

WESTERNOS' DEEP



VENATUS MAPS

Invoke dark ritual or banish a baleful deity in this adventure for the world's greatest roleplaying game.

CREDITS

Designer: [Venatus Maps](#)

Editor: [Humperdink's Wares](#)

Monster Designers: [Humperdink's Wares](#) and [Splattered Ink](#)

Cartographer: Venatus Maps

Illustrators: Splattered Ink and Venatus Maps

Template: [Simple Microsoft Word Template](#) by Laura Hirsbrunner

ON THE COVER



Writhing tendrils cast an eerie, greenish glow from beneath the robes of the horrific Westernos himself. Splattered Ink's illustration evokes the doom of facing the deity, but beware the real thing!

A NOTE FROM THE CREATORS

Thank you very much for exploring Westernos' Deep! As with all good adventures, this one has been a labor of love and taken on new forms and details as it's evolved and improved over the years. I sincerely hope you and your group will enjoy the experience of playing through it as much as ours has.

A special thanks is in order to Max of [Humperdink's Wares](#) and Darryl of [Splattered Ink](#) for their phenomenal contributions to this module. Their visualizations of The Deep's most gruesome foes and creative monster design left this playthrough experience richer and more unique than it would have ever been without them.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnic and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Open Game License agreement.

All other original material in this work is copyright 2021 by Venatus Maps.

WESTERNOS' DEEP

There is still the odd tome in here that might describe an occult location like that which you are describing, though I'm afraid you'll be required to obtain written permission from one of the archivists in order to access it. Information on locations of that nature, especially ones as old as The Deep, are kept rather close to the chest here.

—Stranavere, Tarslemoor Clerk

INTRODUCTION

The faded tapestries ripple in the currents of new air as the deafening sound of grating stone is accompanied by another downpour of sand. Torches of violet flame violently sputter of their own accord while ropes coil down from the open entrance above. Adventurers hesitantly descend the ropes, their eyes adjusting to the darkness as their feet settle into miniature sand dunes. The passage to the Deep has been opened, new explorers have arrived to pay homage to the forgotten god of death, and Westernos welcomes them.

RUNNING THE ADVENTURE

Westernos' Deep is a dungeon location and mini adventure divided into two distinct sections. The first section, the Chambers of Ascension, is balanced for a party of 4-5 characters of 4th level. The second section, the Tomb of Deadly Rites, is optimized for a party of 4-5 characters of 8th level. The section Running a Deadlier Deep details suggested means of increasing the challenge of the adventure if desired.

This book is meant for you, the Game Master, alone. You should read the entire location's text before attempting to run it. It assumes that you have the fifth edition System Reference Document (the free 5e rules from Wizard's of the Coast).

The 5ESRD contains stat blocks for most of the monsters and nonplayer characters (NPCs) found in this adventure. Descriptions and stat blocks for new monsters are provided in the appendix. When a creature's name appears in **bold type**, that's a visual cue pointing you to the creature's stat block in the 5ESRD. If the stat block is in the appendix, the location's text tells you so.

BACKGROUND

Long before any of the modern-day caravans sailed through the dunes or the veiled bandits began constructing their guild of sand, a funerary god dwelt in the heart of the desert. Uncharted and unknown, the god's dwelling place was hidden from the public eye, accessed only by the invited and those unlucky enough to stumble upon it.

The zealotry Westernos inspired in his followers quickly bloomed into a devoted cult following. Isolated below an unforgiving desert, it was almost impossible for a member of the priesthood to remove oneself from the clergy once indoctrinated. There was a clear hierarchy to this priesthood; discipline and faithfulness were eventually rewarded by the opportunity to participate in the Trial of Ascension.

However, the faithful few that were permitted to reach this pinnacle of piety were met with calculated betrayal.

At some point in the following's history, the Trial of Ascension stopped being a sacred rite which bestowed new wisdom and instead became Westernos' opportunity to use the bodies of his most faithful servants as his own. Westernos' spirit was closest to them in the chamber of ascension and he used that adjacency to render their soul from their body. After ferrying the soul to his realm of the dead, Westernos claimed the acolyte's corpse as a shell, infusing a portion of his own essence into it.

The last acolyte to undergo the trial of ascension underwent a gruesome, accidental transformation at Westernos's hands. The other priests, having used this latest acolyte as bait against which to test their growing concern, were greeted not by the human that had entered the chamber, but by some ghastly, otherworldly creature. The acolyte's hands had become gnarled and extended, the bottom of their robes was perpetually aflame, and a pyramid floated where their head had once sat, its single eye unblinking.

The remaining priests, acolytes, and followers of Westernos fled from the Deep, terrified of what the god of death may bring upon them now that his secret was known. Over the years, the sands buried and unburied the entrance to the Deep, its location remaining unmapped. In his abandonment and anger, Westernos' spirit grew stronger and more willful, pressing ever more forcefully against the boundaries that contained him within the Deep.

Should any forces upset his delicate entrapment, then Westernos' horrors might be released upon the world.

ADVENTURE SUMMARY

As adventurers first gain entrance to the Deep and into the Chambers of Ascension, much of their early path should not be met with especially difficult resistance. Instead, their exploration should be colored by the foreboding abandonment of the Deep by its once thriving cult. When adventurers manage to puncture into the deepest part of the chambers that sense of foreboding becomes fear rooted in the ground Westernos has gained in freeing himself from his prison below.

ADVENTURE HOOKS

Whether you wish to motivate the adventurers through friendship, moral responsibility, or financial gain, there are a number of different ways to get the adventurers to explore the Deep. Three such ways are described in the following sections; use whichever ones you favor.

THE FALLEN COMRADE

One of the adventurers' party members or friends that was recently slain needs to be revived. Whether through barroom rumors or studies in academia the adventurers may have heard already of Westernos and his priest's proclivity for raising the dead. The adventurers decide to head out in search for the entrance to the Deep as a means of reviving their fallen comrade.

CONTAIN A GREAT EVIL

Westernos' spirit still remains trapped in the furthest depths of the Deep, but the abandonment of his tomb's maintenance has allowed his will to strengthen over the years. This emerging will has resulted in the awakening of other, once dormant servants. Perhaps your party has encountered these beings or has had dealings with corrupted priesthoods in the more settled areas of the desert. In either case, adventurers have encountered a physical manifestation of Westernos' growing strength in their world and have tracked its source to the Deep.

A LOST TREASURE

Throughout its history, followers of Westernos had a great many ways of acquiring favor in his eyes. Foremost among these was offering items of value or power to the pyre. These items were frequently looted as often as they were freely given. Rumors abound of one such powerful artifact hidden in the Deep.

RUNNING A DEADLIER DEEP

If you'd like to increase the difficulty of either the Chamber of Ascension or Tomb of Deadly Rites, you can use the following methods to increase the challenge your adventurers face.

RANDOM ENCOUNTERS

There are a number of monsters already dwelling in specific areas within the Deep. However, about half of the chambers do not contain scripted inhabitants. If you'd like to increase the likelihood of them encountering combative enemies, simply roll on the table below every time the party enters a new area for the first time and again for each 15 minutes they spend there.

ENCOUNTERS OF THE DEEP

1d10	Encounter
1-4	1d4 mimics
5-7	1d4+2 ankhegs
8-9	1d6 + 1 mummies
10	1 xorn



Truesight Torch

Mimics. The mimics are accustomed to taking the form of ornate, elegantly carved sarcophagi in order to lure in potential tomb robbers. The mimics remain motionless until a character touches them and becomes stuck to its adhesive body before springing their surprise attack.

Ankhegs. A small contingent of ankhegs has diverted from the main cluster and burrowed up through the ground somewhere within the Deep. The ankhegs are hungry and in search of fresh meat, immediately attacking if they encounter the adventurers.

Mummies. A few of the last bodies embalmed within the Deep have been animated by the mere presence of Westernos' will emerging from his prison. The mummies interpret any adventurers as a trespasser on hallowed ground and will immediately attack.

Xorn. Stranded on the material plane, this Xorn has wandered the desert sands aimlessly. Corrupted by the presence of Westernos' spirit, it is enraged and starving, unwilling to negotiate and instead drawn to ambush the adventurer with the most coins or precious gems.

OPPRESSION OF THE DEEP

The emergence of Westernos' from his prison below emanates an oppressive aura throughout the Deep. If you'd like your adventurers to feel the existential weight of Westernos' struggle as they explore the Deep then you may apply the following effect as soon as they enter.

