four characters with an average party level (APL) of 3**. This is a **survival horror adventure**. Characters who charge headfirst at the purple worm will quickly find themselves in the gullet of the beasts. Only careful planning and smart decisions will prevail in this adventure.

#### ADVENTURE HOOK

This adventure takes place in the town of Pantmawr, but it can just as easily be placed in any other small, remote desert or wasteland town secluded from the rest of the world. The reasons the worms are attacking is up to you, but shouldn't be the focus of the adventure. Choose an event or roll randomly on the Purple Worm Trigger table below.

#### PURPLE WORM TRIGGER

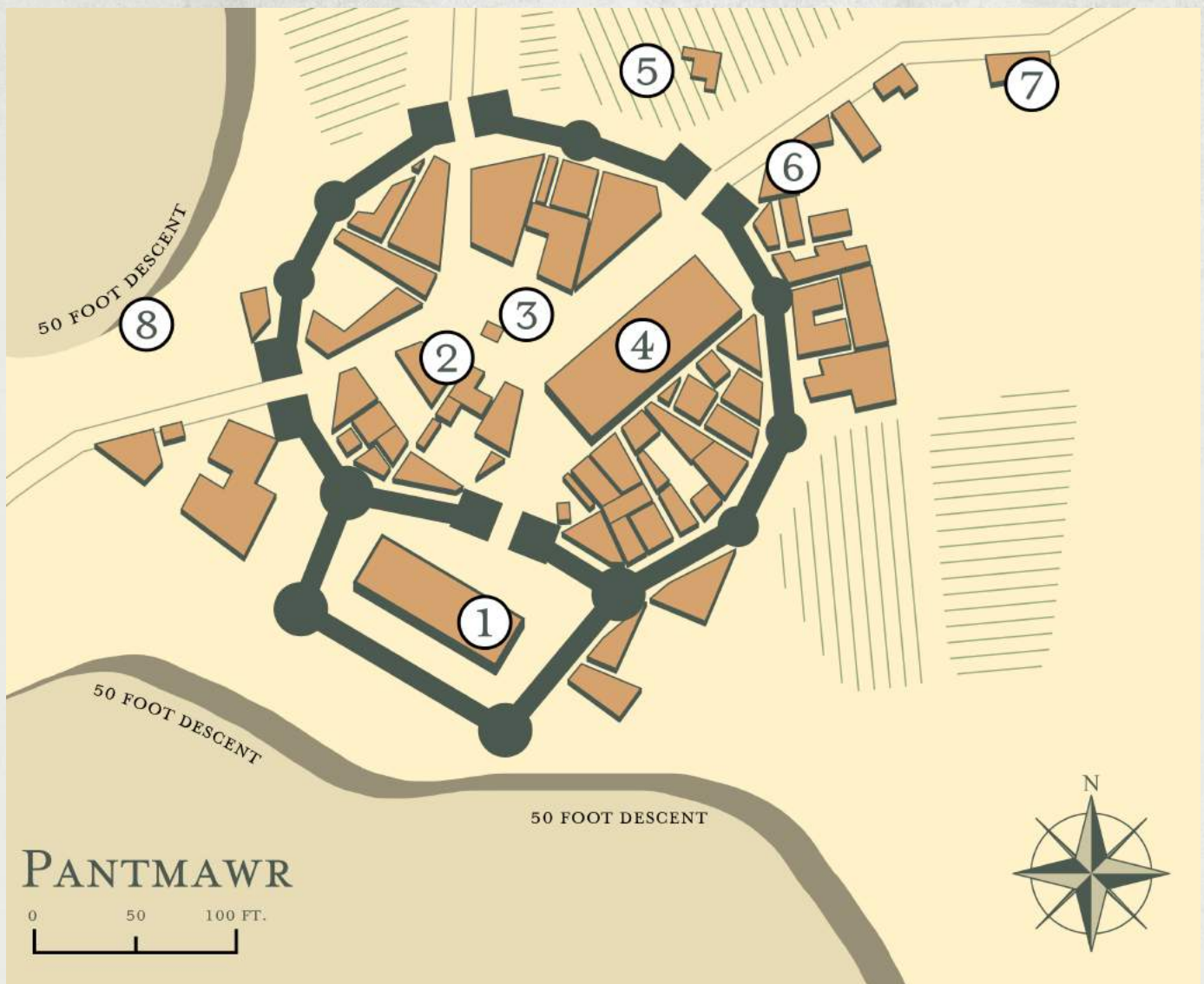
##### d6 Trigger

- |   |   |
|---|---|
| 1 | Recent battles in the area have stirred the worms from their deep caverns.  |
| 2 | The worms are part of an ancient prophecy, one of eight signs of a coming apocalypse.   |
| 3 | Local miners, greedy for gems, dug too deep. Now the worms are closer to the surface and hungry.  |
| 4 | Due to a recent ecological disaster, the worms' normal food source has been eradicated. They must rise to the surface to find a replacement form of sustenance. |
| 5 | Dark conjurers, leftovers of the ancient times, used forbidden magic to draw the worms from their deep homes to the surface.                                    |
| 6 | The worms have just awoken from a centuries-long hibernation.   |

### THE VILLAGE OF PANTMAWR

Pantmawr (PANT mow ar) is small, barely 30 humanoids living in and around the fortress village. During the Hand of the Three and the Unlimited Eruption, it acted as a supply point for armies marching south to battle the Burning Hordes of Vividus. Largely forgotten by the other Central Omerian city-states and neighboring Tradjuuni states, it is now home to goat herders and wanderers.





