



OLD GOD MOUNTAIN

The party stumbles upon an old monument to an unknown entity. The carved face in the mountain seems benign enough. Maybe even inviting. Little do they know that this mountain hides a horror little known. A dead old god who has been crushed by the mighty power of the god of Sun and entombed just beneath a layer of rocks. One final ritual is left unperformed to eviscerate what remains of the dead god's still living essence. Will the party be able to find the way to accomplish this task? Will they find all the pieces for the old ritual? Will they withstand the barrage of the old God still living essence?

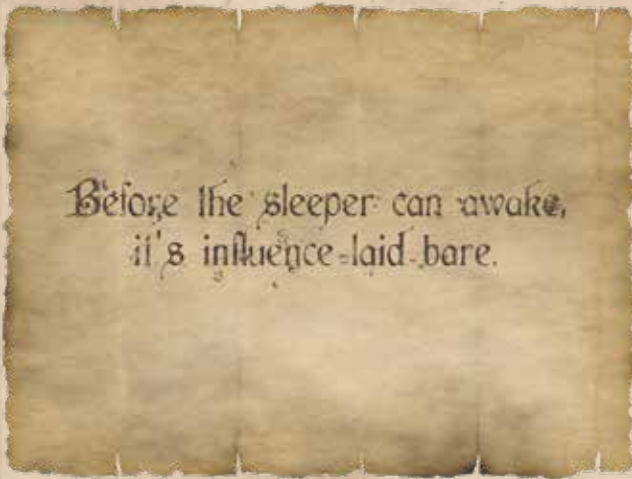
This encounter can be as deadly and as terrifying as you would like. Just because you have a lower level party, does not mean you cannot use these maps and supplement for your group! I am the type of DM that prefers RP over combat, so I always envision an alternate resolution to an encounter with RP alone, where combat is not necessary.

Therefore, this encounter can really be done entirely through RP, but of course, if you love the fighting and the swinging of swords, the stat block for the Shadow entities of this fight is at the end of this supplement. While the stat block is D&D 5e compatible, this adventure supplement can be used with any system, so long as you either decide to do a combat-free encounter, or simply replace the Shadow with another creature from your system.

Combat-Free Encounter: If you would like to avoid combat, all the players would have to do is stand next to the glowing platforms, or the light that will emanate from the rune in the middle of the map. Any time a Shadow would come close to one of those light-filled items, it would take enough damage to cease existing. This mechanic, however, is entirely optional.

The Ritual: In order for the players to succeed in this encounter, all they have to do is

1. Find all 4 verses for the ritual. The handouts for the verses are in the folder "ritual handout" (available to Silver and Gold tiers. You can roll a 1d4 to determine what verse the players find. You can re-roll duplicate rolls. The verses read:



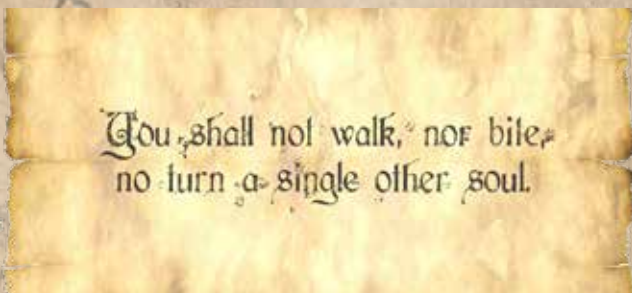
*Before the sleeper can awake,
it's influence laid bare.
Must join the hearts and speak the words,
a gathering most fair.
You shall not walk, nor bite,
no turn a single other soul.
We cast you back to your respite,
our might a single whole.*

(Big thanks to my husband, Maltus, for coming up with this verse! I am awful with rhymes.)

2. Stand on the glowing platforms (if you have less than 5 people in the party, they can put rocks or other heavy objects to make the podiums light up. Use the glowing podium asset (available to Silver and Gold tiers) to denote which podiums are lit up.



3. Recite the verse in correct order.



PHASED ENCOUNTER

PHASE 1



This phase is the most harmless, most innocuous. The players find an ancient religious site, that looks to be... almost inviting. They don't sense much danger here. Perhaps they can even sense some magic that is seeping from the glowing platforms. The first verse may be noticed by a player with the highest stat for finding items (Perception, for example).

PHASE 2



Upon finding the first verse, the ground starts to shake. The essence of this old god wants to set itself free. The face sculpted into the rock starts to crumble, revealing an unsightly truth beneath.

PHASE 3



You can choose to progress each phase with every additional verse that is found. If you choose to do so, your players may need to find two verses in one phase, since there are 4 total. You can choose whatever phase you wish to prolong for 2 verses.

This phase is where things start to get dire. More of the carved face is falling to the ground. Dark tentacle-like appendages start to come out of the rocks. Anyone within 10 feet of these tentacles starts to lose their mind.

Combat Encounter: Those who are unable to keep their senses about them, will start attacking others in their party. (DnD 5e compatible option would be to do a Wisdom Save DC 15, on failure the player character would attack another party member randomly. This can also be rolled with a 1d4 or 1d6 and assigning players to each number).

Non-Combat Encounter: The players start seeing visions of their past, or their loved ones. It is possible that the visions are actually positive, so long as it delays them finding further verses. (DnD 5e compatible option: Roll a Wisdom Save DC 15 to refrain from falling into a stupor due to the visions.)



PHASE 4

Having overcome phase 3, the players now are facing an even greater threat. Shadow creatures are now popping up from what used to be the god's head, unfurling themselves into dark, lanky, tall human-like silhouettes.