OPPRESSION OF THE DEEP

Adventurers with less than ¼ of their maximum hit points become 'oppressed'. While oppressed, a creature takes an additional 5 points of necrotic damage at the end of each hour it spends in the Deep. In addition, an oppressed creature must succeed on a DC 12 Charisma saving throw at the conclusion of each short or long rest. On a failure, it gains no benefits from that rest. Lastly, all death saving throws made within the Deep are rolled with disadvantage.

A creature stops being oppressed if its hit points ever increase above one quarter of its hit point maximum, or if it leaves the Deep.

PASSAGE TO THE DEEP

Gaining access to the Deep is in and of itself a difficult task. The Deep Passing (the only means of entering the Deep from the surface) is a forty-foot-wide stone door set into the compact earth beneath the sand. Deep within the heart of an unforgiving desert, The Passing's location is not detailed on the majority of maps and can only be found by magical means, an experienced guide, or divine intervention.

ENTERING THE DEEP

Once adventurers are able to discern the location of the Passage, they must then open its door. This section details three different ways in which your players could open the door. Use any or all that you like.

Slain Creatures. Four monsters, each a manifestation of Westernos' will, cause chaos somewhere the world above. Prior to arriving at the Passage, the adventurers must find and defeat these four creatures. These creatures could be genuine monsters from Westernos' fellowship or humanoid acolytes that still remain faithful. After each is slain, one of the braziers that rings the Passage's doorway magically alight. When all four are lit, the door opens.

Gathered Artifacts. Four magical symbols, secreted in temples to the god of death, worn by his followers, or hidden in the texts of ancient tomes, keep the Passage's door sealed. Prior to arriving at the Passage, the adventurers must acquire these four items. When these artifacts are placed in small cavities found within each of the braziers, the braziers flare to life. Lighting all four braziers in this way causes the door of the Passage to open.

Spilt Blood. In this scenario, it is fresh blood that opens the door to the Passage. When humanoid blood drawn from a creature no more than 1 minute ago is poured onto a brazier, it lights. When all four braziers are lit in this way, the door opens. The blood for each brazier must come from a unique humanoid; the same humanoid's blood can't be used for every brazier. There are as many braziers as there are humanoids in your party.

THE SPOKEN RITE

Each of the options listed here are based upon the lighting of the four braziers surrounding the door of the Passage. Regardless of how you wish adventurers to accomplish this, the door will only open when the braziers are lit and if an adventurer approaches the door and speaks the following words,

"The eye that sees all will bind all wounds and guide all that have fallen. The flames curl, but they do not burn. The blood runs, but the stone moves. Let the pyre's light grant way to the Deep once more."

This phrase is written in Deep Speech around the eye of the torch carved into the door of the Passage, would be found in any text used by the party during research, and is known to any guide or deity used to ascertain the Passage's location.

SURPRISE ATTACK

As soon as the door to the Deep is opened, the adventurers are ambushed. During their research and questioning of inhabitants in the area, news of the adventurers' quest reached the ears of a local band of marauders (6 thugs, led by a bandit captain). Eager to plunder the riches of the Deep once it is open, they spring a surprise attack.

The intent of this ambush should be to heighten the sense of drama related to the opening of the Passage. A fight that goes poorly has the advantage of driving adventurers down into the Deep while a successful combat leaves adventurers wary of further danger.



CHAMBERS OF ASCENSION

The Chambers of Ascension are the rooms once occupied by members of Westerno's following. Areas 1-7 were the primary chambers used by the following in daily living whereas areas 9-12 were used for ritualistic purposes and where Westernos' spirit can be found breaking through from below.

GENERAL FEATURES

The chambers consist of solidly constructed sandstone walls and floors and the ceilings are 15 feet high unless otherwise indicated. The only door is a secret one connecting Area 7 and Area 11 and is indicated with an "S" on the Chambers of Ascension map.

Light. All areas of the chambers are in complete darkness unless otherwise indicated. The primary exception to this being the **Truesight Torches** (see appendix) that scout through Areas 1-7. Whenever adventurers enter a new chamber or spend more than fifteen minutes in a single area roll a D20. On a roll of 16 or higher a torch is found in the chamber (if entering a new area) or otherwise approaches the chamber from a random entryway. The light from the torches emits bright light in a 20 foot radius and dim light for another 20 feet beyond that. If adventurers are noticed by a **Truesight Torch** the torch will immediately notify the **Westernos Watcher** (see appendix) using their telepathic connection.

Sand. Large mounds of sand have begun to pile up in heavily trafficked areas of the chambers, particularly in areas 1, 3, and 6. This is in part due to the opening of the main passage as well as movement from the **mephits** in area 6.

1. ENTRY CHAMBER

Enormous, fading tapestries hang from each of the three walls of this forty-foot-wide circular chamber, their torn edges grazing small hills of sand along the floor. Though difficult to discern through the muted images and tears in the fabric, these tapestries seem to portray various stages in a funerary ritual. You see several of the dead as their bodies are prepared for burial, the process's sequence broken up by the wear of time on the tapestries. At the southern end of the chamber, you can clearly see what appears to be a large, floating eye wreathed in flame and watching over the depicted rituals. Ten-foot-wide hallways towards the North, East, and West all lead into darkness, though a faint violet glow can be seen in the depths of the northern hallway.

The tapestries originally detailed the embalming process as well as several other basic funerary rituals used by followers of Westernos, though it is now impossible to logically piece them together. The violet glow to the north emanates from the Pyre of Offering in Area 4.

2. HALL OF EMBALMING

A dozen stone coffins fill the western side of this forty-foot-wide square chamber. Stone shelves stand along the eastern side of the chamber, rising to the ceiling and appear to be mostly empty. In the southeastern corner of the chamber sits a strange, circular stone fixture resembling a fountain. A spout sits at the top of the structure and leads to four separate trench-shaped rows that all appear to be intended to spill into the basin below. Two hallways lead to the north and northeast while a larger opening leads to south.

The stone shelves are covered in dust, sand, and the occasional empty scroll case. The fountain-like structure was a device used in the development of an embalming solution.

Each of the twelve stone coffins contain the remains of a Westerno's Watcher, in every case a sand-blasted skeleton. Each time a coffin is opened, roll a d12. On a roll of 10 or higher a **wraith** emerges, the spirit of the dead Watcher, corrupted by the imprisonment of Westernos.

3. ACOLYTE QUARTERS

Mounds of sand are punctured with broken stone and other debris littered about this forty-foot-wide square chamber. Though most of it is considerably worn, small pieces are recognizable as pieces of furniture. The wooden sets combined with the pallor scraps of fabric give you the impression that this was at one point some kind of living area. Two hallways lead to the north and northwest while a larger opening leads to the south.

This room is where the acolytes of Westernos spent most of their downtime. Since the cult's disbandment time, sand, and the various creatures that now inhabit the chambers have taken to dismantling the various furniture once found here. Adventurers that make any loud noises in here reveal themselves to the **Dust Mephits** in area 6 who will then wait in ambush.

4. PYRE OF OFFERING

Hot, violet flames curl out from a 10-foot-wide circular stone brazier sitting in the middle of this 20-foot-wide and 30-foot-long rectangular chamber. The flames resemble those of the braziers aboveground and looking into them they do not appear to be sustained by any physical material. Hallways lead away towards the southeast, south, and southwest while an opening to the north leads into a larger chamber beyond.

This pyre was a staple of worship for acolytes of Westernos and the magical energy that sustains its flames clearly lives on. During the cult's prime, items were placed into the brazier as an offering to Westernos. These items would then burn to ashes while the acolytes worshipped.

In reality, while the flames are real the offerings are not harmed. Any non-living objects placed in here will be under the illusion that they are burning to ashes (even magical items) while instead they are magically transported to the Offering Pool in area 15. This deceit was conceived of in order to acquire valuables necessary for funerary rituals.

5. SOUTHWESTERN WELL

A yellowish viscous substance coats much of the 10-foot-wide circular rim of a well that sits in the middle of this 20-foot-wide circular chamber. A faint scent of decay emanates from the well. Hallways lead away from this chamber to the south and east.

This well, used in the past to collect water for the acolytes, has long since dried up and has become the home for an **Ochre Jelly**. Descending the 30-foot-deep well will lead adventurers to the hidden passage described further in area 8 alongside the ochre jelly.

6. SOUTHEASTERN WELL

The stone lip of a 10-foot-wide circular well sits in the middle of this 20-foot-wide circular chamber that is otherwise almost completely covered in sand. A small trail of stone can still be seen through the sand connecting two hallways in the western and southern walls of the chamber.