## AREA DESCRIPTION

Pantmawr has the following features:

**Dimensions & Terrain.** The village sits atop a mesa known as Pulvi's Arms. A single road connects it to the lands to the west. Two more roads branch north and west into the [Dreadfields](#) and Tribal Confederacy of Mighty Tradju respectively.

**Crumbling Walls.** The walls surrounding Pantmawr have fallen into disrepair in the centuries following the Hand of the Three. In some areas, entire sections are missing, overgrown with Ditimayan cacti. Anyone can access the walls, although the local guards advise against it.

**Fields.** The sands of the Desolation of Ditimaya make growing crops difficult. Regardless, Pantmawri farmers grow alfalfa for their livestock, as well as tomatoes and other hot-climate staples.

**Goats.** On the city streets, on the walls, even inside many of the buildings—everywhere you look there's a goat. In fact, goats easily outnumber Pantmawri citizens 5:1.

**Towers.** Like the walls that connect them, the guard towers surrounding Pantmawr are in varying states of decay,

especially those furthest from the fortress. The towers possess the only means of climbing onto the walls, each with a staircase inside.

## 1 - PANTMAWR KEEP

The old keep hasn't seen a battle in almost a century.

### AREA DESCRIPTION

The keep has the following features:

**Dimensions & Terrain.** The keep itself is a 100-foot-wide by 35-foot-deep sandstone fortress adorned with Karnionic architectural motifs such as minarets, domed towers, and ogee arches. Although the majority of the village's defenses are in a state of disrepair, the keep has kept up its conditions with frequent renovations.

**Doors & Locks.** The portcullis at the northern end of the keep's walls still functions and the main doors leading into the keep proper are still as solid as ever.

**The Vault.** Within the old, crumbling cellars of the keep is a magically-warded stone vault that contains a few hundred barrels of alchemist's fire. The only thing keeping the barrels in place are a few 100-foot lengths of rusted chains. The



chemicals have sat for years and have grown dangerously unstable. Instead of the 1d4 fire damage it normally deals on impact, the fire deals 7 (2d6) fire damage. Furthermore, a creature who uses its action to extinguish the flames must make a DC 13 Dexterity check instead of DC 10. The only hint at what is inside is a worn sign written in Common: "DANGER!"

The keys to get into the vault are long lost. The door is made of solid iron (AC 19, 100 hp, damage threshold 10, immunity to poison and psychic). A DC 26 Strength check can break it open. Similarly, three creatures simultaneously succeeding on a successful DC 18 Dexterity check using proficiency with thieves' tools can unlock it.

Each time a creature attacks the door or tries to break it down, a roll of 1 on the d20 results in a catastrophic explosion. When the explosion occurs, each creature within 60 feet of the vault must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed saving throw or half as much damage on a success. Then, each creature within 300 feet of the vault (including those that made the first saving throw) must succeed on a DC 15 Dexterity saving throw, or take 10d6 thunder damage and be knocked back 30 feet, landing prone, or take half as much damage and not be knocked back.

### CREATURE INFORMATION

A small, poorly-trained militia of three **commoners** patrols the keep and walls at all hours of the day, each in 8-hour shifts. They're led by the one Pantmawri citizen who's actually seen combat, the venerable Jafar al-Fousad (LN male Ditimayan **guard**). Jafar works roughly 12 hours per day, primarily in the daylight hours with two hour periods overlapping his afternoon and evening deputies' shifts.

Jafar al-Fousad is a tired, old man who always plays by the rules. No matter how dire the situation, he refuses to let anyone other than the militia into the keep. Interestingly, Jafar is completely unaware of the alchemist's fire kept in the vault (as are most of the folks who live in Pantmawr). He doesn't even know how to get into the vault as the three keys needed to get inside are long lost.

## 2 - THE BLACK PALM INN

It's rare that the Black Palm Inn ever sees travelers come through, so the owners, a pair of Von Doral dwarves (**commoners**) named Lubek and Cecilia Stonehouse will be excited to see the characters. The place isn't the nicest inn in the world, but it's at least of modest condition. However, the laws of supply and demand dictate a high price: 8 sp per night per character. And that doesn't include food or drink.

However, the Stonehouses are more interested in unique collectibles. Any rare items or trinkets that the characters are willing to part with might be enough to cover the cost of stay overnight (GM's discretion).

### AREA DESCRIPTION

The inn has the following details.

**Dimensions & Terrain.** The inn only has two rooms each with two beds and then a larger common room with four bunks. A small dining room/bar is at the front of the inn which also acts as the lobby. The Stonehouses themselves have a small room in the inn's cellar.

## 3 - VILLAGE WELL

All of the villagers get their water from the town's central well. The well is 200-feet deep. Once per month, Melika Tarokh of the Temple of Naeyer climbs down into the well to cast a *purify food and drink* spell on the waters to ensure it remains potable.

## 4 - TEMPLE OF NAEYER

While the majority of the Pantmawri citizens practice atheism, the large, open-air Temple of Naeyer remains at the center of town, a relic of the times before.

### AREA DESCRIPTION

The temple has the following features.

**Dimensions & Terrain.** The temple is the largest structure in Pantmawr. However, it is in pretty rough shape. Most of the columns are crumbling, the floors are cracked and overgrown with violet vine and Ditimayan cacti, and it looks more like a ruin than a place of worship. By design, the temple lacks a ceiling.