Combat Encounter: If you play DnD 5e, you can use the stat block attached. Alternatively, you can use any other creature you deem suitable for this encounter.

Non-Combat Encounter: Combat can be entirely avoided if players stand on the glowing platforms. The light from the platforms hurts the creatures, therefore they do not dare to attack, choosing to circle the party instead.

PHASE 5 (RESOLUTION)



Phase 5 takes off when all of the players activated all of the platforms and read the verses in the correct order. A bright light beams out of the symbol on the floor, eviscerating all Shadows, and destroying the remnants of the Old God Essence, turning his corpse a dull gray color.





SHADOW

Medium aberration, Chaotic Evil

Armor Class 12

Hit Points 45 (10d8)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	6 (-2)	4 (-3)

Saving Throws Dex +4, Cha -1

Skills Intimidation -1, Perception +0

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

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

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

Languages —

Challenge 4 (1,100 XP)

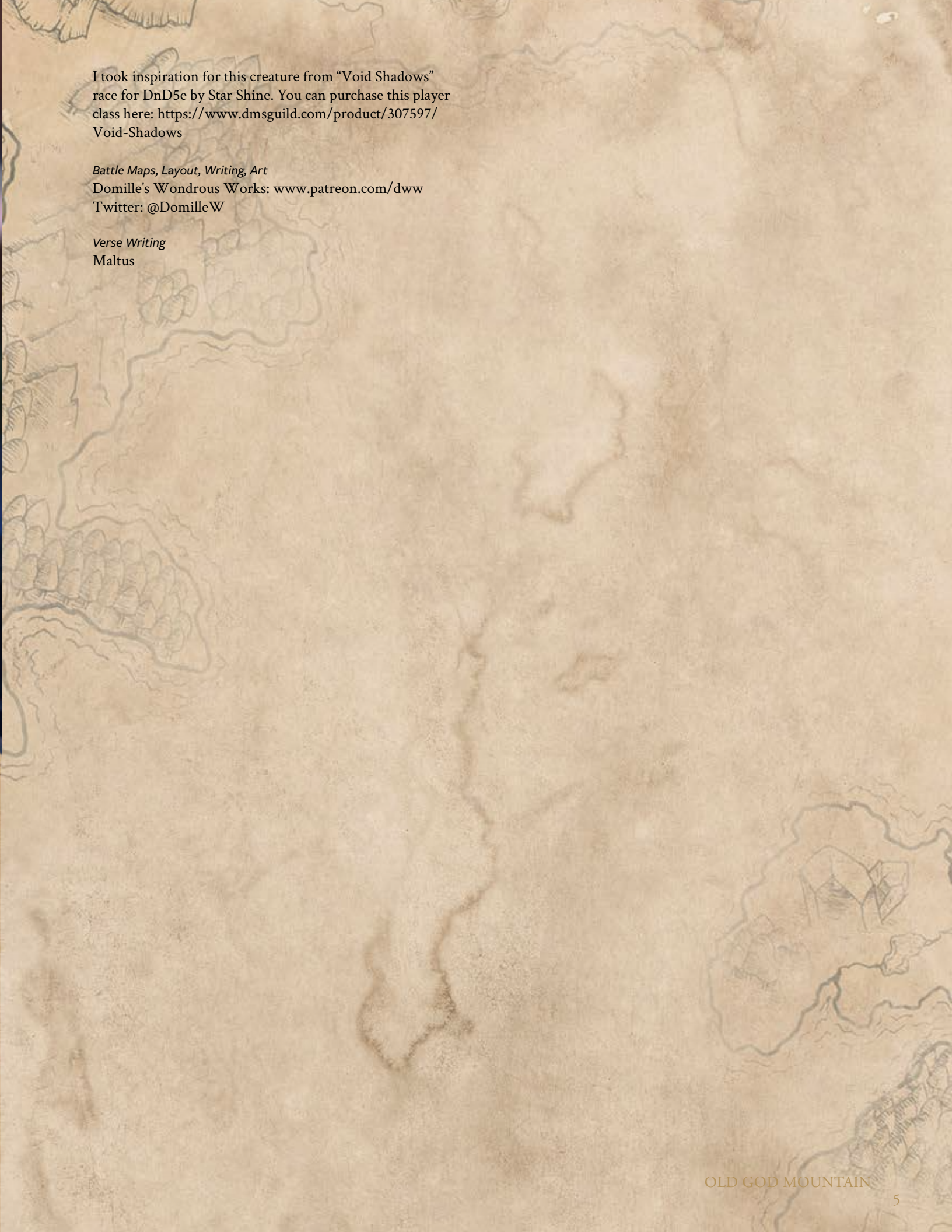
ACTIONS

Bonus Action: Shapeshifter. This creature can take shape of any creature it can see. It can perfectly mimic their appearance as well as their attacks. The only difference is, no matter what attack the creature mimics, it always deals necrotic damage.

Attack. Shadow attacks their target with the attack the target is capable of doing. The creature must have seen the attack previously performed by their target. No matter what the attack is, the damage will always be necrotic. If the target hasn't attacked a Shadow, the shadow holds its action until it, or any other creatures, are attacked by the target.

REACTIONS

Mist Form. When Shadow is attacked with a melee attack, its form takes on a dark mist appearance, allowing for the attack to pass through their body without dealing any damage.



I took inspiration for this creature from “Void Shadows” race for DnD5e by Star Shine. You can purchase this player class here: <https://www.dmsguild.com/product/307597/Void-Shadows>

Battle Maps, Layout, Writing, Art
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