A small swarm of five **Dust Mephits** dwell in this area, attracted to the abundant sand and their fascination with death. If previously notified of the adventurers' presence the mephits will hide and attempt to ambush the adventurers. Otherwise, if adventurers are approaching undetected it is not difficult to notice the mephits bickering amongst themselves and hurling sand at one another. Piles of sand fill up 20 feet of the 30-foot-deep well.

7. HALL OF SERVITUDE

Three alcoves each house a different statue in the northern wall of this 50-foot-wide and 20-foot-long rectangular chamber. The westernmost statue is of a cultist with a face hidden by robes and clutching a shield and spear. The central statue is of an armored warlord, standing regally with their blade. The easternmost statue is of a winged human figure, weapon in hand and mid-flight. Three hallways lead away from this chamber to the west, south, and east.

Beneath the central statue of the warlord is a stone plaque with words carved into it. If the adventurers approach it, read:

The stone plaque at the statue's feet is carved into with the following inscription, "*I am the inevitable obstacle. Some may hide and some may cheat, but in time we shall always meet.*"

The statues depict three individuals within the cult's history seen as exemplifying servitude to Westernos. The Hall of Servitude serves a second, lesser-known purpose: allowing passage to the trials of life and ascension. If a creature speaks aloud the correct response to the Warlord's query (death), the floor in front of the statue descends slightly, creating a ramp to the hallway leading to area 11.

8. HIDDEN PASSAGE

The walls of this 5-foot-wide, 40-foot-long, and 5-foot-tall tunnel are rank with an acrid scent. The stones are slightly sticky to the touch and seem to have a yellowish glaze to their appearance. A very dim column of light can be seen descending from above at the end of the tunnel.

This hidden passage connects areas 5 and 10. It is inhabited by an **ochre jelly** that is intelligent enough not to approach a group of adventurers outright but will instead wait for an opportunity to ambush one of them unawares.

Swinging Blade. A curved, sharpened blade is set into the wall halfway along the tunnel and is activated by a hidden pressure plate. A successful DC 15 Wisdom (Perception) check spots the pressure plate, as well as the slight gap in the stonework through which the blade swings. The trap activates when more than 30 pounds of weight is placed on the pressure plate, releasing the blade from the wall where it swings a single time and locks into the opposite wall. The creature that activates the trap must make a DC 14 Dexterity saving throw, taking 11 (2d10) slashing damage on a failed save, or half as much damage on a successful one.

The ochre jelly can activate the trap on its own and thereby make use of its **Split** reaction while taking no damage.

9. NORTHEASTERN WELL

A 10-foot-wide well sits in the middle of this 20-foot-wide circular chamber. The well clearly has not held any substances in recent years, but the pungent scent of death can be smelled by anyone that comes near it. A hallway leads away from this chamber to the west.

The well in this chamber was used to store human byproducts rendered during the dark rituals performed in the Trial of Life. Any adventurers that descend the well can observe streaks of blood along its inner walls as well as a pile of human bones starting 20 feet below the floor.

10. NORTHWESTERN WELL

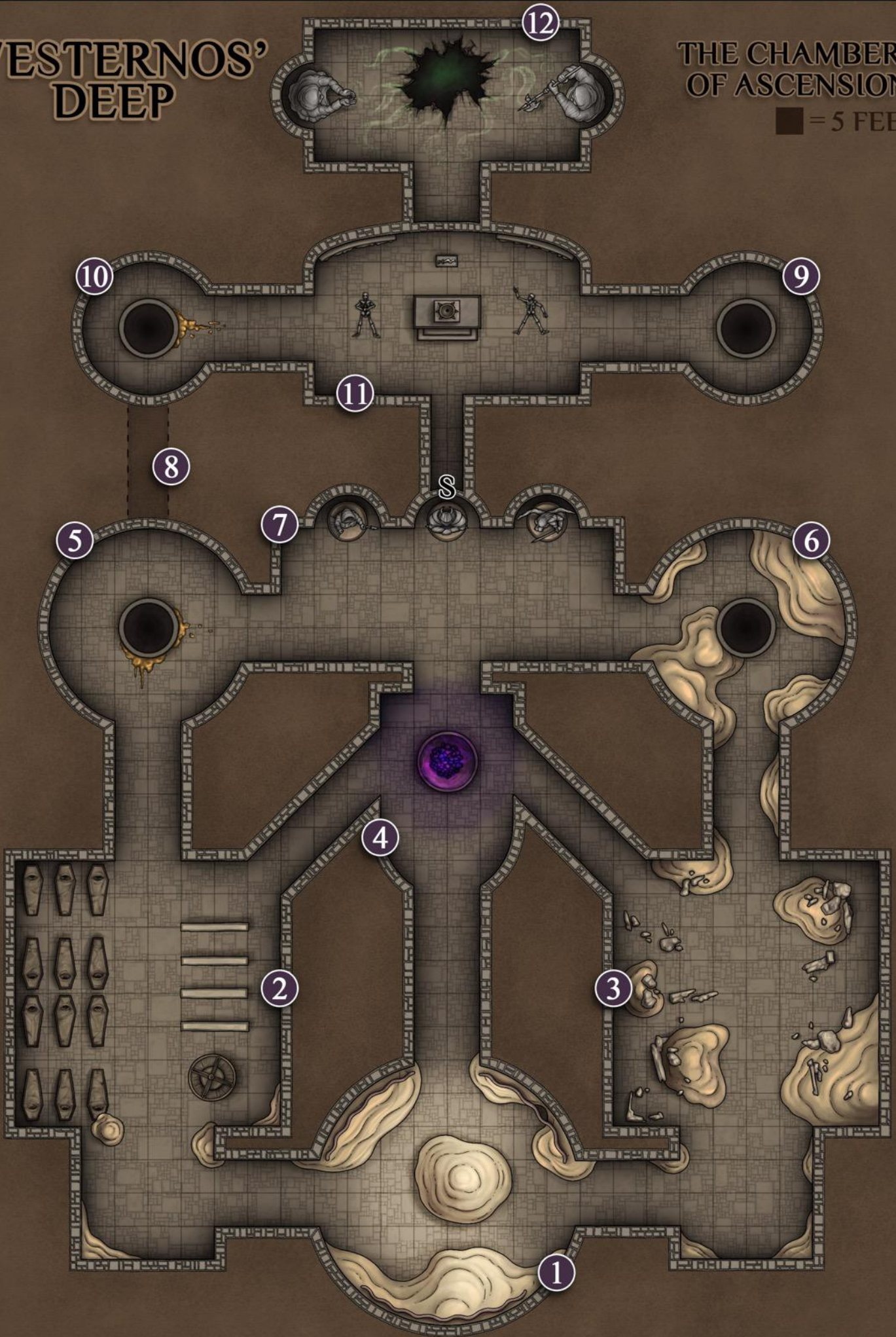
A yellowish viscous substance coats much of the 10-foot-wide circular rim of a well that sits in the middle of this 20-foot-wide circular chamber. A faint scent of decay emanates from the well. A hallway leads away from this chamber to the east.

This dried up well is inhabited by an **Ochre Jelly**. Descending the 30-foot-deep well will lead adventurers to the hidden passage described further in area 8 alongside the ochre jelly.

WESTERNOS' DEEP

THE CHAMBERS OF ASCENSION

■ = 5 FEET



11. TRIAL OF LIFE

This 40-foot-wide and 25-foot-long rectangular chamber features two smooth, stone slabs set onto its curved northern wall. The slabs are blank and devoid of any kind of imagery or writing. A low stone pillar sits between each of the slabs with a kris dagger resting upon it and a similar looking altar lies in the middle of the chamber with some kind of ornamental bowl affixed to its surface. The bones of two human skeletons are embedded into the floor of the chamber: the western skeleton appears to be clutching its stomach while the eastern skeleton is gesturing towards the pillar where the dagger sits. Three Truesight Torches can be seen fluttering about the upper reaches of the chamber, occasionally resting in empty sconces along the walls. Three hallways lead away from this chamber to the west, south, and east.

This chamber is where the ceremonial *Trial of Life* took place. On its face, the aim of the trial may seem clear: using the kris dagger a creature must contribute fresh blood to the basin resting upon the central altar.

However, there is more to this ritual than immediately meets the eye. When granted truesight through the acquisition of one of the nearby torches, further instruction is revealed upon the faces of the two stone slabs. On both faces are glyphs depicting a humanoid using the dagger on themselves, using this blood to write on the altar, and depositing blood into the basin. Beneath these instructions each slab features a large symbol taking up the majority of the surface. On the western slab is the glyph from the beginning of the deep speech script and on the eastern end is its final glyph. Together these glyphs represent the beginning and the end.