**Offerings.** Although most of the citizens in Pantmawr don't believe in the gods anymore, superstitions still run rampant. Offerings of flowers, food, and sometimes even valuables are left around the temple's sundial as a way to appease the harsh sun god.

**Sun Dial.** At the center of the temple is a large sundial used by the citizens of Pantmawr to track the time throughout the day. It is the only element of the temple that is kept in good condition.

### CREATURE DESCRIPTION

The temple is managed by Melika Tarokh (CN female Ditimayan **acolyte**). A devout Naeyeric worshipper, Melika keeps her head shaved. Her skin is burned and blistered thanks to frequent, unprotected exposure to the sun. She even has a few cancerous blotches. Melika doesn't see as well as she used to due to frequent staring into the sun, so she keeps her eyes covered by thick Dinzer-quality dark lenses. Despite her off-putting and cold personality, overall, Melika wishes the best for the town and helps those in need—even if they don't share her love for Naeyer.

## 5 - MADAABI FARM

This old farm has been abandoned for a few years and has definitely seen better days. Occasionally, it's used as a holdover spot for nomadic shepherds traveling through town.

## 6 - SPOOGUM'S GENERAL STORE

"Need something? Spoogum's got it!" At least that what Spoogum tells anyone who enters his shop. Unfortunately, that's far from the truth. Spoogum carries only items valued at 2 gp or less from the *PHB*. and even then, there's only a 50% chance that he carries the requested item. He does, however, always have dried meats, fruits, and goat cheeses in his shop, as well as water tuns.

### CREATURE INFORMATION

Spoogum is a (LN male **canid commoner**). While a good fellow, he's got a big mouth and loves to spread rumors. When speaking with Spoogum, it's likely he'll drop a tidbit that he's heard, regardless of how well he knows the listener.



## SPOOGUM GOSSIP

### d8 Loot

- 1 "Supposedly, them two teenage brats Kazen and Abbas done found them some sorta magic wand in the desert. They been causin' all sorts of ruckus north of town with it."
- 2 "Word 'round the village is that them Underguard brothers found themselves an abandoned mine up along the cliffs. They ain't sayin' what's in there, but they sure been actin' excited about it!"
- 3 "Now, I don't know what kinda priestess of Naeyer's using emerald odonburgite as jewelry, but that's just what Melika Tarokh's—the priestess of the temple of Naeyer here in town—got hangin' around her neck."
- 4 "Just west of the town there's an old air dock built for some zoo animals about five years ago. Just last year when the war got goin', them fools from Odonburg dropped off one of their war machines. Thing don't run, but it sure is impressive to look at!"
- 5 "Ol' Buman Zenor used to be some kinda fancy zoologist. Supposedly, he and a buddy of his got on a bad flight few years and were stranded on some island in the middle of the Warna for a few months. Lost his eye in the process, too. He don't talk about it, but you can tell it's changed him."
- 6 "Old man Jafar over at the keep sure is a big ol' grouch. He don't let nobody into the keep for nothin'. However, I bet you can convince one of his lackeys to let you in. Word has it that he's got a basement full of magic items under the keep that he don't want nobody to get their hands on."
- 7 "The two dwarves that run the Black Palm, Lubek and Cecilia are about the nicest pair of folk you'll ever meet. Unless you're a goblin, of course. They absolutely hate the goblin Klak who you'll see pushing his cart around here. Don't make no sense, either. Klak wouldn't hurt a fly."
- 8 "That old, blind soothsayer Faatih keeps telling everyone that doom won't come from above, but from below. Most of us here in Pantmawr that seen the Dinzer Condors flying overhead think he's probably full of it."

## 7 - UNDERGUARD BROTHERS MINING COMPANY

The Underguards are friends of the Stonehouses who were invited to seek opportunities in Pantmawr. The Underguard brothers Broga and Feck recently discovered a long-abandoned old mine shaft roughly 8 miles outside of the village. Within the shaft, they discovered a deep, 20-foot diameter well that dropped 500-feet into the earth. Crisscrossing the shaft were dozens of 15-foot diameter creature-created tunnels littered with slime-covered gems.

The brother's shack-like home/office sits on the outskirts of town.

## 8 - AIRDOCK

Five years ago a temporary landing pad and dock were built for a [Dinzer warblimp that was collecting zoo animals](#) stranded in the village.

### AREA DESCRIPTION

The dock has the following features.

**Dimensions & Terrain.** The desert hasn't been kind to the dock and some parts of it have already started to collapse into the canyon fifty feet below.

**Tank.** An old Dinzer Flamestrike is parked by the airdock. Its fuel cell was removed by the Dinzers who left it. Details of how the vehicle functions are found on page 6.

## EVENTS

Overall, this side trek is an event-based adventure. The first few events, the **hooks**, establish the overall story. Run these events in order.

Next, are the **conflicts**. These can occur at any time and should be used to establish the futility of certain actions as well as potential dangers. You are free to introduce as many or as few of these as you need.

Finally, there are **resolution** events. These are the events that will lead the characters and Pantmawri to safety.

## HOOKS

The following hooks should occur in order.

### 1 - WHERE'S OLD MAN ABEDI?

Hossein Abedi is a goat herder who lives five miles north of the Maadawi farm. He was expected to bring in a few of his goats for trade at Spoogums but is now two days late. Spoogum offers to pay the characters in supplies (he's a little gold-light at the moment) if they will travel to the farm and find out what happened to him.