If fresh blood is used to draw each of these corresponding symbols on either side of the basin and finally deposited into the basin itself, the wall on the northern end of the chamber between the stone slabs opens, allowing passage to area 12.

12. TRIAL OF ASCENSION

This 40-foot-wide and 20-foot-long rectangular chamber features two large statues of cultists set into alcoves on either side. The western statue has its hands together in prayer while the eastern statue is readying to strike with a halberd. There is a 10-foot-wide chasm towards the northern end of the chamber from which several green, spectral tendrils writhe about. A few of these tendrils are acting as a platform above the chasm for a strange-looking robed figure whose head appears to be a stone pyramid. A violet light casts an eerie glow from inside of the figure's robes as it turns its head at your approach, its single eye slowly blinking.

This chamber is where only the worthy would hope to be chosen for ascension by Westernos. If the histories can be believed, one of the high priests of Westernos would perform a final rite over the acolytes and the spirit of Westernos would "infuse" the most worthy. In actuality, Westernos takes hold of the physical form of the acolyte, ripping their soul from their body to be sent to the plane of the dead and using the acolyte as a vessel.

In the long abandonment since the last Trial of Ascension was performed, Westernos has grown impatient and the manifestation of his will has strengthened, eventually breaking through from below and creating this chasm. The tendrils of Westernos spill outwards, assisting the last remaining **Westernos Watcher** (see appendix) by lifting it up and away from enemies.

The watcher is aware of the adventurer's existence within the chambers due to the informative nature of the **truesight torches** (see appendix). As the last watcher it is the direct avatar of Westernos and therefore will listen to the adventurers to collect information, but ultimately has no intent on allowing them to live.

TREASURE

If the watcher is defeated its form bursts into furious, violet flames, leaving a pile of smoldering ash in its wake. The only object left undamaged by this is the *withering repository* (see appendix). If the watcher is defeated while still suspended above the chasm the repository will plummet down to area 13.

COMBAT WITH THE WATCHER

The watcher begins combat with the spell *Death Ward* having already been cast on itself once the adventurers' approach became obvious. The tendrils of Westernos provide a platform for the watcher above the chasm and 10 feet above the floor, well out of range of melee. The tendrils do not form solid material for any other creature trying to leap to the watcher's position.

The watcher will initiate combat by casting the spell *Spiritual Weapon*, taking the form of a narrow, flaming sword. It will then follow up with the cantrips *Toll the Dead* or *Sacred Flame*. The spell *blight* can be used to target creatures that seem particularly weak and as the fight drags on the watcher's use of its legendary action: *hasten passing* will make things all the more dire.

In the event that an adventurer attempts to engage in melee combat the watcher may choose to cast the spell *Antilife Shell*. Similarly, if a ranged adventurer seems troublesome the watcher may choose to debilitate them through the use of the spell *Blindness/Deafness*.



Westernos' Watcher

TOMB OF DEADLY RITES

The Tomb of Deadly Rites predates the chambers above and house Westernos' remains. The floor of area 13 is 50 feet below the chasm in area 12. Areas 13-15 are immediately accessible to adventurers whereas Areas 16-21 are blocked by high-impenetrable doors opened through means detailed in the sections following.

GENERAL FEATURES

The chambers consist of solidly constructed sandstone walls and floors and the ceilings are 30 feet high unless otherwise indicated. The six sets of double-doors are each 10-foot-wide and feature no discernable handles.

Light. All areas of the tomb are cast in dim light due to the slight glow of both the strange waters and the imprisoning gems in areas 16-21.

13. FOUNT OF CHAINS

Below you water emanates from a 20-foot-wide circular pool, streaming outwards through seven rivulets that move between seven sets of stairs leading down a dais into the rest of this 90-foot-wide circular chamber. An eerie fog hangs above the surface of the water throughout the chamber, casting a greenish dim light. On the southern end of the dais a 10-foot-wide set of stairs leads to a thirty-foot-wide hallway beyond. Throughout the walls of the rest of the chamber are six sets of massive stone doors, no handles visible on any of them. In front of each set of doors is a 10-foot-wide dais, each of which has a different symbol engraved into it. The stench of rot and death is almost tangible in the air; you have the distinct impression you are being watched.

The symbols in front of each door represent the organs of Westernos contained within the chambers beyond. When adventurers first enter the tomb all six sets of doors are closed and locked with no means of opening them physically, magically, or otherwise. Instead, each chamber is opened by defeating its respective guardian as is described further in area 14.

Fog. The fog that sits above the surface of the waters throughout the tomb are the signs of Westernos' ambient presence here. The waters in the rivulets cannot directly harm any creatures, but adventurers that spend time in the deeper sources of water (the entrance pool, the basins between stairs, and area 15) are more intrinsically linked with Westernos.

For every minute that an adventurer spends in a deeper source of water in the tomb, Westernos gains knowledge of a significant memory from that adventurer's past. If released, Westernos will use that knowledge to manipulate the adventurers and any adventurers from whom Westernos has knowledge of five or more memories rolls with disadvantage against Westernos' *Coercive Spirit* ability (see appendix).

14. HALL OF GUARDIANS

Three large alcoves line each side of this 30-foot-wide, 70-foot-long hall. Between them sit 5-foot-wide semicircular basins of water matching those found in the other pools of the tomb. Within each of the six alcoves are life-size statues of strange creatures. Winged humanoids, eyeless monstrosities, and golems of immense size loom down upon you. At the southern end of the hall you can make out a dim glow.

The statues depict the forms of six guardians that once served Westernos at the height of his reign. Defeating each of these guardians will grant adventurers access to a corresponding organ chamber connected to area 13.

Summoning a Guardian. Along the rim of each of the four basins of greenish water is carved the following text in deep speech:

"Servants of the Deep rest here eternal, acolytes of death now bind and imprison. The innards of the Deep lost forevermore. A taste of the living may bring back what is dead, the seal that entraps may be broken. Summon His servant and sunder the door."

If even a single drop of blood is added to a basin the misty waters immediately turn a deep, blood red and initiates the summoning of the respective guardian. Each guardian's stat block is found in the appendix. Whenever a guardian is summoned you may read the following aloud:

The deafening clamor of rushing wind fills your ears as the mists that sat above the waters suddenly rush towards the fount at the center of the large chamber. The mists' gathering immediately begins to form a distinguishable cloud of roiling movement, its murky outline solidifying as the form of some unknown creature takes shape.

REMIEL, THE FALLEN

Remiel is one of the only guardians of the tomb that may be communicated with and still retains his ability to cast the spell *raise dead* as he could during Westernos' reign. If the adventurers are not immediately aggressive with the celestial being and present their fallen comrade, Remiel can be persuaded to revive them under the condition that they immediately flee from the tomb.

Fallen Comrade. If using the 'Fallen Comrade' adventure hook this is the best instance in which adventurers would encounter an opportunity to revive their comrade.

Otherwise, Remiel attacks the adventurers and fights until slain. Remiel's defeat will unlock the door to area 16.

MONARIK, THE DEVOURER

While many of Westernos' guardians enjoyed more publicly revered positions, Monarik was kept in reserve as the punisher set upon Westernos' enemies. Now it dwells within Westernos' tomb, consuming only those foolish enough to try and breach the doorway to Westernos' gut.

Monarik understands why it has been summoned and immediately attacks the adventurers, fighting until slain. Monarik's defeat will unlock the door to area 17.

FERAGALL, THE GATEKEEPER

Feragall is considered a fallen sphinx, corrupted by Westernos' influence many eons ago and now guards the doorway to Westernos' mind.

Feragall's Test. Rather than immediately resorting to violent defense of the tomb, Feragall presents the adventurers with a riddle, making it clear they have but one opportunity to answer correctly. If they do so, Feragall dissolves into a puddle of the same mist she formed from and the door to area 18 opens. If the adventurers answer incorrectly the sphinx immediately attacks, fighting until slain.

Feragall's riddle:

Old she always is, yet occasionally new

She is never somber, but sometimes blue

She is never empty, but occasionally full

Pushes she never will, but always pulls

Answer: The moon.

DESOLATION, THE YUGOLOTH

Desolation acted as a warden for Westernos, guarding a prison that existed on the surface and has since crumbled many years ago. It was adept at capturing runaways and suppressing magical means of escape. Now those same means of confinement make it all the easier to punish adventurers that inevitably regret having tried to breach the doorway to Westernos' tongue.