**Area Description.** Abedi's farm is an 8,500-square-foot fenced-in lot surrounded by alfalfa fields. The house itself is nothing more than a single-room building where Hossein and his wife Mahnaz sleep and eat.

**Footprints.** There are footprints in the sand all around the farm. A character can make a Wisdom (Survival) check to determine what the footprints reveal. Check the result of the check on the Abedi Farm footprints table on page 5.

**Goats.** According to Spoogum, Abedi has 50 goats. When the characters arrive, they only see a handful of goats behind the fences. The goats welcome the characters with panicked bleating.

**Holes.** One large, 15-foot diameter hole opens up just behind the Abedi's farmhouse and descends close to 200-feet into the earth below. The hole is surrounded by scree for 50-feet in all directions—whatever created the hole burst through the earth. Surrounding the hole are innards and blood. A successful DC 12 Intelligence (Nature) or DC 12 Wisdom (Animal Handling or Medicine) reveals that the remains are from goats.

A second hole is approximately 50-feet away from the first hole. This time, there is no scree or piled dirt around the hole. Whatever created the hole dived back into the earth, dug 200-feet down, then headed south.



## ABEDI FARM FOOTPRINTS

### Check Results Outcome

9 or less It's too hard to tell what happened.

10-19 There are two sets of footprints. Abedi and his wife left their house to investigate a disturbance, likely whatever came out of the hole. It's unclear what happened to them after that.

20+ Same as above, except there is one set of tracks that leads north of the farm, like Mrs Abedi's. Dried blood in the sand follows the trail. 1,000 feet to the north, the characters discover the dead body of Mahnaz Abedi being picked apart by vultures. Her arm was torn off at the shoulder, a look of intense fear frozen on her face.

**Mounds.** As the characters walk up the path to Abedi's from the main road through the alfalfa fields, they notice strange mounds of raised dirt crisscrossing Abedi's fields, the road, and even the yard just in front of Abedi's house. A successful DC 15 Intelligence (Nature) check suggests that the mounds were created by some large, subterranean creature.

### 2 - PILLAR

While traveling back from Abedi's to town, the characters notice puffs of smoke rising into the air at unusual intervals—a smoke signal.

If the characters investigate (the location marked "Pillars" on the regional map on page 7), they find the Underguard brothers at the top of a 70-foot-high pillar of stone. They've managed to create a small fire on top of the stone and are using cloth from their robes to send signals. More of the crisscross mounds of dirt surround the pillar. There is also a pair of holes similar to the ones found at Abedi farm.

**Creature Information.** The brothers have been stranded on the pillar for an entire day. They're tired, hungry, and have been badly exposed to the sun. Each has one level of exhaustion.

**What Do The Brothers Know?** The brothers were traveling back from the abandoned mine when they were starting to be chased by one of the worms. They aren't sure what it was beyond it being long with purplish hide and hundreds of teeth. It ate their cart and donkey and then chased them to the pillar. They were able to scramble up it in time, but they've been too scared to move since.

### 3 - EXPLOSION

As the characters travel down the road (or they're with the Underguard brothers at the pillar), they hear an explosion a mile away. If they go to investigate, they find the teenagers Kazem and Abbas playing with the *wand of fireballs* that they found in the desert (location marked Wand Testing Grounds on the regional map on page 7). They are using the wand to blow up clumps of desert cacti.

**The Worm Attacks.** After firing another fireball, there is a loud screeching sound heard north of the testing grounds.

The sound is enough to stop the boys in their tracks. When the **purple worm** emits its screech, it is 1,000 feet away. It then charges to attack. The characters and boys have 1 minute to react before the worm arrives. See "The Worm is Coming" sidebar in the Appendix for details on signs that the worm is near.

### 4 - RETURN TO PANTMAWR

Inevitably, it should become pretty obvious that the characters need to warn the folks at Pantmawr about what's coming their way. They should return to Pantmawr and start making preparations.

## CONFLICTS

The following events can occur at any point in the story. Some of the events have specific triggers and conditions which must happen before they occur. Others can be used to break up slower points or keep the adventure moving.

### "IT'S COMING..."

The blind soothsayer Faatih el-Dib can feel the vibrations of one of the worms in the ground as it approaches. He hunches over and touches the ground. Then with a dire look on his face, he warns, "It's coming..."

### "IT GOT HIM."

Just when everything seems fine, a wormhole opens in the ground and swallows an NPC whole. Choose an appropriate NPC or roll on the NPC Victim table in the Appendix to determine who gets eaten.

### "THERE'S THREE OF THEM..."

While watching the town from the top of a wall or tower, one of the characters notices a mound-forming on the surface heading straight for the town. Then, two more mounds coming from different directions join the first mound and run parallel to it. All three charge for the village.

### "WHOOOPS..."

This event happens after the characters are already aware of the coming worms. So long as he is still living, Klak attempts to save his cart full of goods, mostly steel pots and pans he's collected from abandoned farmhouses. Unfortunately, the cart hits a rock and tumbles to its side, sending the items crashing into the sand. The sound is enough to disturb the worms into action.

If the characters aren't willing to help Klak, then an NPC of good alignment (preferably one that the characters like) will rush out to save the goblin. The NPC might even die for his or her heroics.

### "WELL, WHO PUT YOU IN CHARGE?"

This event happens after the characters are already aware of the coming worms. Two or more NPCs with opposing points of view on how to handle the worms get into an argument. Unless the characters intervene, words turn to action and someone gets hurt. If you aren't sure which NPCs roll randomly on the Random NPC table in the Appendix. The argument may even attract the attention of the worms.