Desolation understands why it has been summoned and immediately attacks the adventurers, fighting until slain. Desolation's defeat will unlock the door to area 19.

SEGOJAN, THE GOLEM

Segojan is the only guardian of the tomb provided by the priesthood themselves. Crafted as the masterpiece entity of the Deep, Segojan originally dwelt above in the Chambers of Ascension, acting as protector of the acolytes and as a symbol of their power. Now with the priesthood gone Segojan remains below, with only the doorway to Westernos' hand to protect.

Segojan understands why he has been summoned and immediately attacks the adventurers, fighting until slain. Segojan's defeat will unlock the door to area 20.

QARDAZIM, THE WATCHER

In life, Qardazim had formed a partnership of sorts with Westernos, acting as a delegate for the funerary deity. Now, long after the height of Westernos' reign, Qardazim's spirit remains in the tomb, guarding the doorway to Westernos' eye.

Qardazim immediately begins hovering about the tomb, interrogating his summoners by telepathically conveying images and emotions. Whether Qardazim deems he has learned a sufficient amount of information or the adventurers themselves grow too aggressive, Qardazim will attack the adventurers, fighting until slain. Qardazim's defeat will unlock the door to area 21.

15. OFFERING POOL

The large hallway stops at the southern end where slick steps lead down into a murky pool of water. Much of the fog sits upon the pool here, casting a rippling, dim glow along the walls. Shimmers and glimpses of many objects can be seen peeking through the cloud of debris.

This pool is the true resting place of items placed in the Pyre of Offering in Area 4 from the Chambers of Ascension. Although the illusion placed on the pyre causes items to appear to burn, they are instead magically teleported to the pool here.

TREASURE

Scattered throughout the floor of the pool are hundreds of coins with several different styles of minting to them. In total the pool contains 5,000 cp, 3,500 sp, and 500gp. Additionally, adventurers may discover the following treasures with sufficient searching:

- The gilded skull of a wolf (worth 100gp)
- A painted ceramic statue of a ceremonial figure (worth 50gp)
- Three rusted greatswords (worthless)
- A rotted wooden chest containing several sets of ruined dresses and robes (worthless)
- A silver crown with jade swords for spires (worth 125gp)
- A gilded copper mask fashioned in the form of a cruelly sneering royal (worth 75gp)
- A magically-preserved, thin, leather-bound tome titled *The Exculpation of Begrieved Spirits*, no listed author.
- An elaborately carved, wooden scimitar (worth 20gp)

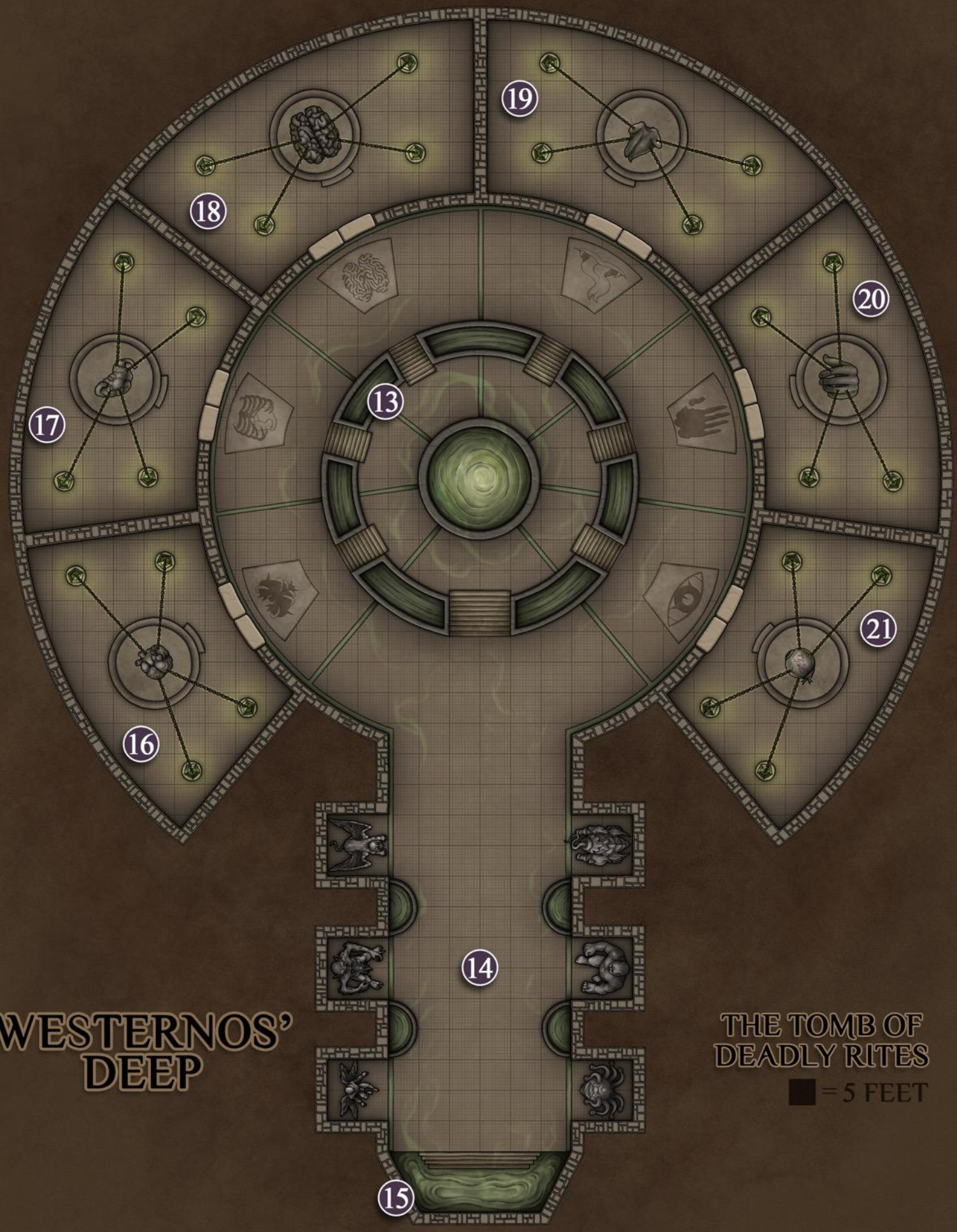
Lastly, a *figure of wondrous power* and a *dagger of venom* sit within the depths of the pool. They are buried amongst coinage and other debris and are found only after thirty minutes of searching.

A Lost Treasure. If using the 'A Lost Treasure' adventure hook this is the most likely location that adventurers would encounter or discover the item they are in pursuit of.

WESTERNOS' DEEP

THE TOMB OF DEADLY RITES

■ = 5 FEET



SEALED CHAMBERS

Areas 16–21 each contain a separate organ from the original body of Westernos. During the deity’s own funerary ritual in an untold time long before the Deep, these organs were preserved and sealed away within each of these chambers. This was done both to honor Westernos as well as to contain his then overwhelming influence.

Now, in the centuries following the dissolution of Westernos’ priesthood his spirit has been allowed to grow steadily, threatening to reconstitute back into the original form Westernos once wielded. Adventurers seeking to prevent this must destroy each of Westernos’ organs. If even one organ remains that piece is enough to allow an eventual corporeal return to his full form.

Each respective organ is pierced through with heavy chains magically fused with four green crystals found in every chamber. While pierced in this way, the organ is immune to all types of damage and conditions. A green crystal has AC 16, 15 hit points, and immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons.

ORGAN ABILITIES

Heart	Charisma
Gut	Constitution
Mind	Intelligence
Tongue	Dexterity
Hand	Strength
Eye	Wisdom

WESTERNOS’ ORGANS

Each of Westernos’ organs were magically preserved during his funerary ritual; they do not naturally die and still attempt to perform all of the same functions as they would when they were a part of the same body. The organs lack blood or any other obvious signs of life aside from their pulsations or small movements. They are a pallid, graying color and smell heavily of dust and mildew.

Each of Westernos’ organs has AC 10, 50 hit points, and immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons. If an organ is destroyed it dissolves into a puddle of mist and billows along the floor of the chamber, joining the mists in the main chamber.

A creature that touches an organ forms a telepathic link with that portion of Westernos’ form. Westernos’ will use that connection to communicate with the creature, intending to beguile and persuade it to assist him.