## PANTMAWR BUILDING STATS

Building Type	AC	Hit Points	Damage Threshold
Large wooden or clay structure (10 ft. by 10 ft.)	14	30	—
Huge wooden or clay structure (15 ft. by 15 ft.)	14	60	5
Village walls (per 30 ft. by 10 ft. section)	16	75	5
Stone tower	17	75	5
Pantmawr Keep	17	150	10

### "BY THE GODS, THEY'RE BELOW US!"

If one or more of the characters or NPCs have taken defense on the top of a large building, the worms get smart and decide to attack it. Each round, the worms use their action to slam into the base of the building.

**Slam.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

The stats for the buildings are determined by the building's size and the building materials used to create it as detailed in the Pantmawr Building Stats table above. All buildings are immune to psychic and poison damage.

### "WAIT... WHAT HAPPENED TO THAT GOAT?"

One moment there's a goat a two hundred feet away bleating. Then, silence. When the characters turn back to look, it's gone. Then, the ground starts to shake.

## RESOLUTION

The resolution events occur when the characters and Pantmawri recognize that fighting the purple worms may be next to impossible. The characters will need to escape and try to save as many of the Pantmawri as they are able. So long as the characters can travel 20 miles or further from Pantmawr, they will be safe from the worms.

Here are a few suggestions on how to do this.

### CALL FOR HELP

If the characters have a way to call for help they might be able to contact someone who can send a flying vehicle such as a Dinzer blimp or even adventurers to handle the worms.

There are a few ways the characters can call for help.

- One of the characters might be able to cast the *sending* spell or similar magic. The time it takes for help to come depends on who the characters contact—GM's discretion.
- Klak owns a *sending stone* which he keeps in his lean-to. It was left behind by a doppelganger bounty hunter five years ago. The stone connects whoever uses it directly to the Captain of the Cords in Orbea, [Santxa Goytino](#). Santxa is reluctant to send help but eventually agrees to send a unit of three [Arruquettan Spearwielders](#). However, it will take the Spear Wielders three days to arrive in Pantmawr.

- The keep has a rookery of carrier ravens. Jafar uses the ravens to send messages to [Castlegrasp](#). It takes a raven two days to reach Castlegrasp. Once the Castlegraspians agree to help, they send three [Stonearms](#) to help in 1d4 + 2 days.

**When Help Arrives.** How helping arriving plays out is ultimately up to the GM. The helpers could find themselves quickly overwhelmed by the beasts. The worms could destroy the transports.

## THE TANK

Next to the loading dock (area 8) is a decommissioned Dinzer Flamestrike. A Dinzer warblimp passing through a year ago dropped the vehicle off in order to reduce the ship's weight. The vehicle's fuel cells have been removed, but it still drives (see its statistics in the Appendix). Unfortunately, the tank requires a command word to activate it and it needs a piece of emerald odonburgite placed into its core.

Odonburgite is hard to come by, but there are a few people in town who possess some.

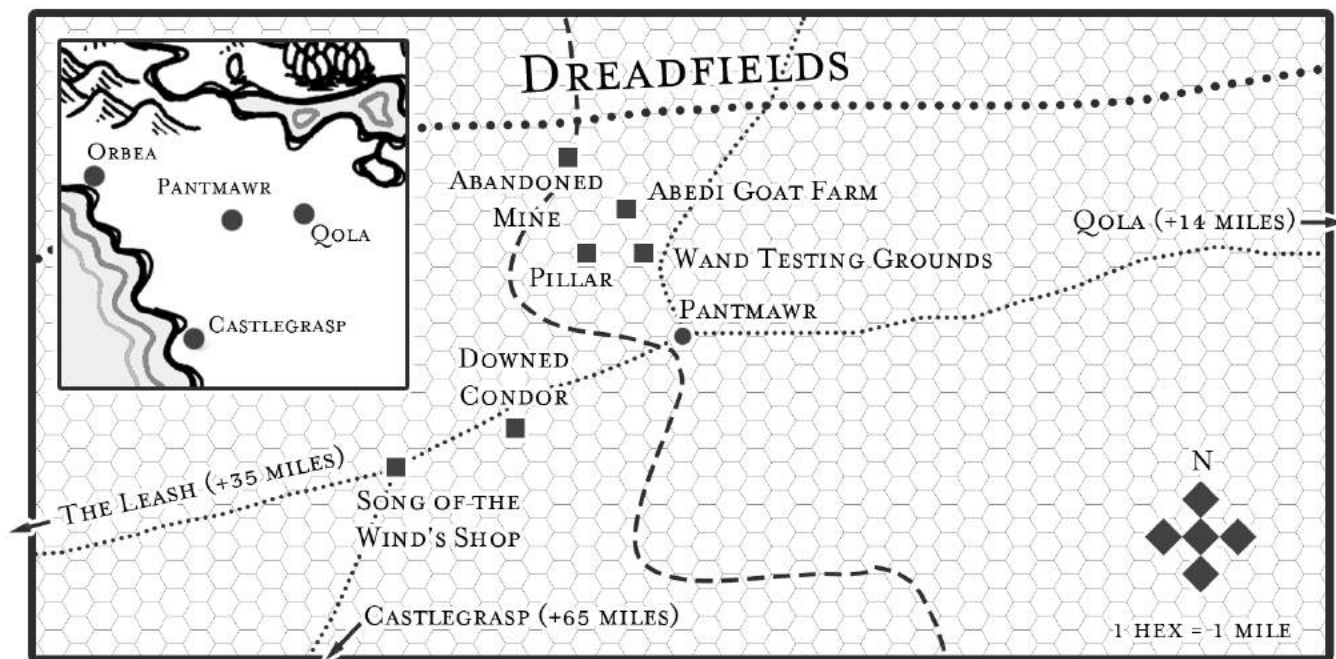
- The *wand of fireballs* owned by the teenagers Kazem and Abbas has a small shard of emerald odonburgite inside of it. This shard is enough to run the tank for 1 hour before the shard needs to recharge (24 hours).
- Melika Tarokh wears a glowing, green amulet with a hunk of emerald odonburgite inside. She won't part with it easily, so the characters may have to persuade her or fight her for it. Melika's shard is enough to run the tank for 4 hours before it needs to recharge (24 hours).
- There is a large hunk (apple-sized) core of emerald odonburgite kept in the vault below Pantmawr Keep. It has enough power to run the tank indefinitely.

Once powered up, a character can "hot wire" the vehicle by passing a successful DC 15 Intelligence (Arcana) check.

**Where to Go?** The best direction to head is due southwest or west toward [Orbea or Castlegrasp](#). Everything north, south, or east of Pantmawr is either in ruins or a wasteland. Most Pantmawri will share this insight. Headed west, there are two points of interest:

- *Downed Condor.* A Dinzer Condor-Class airship crashed in the desert a little over a year ago. Although it's completely destroyed, it's heavy and made of metal, making it difficult for the worms to pull into the earth.





## MAP KEY

- VILLAGE/TOWN
- POINT OF INTEREST

- CLIFFS
- ..... DINZER PYLONS
- ..... ROAD

- *Song of the Wind's Shop.* Song of the Wind (N male devilkin **guard**) manages a small stopover supply shop at the crossroads between the road to Castlegrasp and the road that connects to The Leash (the main road of the coast). While Song's shop has no more defenses than most of Pantmawr, it might have valuable supplies that can help the characters cross the desert. Song is completely unaware of what's happening.

**Worms vs Tank.** The tank is too large for the worms to pull into the ground or consume. However, the worm alpha recognizes that it's worth stopping as it is likely "covered in food." The worms might set a trap, creating a hidden pit along the tank's path. Or they may all attack it as one, hoping to yank it into the ground.

### SET A TRAP

Once the characters learn that there is a basement full of highly unstable alchemist's fire below the keep, they might attempt to set a trap for the purple worms. With close to 100 barrels of the stuff, all of it extremely destructive, it might be enough to kill at least one or more of the worms.

For dramatic effect, the explosion might even kill two of the worms and badly injure the third, dropping it below 100 hit points. The characters will still have to fight the creature, but stand more of a fighting chance against it.

## WRAP-UP: CAN YOU FLY, YOU SUCKER?

This is no doubt a hard adventure. But with a little ingenuity and perseverance, the characters will survive and live to fight another day. Should the Pantmawri and the characters escape, the worms will eventually flee the area once they eat most of the local fauna. Desperate for food, they might even hit the coast and lay siege to the loudest towns and villages there including Orbea and Castlegrasp.

## ADVANCEMENT

A tough adventure, each character who survives the adventure should earn enough experience to gain the next level. If the characters successfully kill one or more of the worms, award experience accordingly—just know that a single worm is worth a whopping 13,000 experience.Ω

### CREDITS

Story: DMDave

Pantmawr Map: watabou.itch.io

Pantmawr Regional Map: DMDave and Maps by Owen

Interior Illustrations: Shutterstock

Music Suggestions: Music d20

# APPENDIX

## PURPLE WORM BEHAVIOR AND TACTICS

At CR 15, purple worms are powerful, deadly creatures, but they're not perfect. Here are a few things to know about purple worms, the way they act, and how they fight in combat.

### MELEE COMBAT IS ALMOST USELESS AGAINST THEM.

Unless the characters are exceptionally powerful, fighting toe-to-toe with a purple worm is a quick way to die. Not only does their 10-foot reach bites deal 22 damage in a single hit, but if one swallows a low-level character, it's unlikely that the character will escape before the worm's stomach acids completely dissolves him or her.

Instead, the characters should find a way to fight at long range.

### THEY CAN TAKE SHORT AND LONG RESTS, TOO.

If a worm takes damage, during a short rest (1 hour or more), it can heal up to 15-hit dice worth of damage. If it takes a long-rest, it can heal even more.

If the characters allow a worm to escape and remain where they are, there is a chance the worm will return fully healed and more pissed off than before.

### THEY'RE FAST ON THE GROUND.

A purple worm underground moves nearly as fast as most humanoids. But above ground, unhindered by sand and terrain, they can move 100 feet per turn.

Once a purple worm emerges, the characters should immediately run to safety.

### THEY'RE STRONG AND TOUGH.

A purple worm is a Gargantuan creature with a Strength score of 28. This means that they're capable of pushing, dragging, and lifting objects up to 3,410 lbs. without it affecting their speed, or up to 6,720 lbs. with their movement reduced to 5 feet. Furthermore, their impressive +11 Constitution saving throw all but ensures that they will survive any attacks that require the save.

### THEY'RE NOT DEXTROUS.

A purple worm has -2 on Dexterity saving throws, making them great targets for area of effect spells or any attack that requires the save.