Additionally, that creature must make a DC 14 saving throw, using the respective ability score as specified by the Organ Abilities table above. If the saving throw fails, the creature’s same ability score is reduced by 1d4 and the creature dies if this reduces its ability score to 0. Otherwise, the reduction lasts until either the organ is destroyed, or the creature is put under the effect of the spell greater restoration.

16-21. ORGAN CHAMBERS

The following text may be read aloud each time one of the organ chambers is entered, regardless of which organ is contained within:

A tiered, stone dais sits in the middle of this large, stone chamber. In each of the four corners of the room stand 20-foot-tall pillars adorned with large, green gems levitating above them. Enormous, heavy chains jut forth from each crystal, connecting above the dais where they pierce into a gray, massive, and seemingly living organ.

Once the chamber is entered, have the characters and the organ roll initiative. If the adventurers leave the chamber and later return, they can reroll initiative, but the organ’s initiative count doesn’t change. Each organ is a roughly 5-foot-diameter mass that is suspended above the central dais. Adventurers standing below the organ can make melee attacks against it, provided their weapons have a reach of at least 10 feet. See the “Westernos’ Organs” sidebar for a list of the organ’s stats.

The heart and green crystals in this chamber are held aloft by the will of Westernos. Casting *dispel magic* on them has no effect.

AURAS OF THE DESPERATE

Each organ contained within each chamber possesses its own distinctive aura that fills its respective area. Refer to the sections below to know which aura adventurers will contend with when entering each organ's chamber.

Auras of the Desperate. On the organ's initiative count it pulsates, a ripple of energy emanating from it and spreading throughout the chamber. All creatures within the chamber must make a DC 14 saving throw using the respective ability for each organ as specified in the Organ Abilities table. If the saving throw fails, the creature's respective ability score is reduced by 1d4 and the creature dies if this reduces its ability score to 0. Otherwise, the reduction lasts until either the organ is destroyed, or the creature is put under the effect of the spell greater restoration.

Additionally, all creatures within 15 feet of the organ that fail their saving throw suffer a secondary effect as described in the Secondary Effects table below.

SECONDARY EFFECTS

Heart	Creatures are magically charmed by the heart for 1 hour. A charmed creature forms a telepathic link with the heart as if it had been touched by the creature (see the "Westernos' Organs" sidebar).
Gut	Creatures are poisoned for 1 hour. If a creature that's already poisoned by this effect fails the saving throw again, it becomes incapacitated instead, and a creature already incapacitated drops to 0 hit points if it fails the saving throw. A successful saving throw renders a creature immune to this effect of the gut's aura for 24 hours.
Mind	Creatures begin to perceive an illusory acolyte of Westernos is fighting them, as if they were under the effects of the phantasmal force spell. The illusion deals 2d6 psychic damage to the creature per round and lasts until the creature is either dead or recognizes it as an illusion (save DC 14).
Tongue	Creatures take 18 (4d8) bludgeoning damage. If the creature is Large or smaller, it is grappled (escape DC 14), pulled into the same space as the tongue, and restrained until the grapple ends. The tongue can grapple up to two targets at a time with its tongue.
Hand	Creatures take 14 (4d8) bludgeoning damage, are pushed 10 feet away from the hand, and are knocked prone.
Eye	Creatures take 10 (3d6) force damage and are blinded for 1 hour or until the organ is destroyed.

WESTERNOS' RETURN

If all of Westernos' organs are destroyed the forgotten funerary deity's full return to its original form has been made impossible. In his vengeful fury, Westernos' gathers the bountiful mists left in the wake of his organs' destruction to form a temporary avatar seeking only revenge on the adventurers.

In the quiet wake of the elimination of the final organ, read the following text aloud:

The onerous silence that had settled in the room is suddenly ruptured by a deafening rush of wind. Moving to the central chamber, you see the mists coalescing once more about the fount. The solid surface beneath your feet begins to give way as the floor and walls of the tomb transform into something transient and otherworldly. Looking above, you see the cloud of mists has grown exponentially and towers above you, strange appendages elongating out from an inhuman form. A single glowing eye appears in the middle of the growing creature as a voice fills your head: "Now you too shall be forever entombed here. Trapped and forgotten beneath the sands."

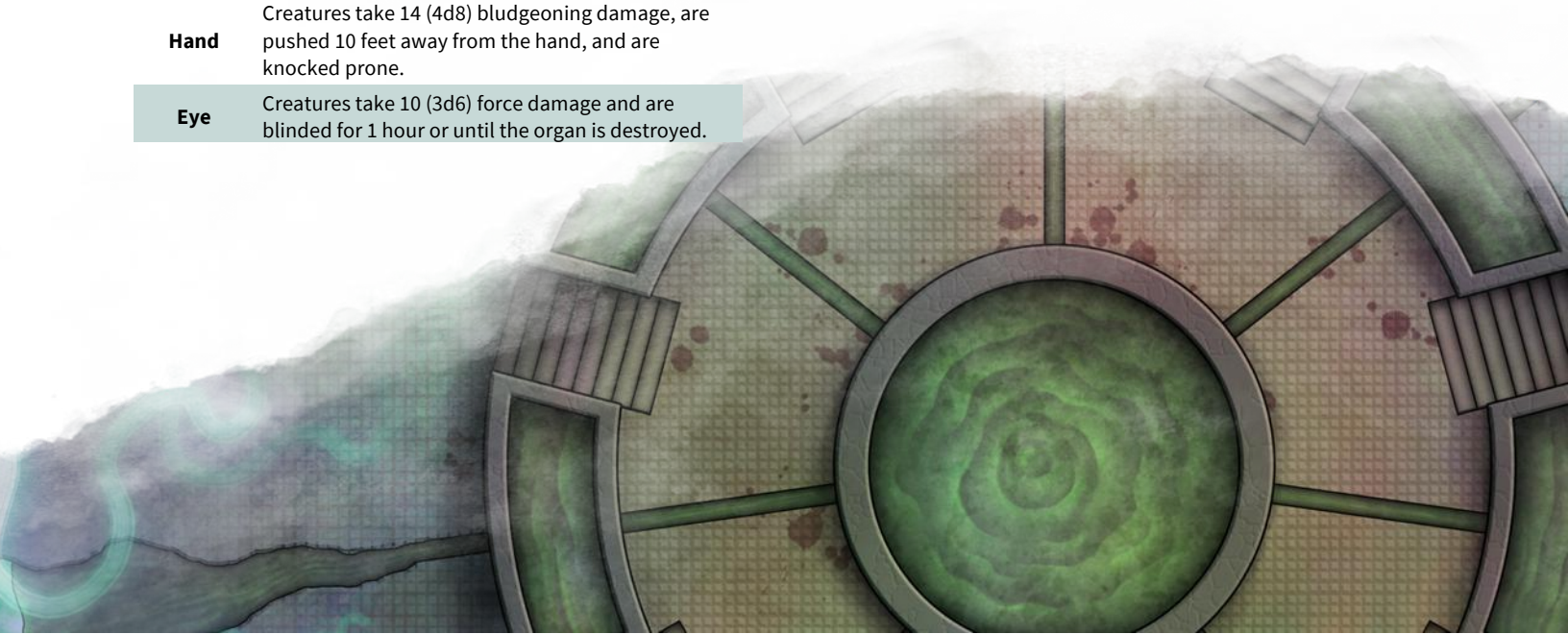
Westernos' final attempt at restoration encircles the adventurers into a pocket dimension where they are trapped with Westernos' unstable form. The adventurers' only hope of escape lies in defeating this final vestige of Westernos' power.

ADVENTURE CONCLUSION

If the adventurers prevail over Westernos' final upheaval they are transported back into area 13. All of the mists that hovered above the waters are gone and the adventurers are free to rest, leave, or plunder as they wish. They have rid the region of a monumental threat and there are surely any number of wizened individuals in the surrounding desert towns that may wish to reward the adventurers for their efforts.

Additionally, at the dungeon master's discretion they may choose to award the adventurers with the following boon for having defeated Westernos and escaped the Deep with their lives:

Ascension Over Death. You have advantage on death saving throws. In addition, you can also cast the spell *revivify* without using a spell slot or any components. Once you do so, you can't do so again for the next 30 days.



APPENDIX: TREASURE AND MONSTERS

TRUESIGHT TORCH

Small construct, lawful evil

Armor Class 14 (natural armor)

Hit Points 10 (3d6)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-1)	18 (+4)	10 (+0)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Dex +6, Wis +3

Senses truesight 30ft., passive Perception 11

Languages --

Challenge 1/4 (50 XP)

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

False Appearance. When held by a creature, the eye of the torch is closed and its form motionless, but the flame remains lit and is otherwise indistinguishable from a normal torch.

Telepathic Connection. The truesight torch maintains a constant telepathic connection with Westernos' Watcher. The presence of any hostile entity detected by the torch is immediately made known to the watcher.

ACTIONS

Torch Flame. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) fire damage. v

WITHERING REPOSITORY

Wondrous item, uncommon (requires attunement)

This amulet is carved from an obsidian brick and bears the visage of a three-eyed skull. It hangs from an iron chain necklace made of misshapen rings.

While wearing the withering repository you are constantly under the effects of the *gentle repose* spell. Additionally, the amulet grants you the ability to cast *death ward* and *true seeing* spells, each once per day.



Withering Repository

WESTERNOS' WATCHER

Medium monstrosity, lawful evil

Armor Class 12

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14(+2)	14 (+2)	12 (+1)	18 (+4)	9 (-1)

Saving Throws Con +5, Wis +7

Skills Arcana +4, Insight +7, Religion +4

Senses passive Perception 14

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 5 (2,300 XP)

Spellcasting. The watcher is a 9th level spellcaster (spell save DC 15, +7 to hit with spell attacks). The watcher has the following cleric spells prepared:

Cantrips (at will): *sacred flame, spare the dying, thaumaturgy, toll the dead*

1st level (4 slots): *bane, command, false, inflict wounds*

2nd level (3 slots): *blindness/deafness, flaming sphere, spiritual weapon*

3rd level (3 slots): *feign death, speak with dead*

4th level (3 slots): *blight, death ward*

5th level (1 slot): *antilife shell, raise dead*

Constant Repose. Unless otherwise taken from them, the watcher is in possession of the *Withering Repository*, is under its passive effects, and may use its active abilities.

Telepathic Connection. The watcher maintains a constant telepathic connection with all truesight torch creatures within 500 feet, using it to send and receive critical information throughout the Deep.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 4 (1d4 + 2) slashing damage plus 9 (2d8) necrotic damage.

LEGENDARY ACTIONS

The watcher can take 1 legendary action only at the end of another creature's turn. If used, the watcher regains its spent legendary action at the start of its turn.

Hasten Passing. A funerary bell rings and all creatures within 30 feet with less than half of their maximum hit points must make a Wisdom saving throw. A target takes 4d8 necrotic damage on a failed save, or half as much damage on a successful one.

FERAGALL, THE GATEKEEPER

Large monstrosity, lawful evil

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

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

Saving Throws Int +8

Skills Arcana +12, History+12, Perception +8, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Common, Sphinx

Challenge 12 (8,400 XP)

Inscrutable. Feragall is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain Feragall's intentions or sincerity have disadvantage.

Legendary Resistances (2/Day). If Feragall fails a saving throw, it can choose to succeed instead.

Psychic Claws. Feragall's weapon attacks deal an additional 4 (1d8) psychic damage (included in attack).

Spellcasting. Feragall is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. Feragall has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, vicious mockery*

1st level (4 slots): *detect magic, identify, shield*

2nd level (3 slots): *darkness, locate object, suggestion*

3rd level (3 slots): *dispel magic, remove curse, tongues*

4th level (3 slots): *banishment, confusion, greater invisibility*

5th level (1 slot): *legend lore*

ACTIONS

Multiattack. Feragall makes two claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 4 (1d8) psychic damage.

LEGENDARY ACTIONS

Feragall can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Feragall regains spent legendary actions at the start of its turns.

Attack. Feragall or its duplicate makes one claw attack.

Teleport (Costs 2 Actions). Feragall or its illusory duplicate magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). Feragall casts a spell from its list of prepared spells, using a spell slot as normal.

BONUS ACTIONS

Illusory Duplicate. A magical illusory duplicate of Feragall separates from Feragall's form and lasts until the start of Feragall's next turn. Unless physically interacted with (for example, hitting the duplicate with an attack) it is impossible to determine which image of Feragall is real and which is the illusion. If dispel magic is cast on the illusion, it disappears.

When Feragall takes the Multiattack action or the Attack legendary action while it has an illusory duplicate, it can choose if its attack originates from itself or from its illusion. If the attack originates from the illusion, all slashing damage dealt becomes psychic damage.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Feragall takes a lair action to cause one of the following effects; Feragall can't use the same effect two rounds in a row:

- **Forgetful Wind.** With a calming sigh the air relieves all creatures other than Feragall of their desires, fears, and memories. Each creature within the tomb must succeed on a DC 15 Intelligence saving throw or forget why they're here as well as who the other creatures in the room are, until the end of the round. Feragall knows who has failed and succeeded.

A creature who fails the save by 5 or more (DC 10) permanently forgets a fact of the GM's choice. This can be restored with *greater restoration* or similar magic.

- **Illusory Terrors.** With alarming authenticity, horrors pertinent to each creature abound within the room in a macabre display. Each creature other than Feragall must make a DC 15 Intelligence saving throw. On a failure, a creature takes 16 (3d10) psychic damage and is frightened of the illusions. As the illusions pervade the room, a frightened creature can't move.

Westernos learns a significant memory from each creature who fails the saving throw by 5 or more (DC 10).

If you use Feragall's lair actions, increase its CR to 14 (11,500 XP).

DESOLATION, THE YUGOLOTH

Large fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	5 (-3)	17 (+3)	12 (+1)

Saving Throws Dex +4

Skills Investigation +3, Perception +9

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., truesight 120 ft., passive Perception 19

Languages Abyssal, Infernal, telepathy (60 ft.)

Challenge 12 (8,400 XP)

Acid Weapons. Desolation's sweat and saliva cause all of its weapon attacks to be magical and deal an additional 7 (2d6) acid damage (included in attack). Any creature grappling or grappled by Desolation takes 7 (2d6) at the start of each of Desolation's turns.

Dimensional Lock. Other creatures can't teleport to or from a space within 60 feet of Desolation. Any attempt to do so is wasted.

Legendary Resistances (2/Day). If Desolation fails a saving throw, it can choose to succeed instead.

Magic Resistance. Desolation has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Desolation makes two attacks: two with its tongue or its bite and one with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 7 (2d6) acid damage.

Tongue. *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage plus 7 (2d6) acid damage. If the target is Medium or smaller, it is grappled (escape DC 15), pulled up to 30 feet toward Desolation, and is restrained until the grapple ends. Desolation can grapple one target at a time with its tongue.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Desolation takes a lair action to cause one of the following effects; Desolation can't use the same effect two rounds in a row:

- **Corrosive Wind.** In tumultuous eddies, stinging blasts of acidic saliva whip around the chamber. Each creature within the tomb must make a DC 15 Dexterity saving throw, taking 7 (2d6) slashing damage and 7 (2d6) acid damage on a failure, or half as much damage on a success.
- **Water Whips.** The misty water rises up, long tendrils snatching at the tomb's interlopers. Each creature other than Desolation and any creature Desolation is grappling must make a DC 15 Dexterity saving throw. On a failure a creature is pulled into a body of water of Desolation's choice within 30 feet of the creature. A creature that starts its turn in this water takes 22 (4d10) acid damage.

If you use Desolation's lair actions, increase its CR to 15 (13,000 XP)

REMIEL, THE FALLEN

Large celestial, lawful neutral

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Deception +9, Insight +9, Perception +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy (120 ft.)

Challenge 12 (8,400 XP)

ACTIONS

Multiattack. Remiel makes two melee attacks. It can replace one melee attack with Draining Touch.

Flail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) necrotic damage.

Draining Touch (3/Day). *Melee Spell Attack:* +9 to hit, reach 5 ft. one target. *Hit:* 18 (4d8) necrotic damage and Remiel regains hit points equal to half the damage dealt.

Change Shape (1/Day). Remiel magically transforms into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (Remiel's choice).

In a new form, Remiel retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features and legendary actions) that the new form has but that it lacks. It retains its lair actions and can move up to its speed as a legendary action.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Remiel takes a lair action to cause one of the following effects; Remiel can't use the same effect two rounds in a row:

- **Demoralizing Wind.** A melancholic air swirls around the chamber. Each creature in the tomb must succeed on a DC 15 Charisma saving throw or be afflicted by the *bane* spell until the end of the round.
- **Dread Word.** Like a growing echo, Remiel's voice sounds in the minds of each creature of its choice within 30 feet of Remiel. Each creature must succeed on a DC 15 Charisma saving throw or suffer an effect based on its current hit points until the end of the round:
 - 75 hit points or fewer: deafened until the end of the round.
 - 50 hit points or fewer: deafened and blinded until the end of the round.
 - 25 hit points or fewer: deafened, blinded, and stunned until the end of the round.

If you use Remiel's lair actions, increase its CR to 13 (10,000 XP).

SEGOJAN, THE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Str +10

Skills Perception +8

Damage Resistances cold, fire

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Abyssal, Common but can't speak

Challenge 13 (10,000 XP)

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

Legendary Resistances (2/Day). If Segojan fails a saving throw, it can choose to succeed instead.

Magic Resistance. Segojan has advantage on saving throws against spells and other magical effects.

Magic Weapons. Segojan's weapon attacks are magical.

Trampling Charge. If Segojan moves at least 20 feet straight towards a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is knocked prone, Segojan makes one stomp attack against it as a bonus action.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Segojan takes a lair action to cause one of the following effects; Segojan can't use the same effect two rounds in a row:

- **Buffeting Wind.** A strong and unpredictable gale whips around the room, unseating those not strong enough to withstand it. Each creature within the tomb other than Segojan must succeed on a DC 15 Strength saving throw or be knocked prone.
- **Dunamantic Tethers.** Invisible ropes of thickened gravity slow the inhabitants of the room. Each creature other than Segojan must succeed on a DC 15 Strength saving throw. On a failed save, until the end of the round, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both.

If you use Segojan's lair actions, increase its CR to 14 (11,500 XP).

MONARIK, THE DEVOURER

Large fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	13 (+1)	10 (+0)	16 (+3)

Saving Throws Con +10

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, telepathy (120ft.)

Challenge 13 (10,000 XP)

Legendary Resistances (2/Day). If Monarik fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Qardazim makes two attacks with either claw or phlegm and can use either Imprison Soul or Soul Rend.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (2d8) necrotic damage.

Phlegm. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft. one target. *Hit:* 19 (4d6 + 5) acid damage.

Imprison Soul. Monarik chooses a living humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside Monarik's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, Monarik regains 25 hit points, immediately recharges Soul Rend, and gains an additional action on its next turn. Monarik can imprison only one Medium or smaller creature at a time.

Soul Rend (Recharge 6). Monarik creates a vortex of life-draining energy in a 20-foot-radius sphere centered on itself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 27 (8d6) necrotic damage on a failed save, or half as much damage on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.

LEGENDARY ACTIONS

Monarik can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. Monarik regains spent legendary actions at the start of its turns.

Attack. Monarik makes one attack with its claw or phlegm.

Move. Monarik moves up to its speed.

Soul Siphon (Costs 2 Actions). Monarik makes a melee spell attack (+8 to hit) against a creature within 5 feet. On a hit, the creature takes 21 (6d6) necrotic damage and Monarik recharges Soul Rend.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Monarik takes a lair action to cause one of the following effects; Monarik can't use the same effect two rounds in a row:

- **Noxious Wind.** A putrid air swirls around the chamber. Each creature within the tomb must succeed on a DC 15 Constitution saving throw or take 10 (3d6) poison damage and become poisoned until the end of the round.
- **Life Siphon.** With a seizing of joints, Monarik drains the life force of those around it. Each creature within 30 feet of Monarik must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion that lasts for as long as Monarik lives. Monarik can make one additional claw or phlegm attack on its turn for each creature that fails this saving throw.

If you use Remiel's lair actions, increase its CR to 15 (13,000 XP).

QARDAZIM, THE WATCHER

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 171 (18d10 + 32)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	15 (+2)	20 (+5)	17 (+3)

Saving Throws Str +7, Con +7, Wis +8

Skills Perception +8

Damage Resistances cold, fire

Damage Immunities bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities charmed, frightened

Senses truesight 90 ft., passive Perception 18

Languages Qardazim can't speak, but conveys emotions and images via telepathy 90 ft.

Challenge 8 (4,800 XP)

Innate Spellcasting. Qardazim's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *darkness*, *fear*

1/day each: *hallucinatory terrain*, *silence*

ACTIONS

Multiattack. Qardazim makes three attacks: two with its pseudopod and one with its bite, or three with its eyes of madness.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft. one target. *Hit:* 43 (6d12 + 4) piercing damage.

Eyes of Madness. *Ranged Spell Attack:* +6 to hit, reach 90 ft. one creature. *Hit:* 10 (2d6 + 4) psychic damage and if the target is a humanoid or beast it must make a DC 16 Wisdom saving throw. On a failure, the creature is subject to one of the following conditions of madness for 1 minute. If a creature is affected by three or more of these conditions, they all become permanent until cured or until the eye guardian dies. On a successful save, there is no additional effect.

d10 Condition of madness

1-2	The affected target sees visions of their worst fears that others do not. The creature uses each action while under the condition to make a melee Attacks against randomly determined creatures within its reach, friend or foe until the condition ends. If there are no creatures within its reach, the creature does nothing.
3-4	The affected target slips into a catatonic state, staring off into the distance. The creature doesn't move or take Actions until the condition ends or they take any damage.
5-6	The affected target hears voices from their past recounting exaggerated versions of all the mistakes they've made and they are compelled to verbally defend themselves. All Actions are made at a disadvantage until the condition ends.
7-8	The affected target feels their mind slipping away and can only think clearly with great strain. To take actions the creature must make a DC 16 Wisdom saving throw. If they fail, they may take the Action but suffer one point of Exhaustion. On a success they suffer no Exhaustion.
9-10	The affected target becomes Frightened and must use their action and Movement each round to flee from Qardazim.



ECHO OF WESTERNOS

Huge undead, lawful evil

Armor Class 21 (+3 plate armor)

Hit Points 143 (19d8 + 57)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Con +8, Int +5, Wis +9, Cha +8

Skills History +5, Religion +5

Damage Resistances fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Deep Speech

Challenge 15 (13,000 XP)

Magic Resistance. Westernos has advantage on saving throws against spells and other magical effects.

Spellcasting. Westernos is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *ray of frost, shocking grasp*

1st level (4 slots): *command, guiding bolt, thunderwave*

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

3rd level (3 slots): *counterspell, animate dead, dispel magic*

4th level (3 slots): *blight, watery sphere*

5th level (2 slots): *contagion, cloudkill*

6th level (1 slot): *circle of death*

7th level (1 slot): *forcecage*

ACTIONS

Multiattack. Westernos can use his Paralyzing Presence then make one attack with his Necrotic Eye and make one attack with his Tentacle of Shadow.

Tentacle of Shadow. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Strength (Athletics) saving throw or be grappled. Once the target is grappled, it must succeed on a DC 16 Constitution saving throw or be cursed with necrotic rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 12 hours that pass. If the curse reduces the target's hit point maximum to 0, the target dies, and its soul is absorbed by Westernos. The curse lasts until removed by the *remove curse* spell or other magic. Each subsequent turn that the target is grappled, it automatically takes 21 (6d6) necrotic damage. Westernos can only grapple one target at a time. A creature can only be cursed with necrotic rot once.

Necrotic Eye. *Ranged Weapon Attack:* +5 to hit, reach 60 ft. one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under Westernos' control, unless the humanoid is restored to life or its body is destroyed. Westernos can have no more than twelve zombies under its control at one time.

Paralyzing Presence. A creature of Westernos' choice that is within 90 feet of him and aware of him must succeed on a DC 17 Wisdom saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, end the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Westernos' Paralyzing Presence for the next 24 hours.

LEGENDARY ACTIONS

Westernos can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Westernos regains spent legendary actions at the start of his turn.

Attack. Westernos makes one attack with his tentacle of shadow or uses his necrotic eye.

Cast Spell. Westernos casts a spell.

Coercive Spirit (Costs 3 Actions). Each living creature within 30 feet of Westernos must make a DC 15 Wisdom (DC 19 if Westernos has knowledge of at least 5 of a creature's memories) saving throw or suffer one of the following progressively increasing conditions. On a successful save, no effect is applied to the creature.

After the first failed save: the affected creature is overwhelmed with sadness and has lost the will to live. All actions, saving throws, and ability checks are done with disadvantage until the end of their next turn. They emit a sickening, greenish light in a 5-foot radius. This light makes it impossible for the creature to benefit from being invisible.

After the second failed save: the affected creature takes 4d10 radiant damage, suffers one level of exhaustion. Effects from the first failed save recur.

After the third failed save: the affected creature's overwhelming sadness progresses to terror. The creature is paralyzed and prone, writhing on the ground screaming. Effects from the first and second failed saves recur.

OPEN GAME 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 form 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 graphic, 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, LLC.

System Reference Document 5.1 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