### THEY'RE EXTREMELY SIMPLISTIC.

Purple worms have the intelligence of simple insects. They only live to eat and breed and not much else. Anything that they detect with their senses falls into one of two categories: food and not-food. And until they determine that something is not-food they assume that it's food.

The characters will be able to easily fool them without too much issue. Furthermore, the worms won't learn from their mistakes.

### THEY HAVE LIMITED SENSORY RANGE.

Purple worms have two useful types of senses: blindsight out to 30 ft. and tremorsense out to 60 ft. Although these are valuable senses, there are some major holes in their senses that should be considered.

- They can only see 30 feet underground or up to 60 feet if they detect any sort of vibrations.
- If it's dark and the worms are aboveground, they can only see out to the limits of their blindsight or can feel any creature that is contact with the same surface as it through its tremorsense. Therefore, operating at night might benefit the characters so long as they don't touch the ground.
- The worms always move towards the loudest sound possible.
- The worms have terrible Perception and can be somewhat easy to sneak past undetected.

### OPTION: THE ALPHA

Of the three worms that attack Pantmawr, one is the group's alpha. The alpha uses the typical **purple worm** stat block except with the following changes:

- The alpha has 300 hit points.
- Its Intelligence score is 3 (-4), Wisdom score is 11 (+0), and Charisma score of 4 (-3). While still not incredibly intelligent, it has the reasoning capabilities of a dog or cat and can even devise simple tactics. It is also cognizant of its own size and the effect it has on the terrain. The two other worms follow its lead.

### THE WORM IS COMING

The worms are not stealthy creatures. Unless it burrows up from below, it is quite obvious when one is near. Use the following signs to give the characters plenty of warning that a worm is fast approaching.

**500 Feet Away.** The blind soothsayer, Faatih el-Dib can sense the purple worms at this distance.

**300 Feet Away.** The ground starts to tremble. Loose objects start to fall over.

**100 Feet Away.** The ground bulges and a mound forms where the worm is traveling only a few feet below the surface. The characters have 1 round to act before the worm is within melee attack range.

**Less Than 20 Feet Away.** The worm erupts from the ground. Any creature standing within 10 feet of the hole created by the worm when it emerges must make a DC 15 Strength saving throw or fall prone in its space.



## NPCs OF PANTMAWR

A big part of this survival adventure involves working alongside the inhabitants of Pantmawr. The 12 most important NPCs are described below. If you need to create an additional NPCs, use the details for creating NPCs found in chapter 4 of the *DMG*.

**Faatih el-Dib** (N male Ditimayan human **commoner**) is a blind soothsayer and purported mystic. Typically, he sits cross-legged outside of the Black Palm Inn (Area 2) in front of a small charcoal fire.

**How does Faatih act during the attack?** Faatih shows no fear as he has a strong sense of destiny. Should his time come, he accepts it with open arms.

**What does Faatih know?** Although he is blind, Faatih has an excellent sense of hearing and can feel vibrations better than most. He can sense the presence of purple worms when they are within 500 feet.

**Jafar al-Fousad** (LN male Ditimayan **guard**) is the seventy-two-year-old captain of the guard. Although he has a small house within the village walls, he spends the majority of his time at the keep (area 1).

**How does Jafar act during the attack?** Even when things are bad, Jafar sticks to his role as the town's captain. He refuses to let any non-militia members into the keep and isn't afraid to draw his spear to ensure that rule doesn't get broken.

**What does Jafar know?** Although he doesn't know what is in the vault below the keep, he suspects that it might be a weapon of some value left by the Dinzers a century ago.

**Kazem and Abbas** (CN male Ditimayan human **commoners**) are a pair of teenagers who grew up around Pantmawr. Kazem is Jafar's grandson whereas Abbas is an orphan who is watched over by Melika. The pair spend their days north of town playing with rare items they've discovered in the desert.

**How does the teens act during the attack?** Kazem and Abbas put on a big front, but in reality, they are easily shaken. They latch onto anyone who can keep them safe.

**What do the teens know?** The teens found a discarded wand of fireballs to the south of town. They've been testing it in the ruins of an old farm three miles north of the village. The wand is powered by emerald odonburgite, therefore, it has unlimited charges.

**Klak** is a forty-something **goblin** who is known for wheeling a small cart of detritus through town. The Stonehouses don't care much for Klak and use any opportunity they can to blame Klak for something the goblin didn't do.

**How does Klak act during the attack?** Although Klak is careful to keep his head down and obey the laws of Pantmawr, he is still a Garrish goblin at heart with an evil streak a mile wide. The goblin delights in seeing those who've treated him poorly during his time in Pantmawr suffer at the hands of the worm and will use any chance he gets to avoid helping those in need.

**What does Klak know?** Although he is somewhat dim-witted and unobservant, Klak is smart for a goblin (Intelligence 11). Overall, Klak knows the weaknesses of

everyone in Pantmawr and isn't afraid to use that information to quietly turn the town against itself during the worms' attack.

**Spoogum** (LN male canid **commoner**) is a thirteen-year-old canid (that's thirty-two years old in human years) and wheeler and dealer at general store that shares his name. He's overall pretty friendly even if he does love to gossip.

**How does Spoogum act during the attack?** Spoogum follows the rules like a good boy. Overall, he looks to Jafar for direction on what to do.

**What does Spoogum know?** Spoogum's store is well-stocked when the attack occurs, with roughly 500 pounds of food and 500 gallons of water. The supplies are enough to last the citizens of Pantmawr for two weeks, or twice as long if rationed.

**Lubek and Cecilia Stonehouse** (NG male and female Von Doral dwarf **commoners**) are a husband and wife team in their late 200's. They run the Black Palm Inn. Lubek tends to be somewhat argumentative whereas Cecilia is usually quiet.

**How do the Stonehouses act during the attack?** Something about the entire event pushes the Stonehouses to help as much as they can to the point where they are willing to sacrifice their own well-being to ensure the survival of Pantmawr.

**What do the Stonehouses know?** The stonehouses suspect that there is a considerable amount of explosives kept below Pantmawr Keep. However, no one in town—including Jafar and his militia—have ever seen the stuff.

**Melika Tarokh** (CN female Ditimayan human **acolyte**) is in her late forties. Overall, she prefers to remain neutral in most debates but generally favors any course of action that benefits Pantmawr. She wears an amulet that glows green; she claims that it was given to her by Naeyer himself. In truth, she found it in a nearby field.

**How does Melika act during the attack?** Melika has frequently butted heads with Jafar and the militia at Pantmawr Keep. If the characters aren't willing to storm the keep during the worm attacks, she will gladly step in.

**What does Melika know?** Melika suspects that the Underguard brothers may be keeping a secret from the other villagers, however, she isn't sure what exactly.

**Broga and Feck Underguard** (NG male Von Doral dwarf **guards**) are both in their early 100s. Mostly, they're good men but tend to be somewhat reactive and irresponsible.

**How do the Underguards act during the attack?** The brothers are terrified of the worms, almost comically so, with chattering teeth, stuttering, leaping into each other's arms when there's a random sound, the works. They'll help where they're able, but when it comes to fight or flight they almost always prefer the latter.

**What do the Underguards know?** The brothers knew that there were potentially purple worms in the area, but waited too long to tell people, mostly out of fear. When things turn bad, they reveal what they know.



### Buman Zenor (NG male Knotsider human noble)

permanently repatriated in Pantmawr two years ago. The one-eyed zoologist keeps to himself and lives in a semi-permanent room in the Black Palm. He's prone to panic attacks and refuses to ride on any sort of aircraft.

**How does Zenor act during the attack?** Zenor freezes up during any sort of confrontation. Roll for a form of short-term madness whenever combat happens or someone (even an NPC) shouts at Zenor. The rules for madness are found in Chapter 5 of the DMG. There is nothing short of being knocked unconscious that will get Zenor to step onto an aircraft.

**What does Zenor know?** An expert in zoology, especially Ditimayan fauna, Zenor is intricately familiar with purple worms. So long as he hasn't retreated into his own mind from a panic attack, he can explain all of the features of the purple worm stat block. Instead, of giving numerical values, he offers the following qualities:

- **Armor Class:** "Their hides are as thick as stone."
- **Hit Points:** "They're extraordinarily difficult to kill. I've heard tales of one taking three Dinzer fireballs head-on with hardly a scratch to be seen."
- **Strength:** "They're stronger than even the largest giants and can punch a hole right through a stone wall without even slowing down."

- **Damage:** "The worms can eat an entire stable of fully-grown warhorses and still hunger for more. And their tails deliver enough poison capable of dropping an ogre with a single prick."

### RANDOM NPC

1d20	Result
1	Abbas
2	Faatih el-Dib
3-5	One of the town militia.
6	Jafar al-Fousad
7	Kazem
8	Klak
9	Spoogum
10	Lubek Stonehouse
11	Cecilia Stonehouse
12	Melika Tarokh
13	Broga Underguard
14	Feck Underguard
15	Buman Zenor
16-20	One unnamed NPC

## DINZER FLAMESTRIKE

*Huge vehicle (20 ft. by 10 ft.)*

**Creature Capacity** 5 crew (up to 10 creatures can ride on top of the tank)

**Cargo Capacity** 8 tons

**Travel Pace** 10 mph (240 miles per day)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	24 (+7)	0	0	0

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

### Actions

On its turn, the tank can take 3 actions, choosing from the options below. It can take only 2 actions if it only has 3 crew, and 1 action if it has only one crew. It can't take these actions if it has no crew.

**Fire Flamestrike Turret.** The tank can fire its turret.

**Fire Side Fire Bolt Launchers.** The tank can fire its fire bolt launchers.

**Move.** The tank can use its helm to move with its tracks.

### Hull

**Armor Class** 19

**Hit Points** 250 (damage threshold 15)

### Control: Helm

**Armor Class** 16

**Hit Points** 25

Move up to the speed of the tank's tracks, with one 90-degree turn. The helm can be attacked only if the hull has taken 125 or more damage. If the helm is destroyed, the tank can't move.

### Movement: Tracks

**Armor Class** 16

**Hit Points** 100; - 5 ft. speed per 25 damage taken

**Speed** (land) 30 ft.

### Weapon: Flamestrike Turret

**Hit Points** 75

**Ranged Weapon Attack:** +8 to hit, range 200/800 ft. (can't hit targets within 60 ft. of it), one target. **Hit:** 14 (4d6) fire damage plus 14 (4d6) radiant damage. Each creature within 10 feet of that spot must make a DC 15 Dexterity saving throw to avoid the burst of flames, taking 7 (2d6) fire damage on a failed saving throw.

### Weapon: Firebolt Launchers (2)

**Hit Points** 25

**Ranged Weapon Attack:** +6 to hit, range 120 ft., one target. **Hit:** 11 (2d10) fire damage.



## OPEN GAMING LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE