



Journey Through the Cyan Desert

Journey Through the Cyan Desert is a “Build Your Own Region” Fifth Edition encounter kit. It is designed for four to six characters of 5th to 7th level. The Cyan Desert is a grim expanse of lifeless sand, titanic pillars of salt, and the ruins of a long-forgotten civilization.

How to Use This Encounter Kit

This book details 36 modular encounter zones that can be found in the Cyan Desert, or any desert of your own design. These rules assume that the Cyan Desert is a rectangular region measuring 30 miles on the short sides and 60 miles on the long sides. Each encounter zone represents a 25-square-mile region measuring approximately 5 miles on a side. Therefore, the entire desert itself consists of 18 total zones. The remaining 18 encounter zones won't be used unless you decide to expand the size of the desert.

Setup

To set up the desert, perform the following steps.

1. Before play begins, shuffle the 36 Encounter Zone cards together.
2. Draw three cards and lay them face down in a row.
3. Then draw an additional three cards and lay them face down in a row above the first three.
4. Repeat this step until you have six rows each with three cards, for a total of 18 cards in a 3 x 6 rectangle. We recommend using a card binder with 3 x 3 pockets to keep these cards stable and in order for later play.
5. Finally, determine from which of the two short edges the party will start. Turn the three cards on that edge face up so that the players can see them. This is the “entrance” to the region. The party can enter the desert through any of these three available zones.

Reading the Encounter Cards

The 36 Encounter Cut-Out Cards included in the back of this book (or in the official card set from DMDave Publishing) show the following information.

Card Number. This number is keyed to the zone's description in this book. Descriptions begin on page [x].

Random Encounter Chance. If there is a chance of a random encounter in this zone, roll a d20. If the result is equal to or greater than the listed value, a random encounter occurs. See page [x] for the complete list of random encounters.

Obstacle. Some zones are difficult to pass through, requiring additional daily travel actions or checks to cross. The details of the obstacle are noted in the zone's description.

Hazards. Many of the zones impose hazards, requiring the characters to make checks and/or suffer penalties related to the hazards. The details of the hazard are noted in the zone's description.

Foraging. While camping, the characters can search for food and water in the zone. Doing so requires a Wisdom (Survival) check made against the DC listed on the encounter zone card.

Daily Travel Actions

Each day of game time, while traveling through the desert, the party can take **2 travel actions**. A travel action is considered four hours of game time.

The actions that the characters can take are listed below and described in greater detail later.

- **Enter a Zone.** The characters can move into an adjacent encounter zone. If the new zone hasn't been revealed yet, the GM reveals the new zone.
- **Camp.** The characters stay in the encounter zone they are currently in. While in the encounter they can take normal travel actions. See page [x] for more information.
- **Leave the Desert.** If they are at one of the desert's edges, including the one through which they entered, they can leave the desert.

Entering a Zone

If the characters wish to use one of their travel actions to enter an encounter zone, follow these steps.

STEP 1. CHOOSE THE ZONE TO ENTER OR REMAIN

The players choose which zone they want their party to travel into, choosing from any available zone adjacent to them (up, down, left, or right, but not diagonally or outside of the desert).

STEP 2. REVEAL NEW ZONES

If the players choose a zone they haven't yet scouted or entered, the GM must flip over the Encounter Card for that zone. Otherwise, continue to the next step.

STEP 3. RESOLVE OBSTACLES

If the new zone has an obstacle, the characters must do what is required to enter the zone. If they can't or won't make checks or spend the required number of actions, they cannot enter the zone. The party still expends the daily travel action and they must return to the zone they started in. Otherwise, the party successfully moves into the zone.

STEP 4. RESOLVE HAZARDS

Resolve the effects and necessary checks for any hazards in the zone, as detailed on the zone's description.

STEP 5. CHECK FOR RANDOM ENCOUNTERS

If there is no encounter marker on the card, ignore this step.

If the zone has a random encounter marker, roll a d20. If the result is equal to or greater than the number listed by the random encounter marker, a random encounter occurs. Use the random encounter tables on page [x] to determine what the party encounters.

STEP 6. RESOLVE SPECIAL EVENTS

If the zone has any special events triggered by the party entering the zone, resolve those events as detailed in the zone's description.

STEP 7. EXPEND RESOURCES

The characters (and any animals and NPCs traveling with them) must consume the required daily food and water (see below).

Camp

When the party uses one of its daily travel actions to camp, follow the steps below in order.

STEP 1. RESOLVE HAZARDS

Resolve the effects and necessary checks for any hazards in the zone, as detailed on the encounter zone's description.

STEP 2. INDIVIDUAL ACTIONS

The characters take individual camp actions, which include:

Foraging. The character makes a Wisdom (Survival) check to find food and water. The DC for the check is listed on the encounter zone's card. On a successful check, roll 1d6 + the character's Wisdom modifier to determine how much food (in pounds) the character finds, then repeat the roll for water (in gallons).

Resting. The character gains the benefits of a short rest.

Scouting. The character makes a DC 15 Wisdom (Survival) to explore the outskirts of a previously unrevealed encounter zone adjacent to the zone in which the party is camping. On a successful check, the GM reveals the target zone card for the party to see. If the check fails, the characters don't learn anything.

Searching. The character explores the zone in greater detail, making the necessary checks. The individual zone descriptions will note if there is anything special that the character can find.

STEP 3. CHECK FOR RANDOM ENCOUNTERS

If there is no encounter marker on the card, ignore this step.

If the zone has a random encounter marker, roll a d20. If the result is equal to or greater than the number listed by the random encounter marker, a random encounter occurs. Use the random encounter tables on page [x] to determine what the party encounters.

STEP 4. RESOLVE SPECIAL EVENTS

If the zone has any special events triggered by the party resting in the zone, resolve those events as detailed in the zone's description.

STEP 5. EXPEND RESOURCES

The characters (and any animals and NPCs traveling with them) must consume the required daily food and water as shown on the table below. These needs are tailored specifically to the Cyan Desert and may be different in other terrain.

Characters who don't eat or drink suffer the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food. A creature can go without the listed food needs for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, the creature automatically suffers one level of exhaustion. A normal day of eating resets the count of days without food to zero.

Water. A creature that drinks only half the listed water on the table must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A creature with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the creature already has one or more levels of exhaustion, the creature takes two levels in either case.

Creatures immune or resistant to fire or accustomed to living in the desert require half the amount of water listed on the table.

FOOD AND WATER NEEDS

Creature Size	Food per Day	Water per Day
Tiny	¼ pound	¼ gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	5 pounds	4 gallons
Huge	16 pounds	16 gallons
Gargantuan	64 pounds	64 gallons



Exiting the Desert

If the party is adjacent to the desert's edge (there are no further zones to explore) and they wish to use their daily travel action to move, they leave the desert. What happens next is known only by the gods and, of course, the GM.

Random Encounters

When a random encounter comes up, roll a d20 to determine the nature of the encounter. Alternatively, draw a random encounter card from the official encounter card deck from DMDave Publishing. Each encounter is detailed below.

Monsters with an asterisk are new monsters identified in the appendix of this book.

RANDOM ENCOUNTERS

D20	Encounter
1	Lost Caravan
2	Sandstorm
3	Oasis Mirage
4	Bandit Ambush
5	Wandering Mystic
6	Scorpions
7	Buried Temple
8	Exotic Trader
9	Ghost Procession
10	Sinkhole
11	Nomad Guide
12	Desert Flowers
13	Abandoned Mine
14	Archaeologists
15	Glowing Object
16	Cold Snap
17	Festival
18	Tornado
19	Ancient Statue
20	Death Worms

Lost Caravan. The characters encounter a caravan of 1d6 wagons making its way through the desert. Each wagon is pulled by a pair of **giant hyenas** and occupied by 1d4 **tribal warriors** along with 1d6 - 1 noncombatant children and/or elderly people. The caravan is lost and offers 1d4 x 10 silver pieces of the characters can help them find their way to the desert's edge.

Sandstorm. A sandstorm overwhelms the zone for 2d6 hours. The sandstorm reduces visibility, imposing disadvantage on Wisdom (Perception) checks and ranged attack rolls.

Oasis Mirage. The characters spot an oasis in the zone. A successful Wisdom (Perception) check allows a character to recognize that it isn't real, and just a trick of the heat and light. If the characters go to investigate, they lose 1 travel action for that day.

Bandit Ambush. A gang of 2d4 + 2 **bandits** led by a **bandit captain** attacks the party.

Wandering Mystic. An old man or woman (**acolyte**) riding a **camel** crosses the characters' path. This mystic speaks cryptic warnings of the adjacent zones.

Scorpions. A nest of 1d3 **giant scorpions** rises from the sand and attacks the party.

Buried Temple. The characters discover the entrance to an ancient buried temple. The contents and nature of the temple is the GM's discretion. Alternatively, assume that the temple is nothing more than a 400-square-foot chamber. There is a 1 in 6 chance that there is a sarcophagus containing a **mummy**.

Exotic Trader. A lone trader (**bandit**) riding a fully loaded **sundrak*** crosses the characters' path. Roll a d6 and reference the Trader table to determine what goods the trader has with it.

Ghost Procession. The eyeless **ghosts** of 1d4 nomads walk among the dunes, heads hung low, as if searching for something.

Sinkhole. A sinkhole suddenly opens beneath the characters' feet. Each creature in the area must make a DC 13 Dexterity saving throw or fall into the 20-foot deep sinkhole, taking 7 (2d6) bludgeoning damage as a result.

Nomad Guide. A nomad (**bandit**) riding a **giant hyena** crosses the characters' path. If the characters are willing to part with water and valuables worth up to 100 gp, the nomad guide offers useful information about the current zone and neighboring zones. The characters gain one additional travel action for that day.

Desert Flowers. The characters happen upon a field of gold and lavender desert flowers. All Foraging checks made in the zone are made with advantage.

Abandoned Mine. The characters stumble across the opening to an old, long-abandoned mine. The details and layout of the mine are the GM's discretion. Alternatively, the mine is collapsed, and its entrance is home to a random desert creature. Roll again on the Random Encounter table to determine what lives inside the mine.

Archaeologists. A caravan of 1d3 archaeologists (**nobles**) with 1d6 guides (**bandits**) crosses the characters' paths. They are all mounted on **camels**. The archaeologists are just returning from a neighboring zone. Roll a d4 to determine which zone. Flip the card over if it has not already been revealed. Alternatively, the archaeologists discovered a Buried Temple (see above) in that zone.

Glowing Object. The characters find an object glowing in the sand. Roll a d6. On a result of 1–3, the object is just a rock catching the sun's light. On a result of 4 or 5, the object is a small pile of 1d6 x 10 gold coins. On a result of 6, the item is a random uncommon magic item (GM's discretion).

Cold Snap. The temperature suddenly drops in the area, creating an area of extreme cold. See General Features on page [x] for more information.

Festival. The characters happen across a religious festival in the desert. There are 2d10 **commoners**, 1d6 **acolytes**, and a **priest**. Roll a d6. On a result of 1–3, the worshipers are friendly and ask the characters to join them. On a result of 4–6, the worshipers are malicious, and wish to sacrifice the characters to their sun god.

Tornado. A tornado springs up in the sand and tears across the dunes toward the characters. The tornado's base measures 20 feet in diameter. On initiative count 15, it moves 100 feet toward the party. The tornado can enter a creature's space and stop there. A creature enters the tornado's space the first time on a turn or ends its turn in the space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung 30 feet away from the tornado in a random direction and knocked prone. If a thrown target strikes an object, such as a boulder or cliff face, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw, or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

The tornado remains for 1d6 rounds before it dissipates.

Ancient Statue. The characters encounter one of the desert's large, copper statues. There is a 1 in 10 chance that the statue is guarded by a **copper golem***.

Death Worms. 1d2 **death worms*** hunt in the area. These horrible creatures wait below the surface until they sense a creature with their tremorsense. They then ambush their prey, hoping to catch them off guard.

General Features

Unless otherwise stated, the Cyan Desert has the following features.

Terrain. The Cyan Desert gets its name from the bright blue sand that runs through much of it. Occasionally, clay-red rocks break up its surface, creating an almost otherworldly feel. The sky above the Cyan Desert tends to be pale or white, except when furious dust storms swirl, turning everything azure.

Extreme Heat and Cold. Days in the desert and punishingly hot and nights are insufferably cold. Hot days rise above 100 degrees Fahrenheit; creatures exposed to this heat and without access to drinkable water must succeed on a Constitution saving throw or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

At night, the temperatures can drop far below 0 degrees. Creatures exposed to the cold of the night desert must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Encounter Zone Descriptions

The encounter zones listed here are keyed to the encounter zone cards featured at the end of this book. When a creature's name is marked with an asterisk, it is a new creature detailed in the appendix of this book.

11—Shifting

Stepping into the heart of the Cyan Desert, you find yourselves surrounded by vast expanses of mesmerizing cyan-hued sands. The winds here are relentless, howling with a vigor that breathes life into the desert. These ever-shifting dunes, sculpted by the unyielding wind, form natural masterpieces that stretch as far as the eye can see.

Hazard: Difficult Terrain. The sands here create an area of difficult terrain.

Encounter: Death Worms. Colossal, red, poison-spitting tunneling terrors called death worms nest below the blue sands here. The first time the characters enter this area and whenever they end the day here, 1d3-1 **death worms** attack.

12—Fluidization

As you venture deeper into the Cyan Desert, an eerie sight unfolds before you: an area where the ground itself seems to come alive, behaving more like a liquid than solid sand. The sight is mesmerizing yet disorienting, with the ground beneath your feet undulating and shifting unpredictably.

Hazard: Fluidization. The higher-than-normal presence of death worms here has greatly loosened the sand, causing it to become a bubbling soup. Whenever the characters enter this zone, camp, or end their travel day here, they must succeed on a DC 13 group Wisdom (Perception) check. If more than half the characters succeed on the check, the party successfully avoids the quicksand. Otherwise, all characters who failed the check fall into quicksand. Quicksand is detailed in the appendix.

Encounter: Death Worms. If the sand wasn't bad enough, this area is also home to a death worm nest. The first time the characters enter this area, and whenever they end the day in this zone, 1d4-1 **death worms*** attack.

13—Acidic

As you weave through the cyan dunes, an unusual sight arrests your journey—a series of glistening patches scattered amidst the desert sands. At first glance, they could be mistaken for mirages or peculiar mineral deposits reflecting the sun's harsh glare. But as you draw nearer, the truth becomes unsettlingly clear: these are not solid grounds, but pools of sizzling acid, cleverly disguised by their serene, almost solid appearance. The air around them vibrates with a subtle, dangerous hiss, a warning of the corrosive nature hidden beneath the tranquil facade.

Hazard: Acid Pools. Whenever the characters enter this zone, camp, or end their travel day here, they must succeed on a DC 13 group Wisdom (Survival) check. If more than half of the characters succeed in the check, the party successfully avoids the pools of acid. Otherwise, all characters who fail the check must make a DC 15 Dexterity saving throw, taking 2d6 acid damage on a failed saving throw or half as much on a successful one.

Encounter: Death Worms. The death worms of the cyan desert can swim through the acid pools without issue. The first time the party enters this area, and whenever they start a new day in this zone, 1d2-1 **death worms*** attack.

14—Rings

Your eyes catch a breathtaking sight emerging from the blue sands: humongous rings made of red stone, standing on their ends like ancient monuments to the sky. These towering structures, an unusual and interesting geological formation, rise majestically, contrasting starkly against the soft blue of the surrounding dunes.

The rings range from 10 to 30 feet in height, casting oblong shadows over the azure dunes.

Investigation: Hidden Treasure Vault. Characters who camp in this area and search the area find a hidden treasure vault with a successful DC 15 Intelligence (Investigation) check. The nature of the vault is left up to the GM to decide. Alternatively, the vault can be a cache of hidden coins, jewelry, and works of art worth 1d4 x 200 gp.

Random Encounters: 15+



15—Glass

As you journey deeper into the heart of the Cyan Desert, you encounter a landscape transformed by the desert's relentless fury. Here, the cyan sand has undergone a remarkable metamorphosis, turned into countless shards of glass by the intense heat. This glittering expanse stretches before you, the shards catching and reflecting the sunlight in a kaleidoscope of dazzling blues.

Hazard: Glass. The shards of glass rising from the dune sea transform the zone into an area of great peril. Whenever the characters enter this zone, camp, or end their travel day here, each character must make a DC 13 Dexterity (Acrobatics) check. A character takes 3 (1d6) piercing damage on a failed check.

During combat in this zone, a creature must make a DC 8 Dexterity saving throw at the end of each of its turns. On a failed save, the creature takes 2 (1d3) piercing damage.

Encounter: Death Worms. The first time the party enters this area, and whenever they start a new day in this zone, 1d2-1 **death worms*** attack. Traveling below the surface, the death worms have nothing to fear from the glassy surface.

Treasure: Beautiful Glass. Many of the natural glass sculptures here are breathtakingly beautiful. If the characters camp here, a character can use their camp action to carve away some of the glass with a successful DC 15 Strength check using proficiency in glassblower's tools. On a successful check, the character gains a piece of glass weighing 20 lbs worth 1d6 x 10 gp. If the character fails the check by 5 or more, they take 1d6 piercing damage from the glass. A character can perform this action up to four times per camp travel action.

16—Needles

In another secluded corner of the Cyan Desert, you find yourself amidst a landscape that defies the norms of natural order. Here, the intense desert heat has transformed the cyan sands not just into glass, but into a forest of jagged glass needles. These crystalline structures jut out from the ground like the spires of a frozen city, their sharp edges gleaming under the desert sun. This glass forest, with its myriad of pointed needles, creates a scene of haunting beauty, reflecting the sunlight in a myriad of sparkling blues and casting elongated shadows that dance across the sands.

Zone Hazard: Needle Forest. The zone here is punishing and best avoided. When the party enters or starts its travel action in this zone, the characters must make a group DC 15 Strength (Athletics) check to cut a path through the glass. If half or more of the characters succeed independently, they get through the needle forest without issue. Otherwise, every character must make a DC 15 Dexterity saving throw, taking 5 (2d4) piercing damage on a failed saving throw or half as much damage on a successful one.

During combat in this zone, a creature must make a DC 10 Dexterity saving throw at the end of each of its turns. On a failed save, the creature takes 5 (1d4) piercing damage.

Encounter: Death Worms. The first time the party enters this area, and whenever they start a new day in this zone, 1d2-1 **death worms*** attack.

Traveling below the surface, the death worms have nothing to fear from the needle forest. Otherwise, they must make the saving throw, too.

21—Cave

As you traverse this rocky terrain that punctuates the vast cyan expanse of the desert, a curious sight draws your attention: a cave entrance, carved naturally into the side of a rugged outcrop. The cave's mouth yawns wide, a shadowy gateway contrasting sharply with the vibrant hues of its surroundings. Intriguingly, a series of footprints, etched deep into the sand, lead directly to and from the cave, suggesting that this secluded spot has not gone unnoticed by others.

The size and the depth of the cave is largely the GM's discretion. At the minimum, it contains a

hunting pack of mirage dwellers.

Encounter: Mirage Dwellers. The first time the party enters this area, 1d4 + 1 **mirage dwellers*** emerge from the cave and attack.

Random Encounters: 18+

22—Smoke

The first time the characters enter this zone, read the following:

As you crest a dune in the vast cyan desert, a distressing sight unfolds before you: a caravan, or what remains of it, smoldering under the unforgiving sun. Plumes of dark smoke spiral upwards from the wreckage, painting a stark contrast against the clear blue sky. The arrangement of charred wagons and scattered belongings suggests that this was not merely an accident but that the flames were set deliberately.

Encounter: Mirage Dweller Ambush. The first time the party approaches the smoldering remains of the caravan, a hunting party of 1d4 + 1 mirage dwellers rises from the sand and ambushes them.

Random Encounters: 18+

23—Genie

The first time the characters enter this zone, they discover the following:

Nestled among the whispering sands of the desert lies an ornate teapot, its craftsmanship a testament to the skill of artisans long forgotten.

Treasure: Efreeti Teapot. Characters who investigate the teapot discover that it is made from the finest porcelain; it is adorned with intricate designs in cobalt blue and gold, depicting scenes of serene desert landscapes and exotic flora. The elegantly curved spout and the handle, adorned with delicate filigree, suggest a nobility of purpose beyond its simple function. Despite its apparent abandonment, the teapot's luster shines undimmed by the sun as if protected by some unseen force.

That's because the teapot houses a vicious efreeti named Azaril the Blazebringer. Roll a d100 to determine what happens when they release her.

EFREETI ATTITUDE

d100	Effect
01–10	Azaril attacks the party. After fighting for 5 rounds, she disappears, and the bottle loses its magic.
11–90	Azaril serves the party for 1 hour, doing as they command. Then, she returns to the bottle, and a new stopper contains her. The stopper can't be removed for 24 hours. The next two times the bottle is opened, the same effect occurs. If the bottle is opened a fourth time, Azaril escapes and disappears, and the bottle loses its magic.
91–00	Azaril can cast the <i>wish</i> spell three times for the party. She disappears when she grants the final wish or after 1 hour, and the bottle loses its magic.

Other than the differences noted above, the teapot functions exactly like the magic item, *efreeti bottle*.

Random Encounters: 18+

24—Acrid

The first time the characters enter this zone, read the following.

As you approach these dunes, a horrible stench invades your nostrils, a potent mix of death and decay, made all the more unbearable by the scorching sun overhead. The source of this foul odor quickly becomes apparent: a few massive death worms, their once fearsome red carcasses now lifeless and sprawled across the sand. Their yellow innards spill out, baking in the relentless heat, painting a gruesome picture against the cyan backdrop of the desert. Around these fallen behemoths, a group of death worm hunters is busily at work, meticulously cutting away the creatures' thick skins with practiced precision. They move with an air of efficiency, undeterred by the smell, their focus solely on harvesting these valuable hides known to fetch a high price in distant markets.

Encounter: Death Worm Hunters. The hunters are an unsavory crew, quick to shoo away unwanted attention. The group consists of 2d4 **scouts** led by a **veteran**, none lawful in alignment. They have three weapons. Two of the wagons are

for the hunters and their gear, and they are pulled by **giant hyenas**. The third wagon holds the hides and is pulled by a **sundrak***. The sundrak doesn't involve itself in combat. If the characters remain in this zone or leave and then return, the hunters aren't here anymore.

Treasure: Death Worm Hides. The hunters have amassed quite a collection of death worm hides. There are 10 hides on the wagon, each one weighing 100 lb. Each hide is worth 20 gp.

Random Encounters: 18+

25—Mirage

As you traverse deeper into the desert, you enter an area where the heat intensifies to almost unbearable levels. The sun blazes down with such ferocity that the air itself seems to shimmer and warp, creating mirage-like heat waves that glide over the sand. The ground beneath your feet is scorching, and the sand, a vivid cyan, reflects the sunlight in a dazzling display of light. Every breath feels like inhaling fire, and the horizon blurs in the sweltering air, making distances hard to judge.

Hazard: Mirages. The heat here creates mirage effects. Wisdom (Perception) checks and ranged attacks made in this zone are made at disadvantage.

Encounter: Mirage Dwellers. Mirage dwellers frequent this zone. The first time the party enters this area, and whenever they start a new day in this zone, 1d4-1 **mirage dwellers*** attack.

Treasure: Mirage Dweller Hovel. If the characters camp in this zone, a character may discover a mirage dweller hovel with a successful DC 13 Intelligence (Investigation) check. The hovel contains 1d6 + 1 mirage dweller eggs (each one worth 10 gp to a collector) and a small stash of sapphire-studded jewelry worth 1d4 x 50 gp.

26—Cactus

In this peculiar corner of the desert, standing among the vast expanses of cyan sand, lies an extraordinary garden of cacti, unlike anything seen before. Here, the cacti boast an unusual palette of colors, with their bodies swirled in mesmerizing patterns of deep reds and vibrant blues.

The cacti are easy to avoid, so their spines aren't a

hazard. In fact, the cacti actually contain potable water—a successful DC 13 Intelligence (Nature) check reveals this. All foraging checks here are made with advantage.

Random Encounters: 15+

31—Artifact

In this desolate sector of the desert lies a haunting tableau of decay and grandeur. Colossal copper statues, remnants of a forgotten civilization, sprawl across the landscape in various states of ruin. These titanic figures, once perhaps guardians or idols, now lie abandoned, their hollow forms giving them an eerie, spectral presence. The copper has taken on the verdigris of age, lending them a patina of time that speaks to centuries, if not millennia, of neglect. Most striking are their faces, etched with expressions of silent anguish or surprise, eyes, and mouths agape as if frozen in a moment of revelation or horror.

Encounter: Copper Elemental. Whenever the party starts its travel action in this zone, roll a d6. On a result of 5 or higher, a **copper golem*** emerges from the ruins of one of the statues and attacks.

Treasure: Ioun Stone. All copper elementals are powered by *ioun stones of awareness*.

32—Dream

If the party ends the day in this zone, they encounter a ghost that evening. Read the following:

As twilight casts its serene glow across the desert, painting the cyan dunes in soft shades of purple and gold, a mysterious figure appears on the horizon. Atop a dune stands a woman in a flowing white dress, her back to you, her gown caught in the gentle embrace of the evening breeze. The fabric billows around her, ethereal and seemingly untethered to the world. As you watch, it becomes clear that her feet do not disturb the sand beneath her; she is an apparition, a ghostly presence in this desolate landscape. The air around her shimmers slightly, the edges of her form blurring into the twilight, making her appear as a part of the desert's own dream.

Encounter: The Lady in White. The figure is actually a **ghost**. However, she is difficult to catch.

LINMEI THE ETERNAL

Princess Linmei was the beloved heir of the Sunfire Dynasty in the mythical realm of Zephyria, a land where magic intertwined with the natural world, and the dynasty was known for its benevolent rule and affinity for the elemental forces. Born during the Eclipse of the Crimson Moon, an event prophesied to herald the rise of a ruler with unparalleled power and wisdom, Linmei's arrival was celebrated across Zephyria as a sign of the golden ages to come. Gifted with the rare ability to commune with the spirits of nature, she was revered not just for her royal blood but also for her profound connection to the land and its creatures. Her passion for harmony and her efforts to bridge the realms of humans and spirits marked a period of unparalleled peace and prosperity.

Tragically, Linmei's fate was sealed by a dark conspiracy woven by a cabal of courtiers envious of her powers and growing influence among the Zephyrians. Betrayed and poisoned at a young age, she succumbed to a death that was as sudden as it was sorrowful. In their grief, the Sunfire Dynasty mummified her body using ancient rites that invoked the protection of the elemental spirits, hoping to preserve her essence for eternity. Linmei's tomb, hidden deep within the Crystal Sands Desert, was protected by powerful enchantments and guarded by mythical creatures. Rumors of her restless spirit and the untapped powers sealed with her in the tomb have lingered for centuries, drawing adventurers and treasure hunters to the Crystal Sands in hopes of uncovering the secrets of Princess Linmei, the Mummy Princess, and the legacy of a dynasty that once harmonized the forces of nature itself.





She starts the encounter 200 feet away from the party. If they chase her, she drifts away and inevitably slips into the ethereal plane. However, if the characters think to search the area, a successful DC 15 Intelligence (Investigation) check reveals a buried stone sarcophagus. Ancient rusting chains bind it in place. The chains have AC 20, 15 hp, and are immune to all forms of nonmagical damage. If opened, a **mummy lady** rises from the sarcophagus. She immediately summons 1d6 **mummies** to assist her in combat. She will not kill every member of the party, only enough to show them that she is not one with which to be trifled. She introduces herself as Linmei the Eternal.

33—Oasis

In the heart of the vast desert, a rare haven emerges from the endless sands: a small, serene oasis, cradled by a few modest buildings that make up a quaint hamlet. This oasis, a jewel of life amidst the arid expanse, is home to crystal-clear waters that sparkle under the sun, surrounded by lush, blue-leaf palms and vibrant flora that seem to defy the desert's desolation. The buildings, constructed from sunbaked clay and stone, blend seamlessly into the landscape, their simple architecture mirroring the unassuming beauty of the oasis.

Encounter: Azurewell Hamlet. This hamlet, Azurewell, is home to three families. Half of the people are adults capable of wielding a scimitar or crossbow (use the **bandit** stat block), and the remaining half are noncombatant children and old people. They are led by a chieftain (**berserker**) named Jarek Thornwind. The village is also supported by six jackals that serve as guard dogs and a **sundrak***. The people of Azurewell are cautious but friendly and willing to trade water and information for other trade goods. They aren't interested in coins or other typical valuables as they have no need for it.

34—Nomad

The first time the characters enter this part of the desert, read the following:

Amidst the undulating dunes of the desert, a small cloaked figure can be seen riding atop a sundrak. The sundrak is laden with baskets filled with unknown treasures, secured tightly to its back. The rider, shrouded in mystery beneath their cloak, skillfully throws out a rope with an attached stone into the sands ahead, an act reminiscent of fishing in a sea of grains. With a practiced hand, they then drag the rope back, each movement deliberate, as if they are searching for something hidden beneath the surface.

Encounter: O-Ron. The **sundrak** rider is a **goblin** named O-ron. Armed with a *necklace of fireball* (6 beads left when the characters find him), he's hoping to find a death worm so he can remove its hide and earn some easy gold. O-Ron isn't exactly friendly but he isn't unfriendly either. He has very little to say or share with the party and is content to keep searching for death worms.

Random Encounters: 17+

35—Tomb

Emerging from the vast expanse of the desert sand stand two imposing obelisks, each soaring to a height of thirty feet and carved from the same rich, red stone that seems to pulse with the sun's heat. These monoliths, their surfaces etched with intricate hieroglyphs and ancient symbols, rise majestically against the backdrop of the endless dunes, marking a place of significance long forgotten by time. The sun casts long shadows from these towering structures, creating a dramatic spectacle that changes with the passing hours.

Investigation: The Tomb. The hieroglyphs are written in an ancient forgotten language, but a character who uses a spell or effect like comprehend languages learns that it contains a riddle:

*When the desert's sun ascends its peak,
And shadows shrink to their smallest form,
Seek not with eyes, for they'll find naught they seek,
Between two sentinels red, a hidden storm.*

*At midday's bell, when light is pure and strong,
And earth and sky in silence commune,
An unseen gateway opens wide and long,
Beneath the sun at the height of noon.*

*Pass through the void where no shadow falls,
Between the monoliths' embrace,
There, an ancient tomb within the desert calls,
At midday, find the secret place.*

When the sun is at its highest point in the sky, midday, an invisible portal opens between the two obelisks. If the characters camp in this zone, they may stumble upon this fact with a successful DC 12 Intelligence (Investigation) check.

The portal leads to a hidden tomb far below the sand. The design of the tomb is the GM's discretion. If you prefer a simpler solution, it leads to a chamber measuring 20 feet wide and 60 feet long with 10-foot high ceilings. Eight stone sarcophagi line the walls. If the characters open any sarcophagi, **specters** rise from all eight sarcophagi and attack. The sarcophagi contain mummified corpses of ancient priests, all dressed with 1d4 x 10 gp worth of gold jewelry and gems.

One of the walls in the tomb serves as a portal that can be accessed at any time, regardless of the sun's position.

Random Encounters: 18+

36—Moist

The first time the characters enter this zone, read the following:

A harrowing scene unfolds before you as you journey across the relentless expanse of the desert. The sand, usually a pristine canvas of nature's desolation, is marred by a grim spectacle: the bodies of pack animals and nomads, scattered haphazardly as if dropped in their tracks. Each figure, both beast and human, tells a silent tale of a desperate struggle against an unforgiving sun. Their withered forms,

contorted in the final throes of extreme dehydration, speak volumes of the harshness that pervades this wasteland.

Encounter: Moisture Vampires. If the characters approach the bodies hoping to find loot, they quickly learn the error of their ways: the six dead nomads are **moisture vampires***. These creatures attack with a fury, hoping to drain the characters of their vital fluids.

Random Encounters: 18+





41—Quicksand

The first time the characters enter this zone, read the following:

In a perilous stretch of the desert, a scene of imminent danger unfolds. A wagon, once sturdy and laden with provisions, now finds itself ensnared by the treacherous embrace of quicksand. Its wheels are almost entirely submerged, the weight of its cargo hastening its descent into the shifting sands below. Not far from this doomed conveyance, a woman's desperate cries pierce the heavy silence of the desert air. She is slowly sinking into the quicksand, her movements frantic as she struggles against the relentless pull.

Hazard: Sinking Woman. The woman, a **commoner** named Soraya Thalwind, ran into the quicksand and is desperate to escape. Quicksand is described in the appendix. If the characters successfully free her and manage to save her wagon, too, she rewards them with 10 sp.

Random Encounters: 18+

42—Oyster

In this distinct section of the cyan desert, a curious landscape unfolds, marked by an array of huge, ovular, gray rocks scattered across the sand.

Hazard: Desert Oysters. The gray rocks here aren't rocks at all, but actually gigantic desert oysters. Whenever the characters enter this zone, camp, or end their travel day here, they must succeed on a DC 13 group Wisdom (Insight)

check. If more than half of the party succeeds on their checks, they discover that the rocks are oysters and know to avoid them. Otherwise, the oysters attack. A **desert oyster*** attacks each character who fails their check.

Treasure: Skull Pearls. Each time the characters kill a desert oyster, roll a d100. On a result of 100, the oyster contains a natural pearl shaped like a human skull. A skull pearl is worth 10 gp. However, 1 in 100 skull pearls is gem-quality and worth 10,000 gp.

Random Encounters: 18+

43—Thieves

A mysterious pit, approximately 20 feet across, captures your attention. This gaping maw in the earth is no natural formation; its edges are too precise, its presence too foreboding.

If it's the first time the characters have come through this zone, add:

Guarding this enigmatic pit is a posse of soldiers, their figures imposing against the stark landscape. Clad in blue leather armor that mirrors the hues of the desert sky at dawn, they stand vigilant, a silent warning to the curious. Each soldier wields a scimitar, the blades shimmering with a lethal elegance under the sun's relentless gaze.

This pit is actually a prison called by nomads Dead Goblin Hole. This is where prisoners are tossed when they aren't needing to face "justice" in more civilized areas. In past years, it contained mostly raiders from the local tribes.

Encounter: Fake Guards. The six men guarding the entrance to Dead Goblin Hole aren't actually guards but prisoners (**bandits**) who rioted, killed the original guards, and stole their gear. They try to size up the party before deciding whether they want to attack. Although they aren't smart, they're streetwise and will quickly recognize the combat capability of the party relative to their own. They tell the characters they should avoid the area and will even offer helpful information about nearby hazards.

If a character succeeds on a DC 15 Wisdom (Insight) check while interacting with the guards, they will quickly notice that these guards aren't who they say they are. If the characters accuse the faux guards of fraud or attack, the guards retreat into Dead Goblin Hole.

Investigation: Dead Goblin Hole. The nature and depth of the prison is at the GM's discretion. Alternatively, the hole is little more than a large cavern containing an additional 2d8 bandits. The bandits use a trio of ropes to climb in and out of the hole.

44—Lair

As you navigate the ever-shifting sands of the desert, a breathtaking sight unfolds before you: a colossal ridge of red stone peaks, rising majestically against the horizon. These towering formations are not merely the work of natural forces but bear the unmistakable marks of deliberate craftsmanship. Some of the peaks have been intricately carved to resemble the copper statues scattered throughout the desert, their stoic faces and elegant forms immortalized in the enduring stone. The craftsmanship is so precise, so detailed, that it blurs the line between the work of nature and the hand of an unknown artist. Furthermore, these peaks are so tightly packed together that they form an almost impassable barrier—a formidable wall that stretches as far as the eye can see.

Obstacle: Red Peaks. The red peaks are almost impossible to pass without magical means. A successful DC 20 group Strength (Athletics) check will allow the characters to enter this zone. Another successful check is required to leave it. If the characters can't enter the zone, they must return to the zone where they started their action. If the characters can't leave the zone, they must camp or use another travel action and make another check.

If the characters camp in this zone, they do not benefit from a long rest, as there are few areas of comfort.

If the characters camp in an adjacent zone, they can send a scout into this zone to find a better way around the ridge, doing so with a successful DC 18 Wisdom (Survival) check. They discover a passage that cuts through the heart of the range. However, it is the lair of a vile adult blue dragon named Skward. The design and nature of this lair is the GM's discretion, but assume that it is a mile-long pass frequently pocked by subterranean, sand-filled caverns where Skward and his children lurk.

45—Sirocco

As you journey deeper into the desert, you encounter an area unlike any other, where the winds gather strength and unleash their might. Powerful gusts sweep the landscape, lifting the blue sand into the air and creating a spectacle of swirling azure veils. These winds, relentless in their passage, kick up furious storms of sand that obscure the sun and reduce visibility to mere silhouettes against a shifting, blue-tinted backdrop.

Hazard: Bluestorms. This section of the desert is difficult to pass into. A successful DC 20 group Wisdom (Survival) check will allow the characters to enter this zone. If the characters can't enter the zone, they must return to the zone where they started their action.

If the characters are in this zone and try to leave, one character must make a successful DC 20 Wisdom (Survival) check. If the check fails, the characters go to a random adjacent zone—roll 1d4 to determine into which zone they wander. It's possible that they completely exit the Cyan Desert, too.

If the characters camp in this zone, they do not benefit from a long rest, as this torrent has few areas of comfort.

46—Meerkat

This expanse of compressed earth forms a natural arena, its surface etched with the trails of countless travelers who have crossed its path. Darting across this solid ground are small creatures, agile and swift, each roughly the size of a domestic cat.

Hazard: Meerkat Holes. Hundreds of meerkats

(use the **cat** stat block if necessary) live here. Their holes are small and often hard to see. Whenever the characters enter this zone, camp, or end their travel day here, they must succeed on a DC 13 group Intelligence (Investigation) or Wisdom (Perception) check (player's choice, and the checks can be different from character to character). If more than half of the party succeeds on their checks, they avoid the meerkat holes. Otherwise, every character who failed their check steps into a meerkat hole, takes 1 bludgeoning damage and must make a DC 10 Constitution saving throw. On a failed saving throw, the character injures their leg. Until the character receives at least 1 point of magical healing, their movement speed is halved, and unless the party has a way to carry their injured ally, the party can only take one travel action per day.

Random Encounters: 18+

51—Swarm

As you venture further into the desert, you come upon a sight both fascinating and unnerving: an area dominated by enormous blue ant mounds, rising from the earth like natural skyscrapers of the insect world. These mounds, constructed from the very sand of the desert, shimmer with a surreal blue hue under the sun's relentless gaze. Crawling over and around these colossal structures are the architects themselves—blue ants, each the size of a man's fist.

Trap: Ant Trap. A character who succeeds on a DC 13 Intelligence (Nature) check remembers that the blue ants of the Cyan Desert are flesh-eaters and more intelligent than they seem. They frequently dig areas of loose sand to catch their prey.

Whenever the characters enter this zone, camp, or end their travel day here, they must succeed on a DC 13 group Intelligence (Investigation) check. If more than half of the characters succeed in the check, the party successfully avoids the ants' traps. Otherwise, all characters who fail the check fall into their trap, which acts like quicksand (see the appendix). While trapped in the quicksand, the ants attack as 1d4 swarms of insects.

52—Dragons

As you traverse the endless sands of the desert, your eyes are drawn to an imposing sight: a huge stone butte, rising majestically from the flat expanse like a 100-foot tall sentinel watching over the vast, barren landscape. What makes this natural monument even more intriguing is the spiral staircase that curls around its exterior, hugging the contours of the rock as it ascends towards the summit.

A character who examine the sides of the butte near where the staircase begins its ascent and succeeds on a DC 16 Intelligence (Investigation) check spots hieroglyphs. A successful comprehend languages spell (or similar) magic translates the text:

*Upon this butte, the stairs do wind,
A path to feed the dark designed.
Where stones embrace the sky so wide,
There, a great winged evil does hide.*

Trap: Dragon Cage. Characters who climb the stairs won't immediately see anything atop the butte's 30-foot-diameter flat top. However, a successful DC 16 Intelligence (Investigation) check reveals the presence of a 5-foot-wide pressure plate hidden at the center of the ground. When triggered, a hemispherical steel cage snaps out of the ground and traps any Medium or smaller creature within 10 feet of the pressure plate. Opening the cage or bending its bars requires a successful DC 21 Strength check. Alternatively, a successful DC 13 Intelligence check using proficiency in thieves' tools releases the cage and disarms the device that triggers it.

Fortunately for anyone trapped in the cage, the dragons that used to come to this location to feed on the cage's prisoners have been dead for centuries.

Random Encounters: 18+

53—Salamander

Nestled amidst the vast expanse of the desert, you stumble upon a small, quaint oasis, a pocket of tranquility in the harsh wilderness. This serene haven is bordered by a handful of palm trees, their fronds whispering secrets in the gentle breeze.

Trap: False Oasis. The oasis is actually an illusion created by malicious salamanders. Seeing through the illusion requires a successful DC 15 Intelligence (Investigation) check. Touching any part of the oasis or falling into it also reveals its true nature. Dispel magic cast against a 4th-level spell removes the illusion. At the heart of the oasis lies a crystal-clear pool of water, its surface mirroring the azure sky above.

The oasis itself actually hides a small gate to the Elemental Plane of Fire. A creature that comes within 5 feet of the pool must make a DC 15 Dexterity saving throw or fall into the mouth of the portal. The first time a creature falls into the Elemental Plane of Fire and each time it starts its turn there, it must succeed on a DC 15 Constitution saving throw, taking 7 (2d6) fire damage on a failed saving throw or half as much damage on a successful one. Additionally, roll a d6. On a roll of 5 or 6, there are 1d3 - 1 salamanders waiting by the gate, ready to grapple anyone that comes through and pull them further into their realm.

Random Encounters: 16+

54—Prism

A massive stone protrudes from the sand at a striking 45-degree angle. This is no ordinary rock; it resembles a colossal piece of crystal, semi-translucent and magnificent, capturing the sunlight to create a spectacle of light and shadow.

Beneath the towering crystal formation, a skeleton lies half-buried in the sand, a glowing pendant still hanging from its neck.

Trap: Prismatic Spray. The crystal exudes strong evocation energy. When a creature comes within 60 feet of it, it fires a beam of energy with a +8 to hit. For each target, roll a d8 to determine the beam's color and the damage it deals. Unless stated otherwise, a target must make a DC 15 Dexterity saving throw against the effect.

1. Red. The target takes 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.
2. Orange. The target takes 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.
3. Yellow. The target takes 35 (10d6) lightning damage on a failed save, or half as much

damage on a successful one.

4. Green. The target takes 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.
5. Blue. The target takes 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.
6. Indigo. On a failed save, the target is restrained. It must then make a DC 15 Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
7. Violet. On a failed save, the target is blinded. It must then make a DC 15 Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)
8. Special. The target is struck by two rays. Roll twice more, rerolling any 8.

Casting dispel magic against a 7th-level spell disables the prism for 10 minutes, as does removing the pendant hanging around the skeleton's neck.

Treasure: Sunstone Pendant. The necklace hanging around the skeleton's neck is a very rare magic item called the sunstone pendant. It is detailed in the appendix.

Random Encounters: 18+

55—Storms

Here, the landscape is alive with the relentless force of strong winds that sweep across the dunes, lifting curtains of blue sand into the air and creating a shifting veil that constantly alters the horizon. As you navigate through this swirling maelstrom, an even more peculiar phenomenon becomes apparent: mysterious voices seem to whisper on the edges of the wind, a chorus of ethereal sounds that defy explanation.

While eerie, the voices here are harmless.

Hazard: Whispering Storms. This section of the desert is difficult to pass into, but not nearly as impossible as zone 45. A successful DC 10 group Wisdom (Survival) check will allow the characters to enter this zone. If the characters can't enter the zone, they must return to the zone where they started their action.

If the characters are in this zone and try to leave, one character must make a successful DC 10 Wisdom (Survival) check. If the check fails, the characters go to a random adjacent zone—roll 1d4 to determine into which zone they wander. It's possible that they completely exit the Cyan Desert, too.

If the characters camp in this zone, they do not benefit from a long rest, as this torrent has few areas of comfort.

56—Crystal

You come upon a breathtaking field of strange crystal pillars. These towering structures rise from the sands, their surfaces shimmering with an array of iridescent colors that catch the light of the sun in dazzling displays. Each pillar is unique, with varying heights and intricate patterns etched into their translucent facades.

Random Encounters: 18+

61—Fire

Scattered across the expanse, random fires burn with a quiet intensity. These flames, seemingly born from the very sand, are too far apart to pose a real threat, yet they flicker and dance with an almost hypnotic allure, casting a warm orange glow over the azure grains.

Random Encounters: 18+



62—Procrastination

Nestled amidst the vast, sun-scorched expanse of the desert lies a verdant oasis, a serene haven where life flourishes against all odds. This tranquil refuge is centered around a crystal-clear spring, its waters bubbling forth from the earth's depths to create a pool of life-giving coolness.

Checks made to forage for water in this area automatically succeed.

Random Encounters: 16+

63—Civil

Before you, the remains of a nomad camp are strewn across the sand. Tattered fabrics of what were once tents flutter weakly in the desert wind, their colors faded by the sun. Scattered around are the remnants of daily life: broken pottery, a few abandoned tools, and the cold ashes of a central fire pit.

Random Encounters: 18+

64—Incomplete

Before you stands a lone copper statue, towering nearly 100 feet tall, an imposing figure against the vastness of the desert skyline. Its surface bears the patina of age, turning verdigris where time and the elements have left their mark. The statue's features, though worn, speak of skilled craftsmanship and the grandeur of a forgotten era. It gazes out over the desert, its eyes seeming to hold a millennium of secrets, a silent guardian of the sands.

Hazard: Tumbling Statue. A character who examines the statue, even from a distance, and succeeds on a DC 12 check using proficiency in smith's or mason's tools notices that the statue is at a slight angle and looks near collapse. If a creature comes within 20 feet of the statue, the sand finally gives away, and the entire statue collapses. Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 22 (4d10) bludgeoning damage on a failed saving throw and is pinned under the statue. While pinned, the creature is restrained and begins to suffocate. A creature can use its action to lift the statue enough to allow a pinned creature to escape with a successful DC 20 Strength check.

Random Encounters: 18+



65—Beetle

The first time the characters come into this zone, read the following:

You come upon a lone wagon, seemingly abandoned, its wooden frame weathered and bleached by the relentless sun. The remnants of what was once two giant hyenas lie in front of it, their forms reduced to withered bones. The harnesses that bound them to their burden hang loosely. Around the wagon, the sand shows no tracks or signs of a rider or passengers, as if the wind has erased all evidence of their presence.

Treasure: Golden Beetle. A character who searches the wagon finds very little; however, a successful DC 15 Intelligence (Investigation) check detects a jeweled golden beetle hidden in the wagon's sand-caked interior. The beetle is worth 500 gp; however, it's cursed. When a creature touches the beetle, the beetle immediately takes up one of the creature's attunement slots. If the creature does not have an available attunement slot, one randomly determined magic item attuned to that creature immediately becomes unattuned. Cursed items cannot become unattuned in this way. Any time a creature starts its turn 15 feet away or further from the beetle while attuned to it, it must make a DC 15 Charisma saving throw. On a failed saving throw, the creature becomes charmed by the beetle. While charmed in this way, the creature must do whatever it can to get within 15 feet of the beetle. If the creature takes damage, it can repeat its saving throw, ending the effect on itself with a success. A creature that succeeds on its saving throw is immune to the charm effect of the beetle for 24 hours. However, if the creature is still attuned to the beetle at the end of the 24-hour period and is still 15 feet away or further from the beetle, it must make its saving throw again. This continues until a remove curse item or similar magic is cast on the creature.

Random Encounters: 18+

66—Cutie

The first time the characters enter this zone, read the following:

A delicate pattern of small tracks crisscrosses the desert sands, reminiscent of the passage of a creature no larger than a small dog. These faint imprints weave a meandering trail over the dunes, the lightness of each step barely disturbing the surface.

Treasure: The Dead Mage. If the characters follow the tracks from their source, they discover the remains of a mage who died from dehydration. The mage is equipped with a spellbook that contains all the spells a mage knows, a wand of magic missiles (5 charges remaining), a crystal ball arcane focus, and a coin purse with 20 gp.

After the characters discover the mage's body, the wind blows away the small prints that lead them there.

Treasure: Mechanical Dog. If the characters follow the tracks the way they went, they eventually discover a small mechanical dog. A collar around its neck reads "Cutie." The dog uses the **jackal** stat block, except its type is Construct, and it is immune to poison and the poisoned condition. Knowing its master is dead, the mechanical dog immediately bonds with the first creature that says its name aloud. Once bonded, the mechanical dog is a faithful companion that will serve its master without question.

As a bonus action, the dog's master can verbally command the dog if the dog is within 500 feet of the master. The master decides what action the dog will take and where it will move during its next turn, or the master can issue a general command, such as to guard a particular chamber or corridor. If the master issues no commands, the dog only defends itself against hostile creatures. Once given an order, the dog continues to follow it until its task is complete.

After the characters discover the mechanical dog, the wind blows away the small prints that lead them there.

Random Encounters: 18+









Copper Golem

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., burrow 30 ft.

Str	Dex	Con	Int	Wis	Cha
18 (+4)	10 (+0)	17 (+3)	3 (-4)	11 (+0)	3 (-3)

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

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 8 (3,900 XP)

Special Traits

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

Lightning Absorption. Whenever the golem is

subjected to lightning damage, it takes no damage and instead its Lightning Bolt action recharges.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, and if the copper golem's Lightning Bolt action is recharged, it also deals 9 (2d8) lightning damage.

Lightning Bolt (Recharges After the Copper Golem is Subjected to Lightning Damage).

The copper golem creates an arc of lightning in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed saving throw, or half as much damage on a successful one.

Death Worm

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft., burrow 30 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	10 (+0)	14 (+2)	2 (-4)	8 (-1)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid

Senses blindsight 30 ft., Tremorsense 60 ft., Passive Perception 9

Languages —

Challenge 5 (1,800 XP)

Actions

Multiattack. The death worm makes one attack with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, plus 7 (2d6) poison damage.

Tail Stinger. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 10 (3d4 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or become paralyzed for one minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Spit Venom (Recharge 6). The death worm sprays yellow venom in a 30-foot cone. Each creature in the cone must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed saving throw, or half as much damage on a successful one.

Mirage Dweller

Medium humanoid (lizardfolk), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., burrow 20 ft.

Str	Dex	Con	Int	Wis	Cha
15 (+2)	10 (+0)	13 (+1)	6 (-2)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +4, Survival +4

Senses Tremorsense 30 ft., Passive Perception 10

Languages Draconic

Challenge 1/2 (200 XP)

Special Traits

Hold Breath. The mirage dweller can hold its breath for 15 minutes.

Actions

Multiattack. The mirage dweller makes one attack with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 12).

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Bonus Actions

Drown in Sand. The mirage dweller, along with any equipment it is wearing or carrying and any creature it is grappling, burrows into sand or loose soil up to 10 feet. A creature submerged this way is blinded and restrained, has total cover against attacks and other effects outside of the earth, and it is suffocating. If the creature escapes the grapple or the mirage dweller is killed, it can use its action to make a Strength check. The DC is 10 plus the number of feet the creature is away from a pocket of air. On a success, the creature escapes.

Moisture Vampire

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 54 (12d8)

Speed 30 ft., burrow 20 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	8 (-1)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Str +5, Wis +3

Damage Vulnerabilities fire

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

Skills Deception +5, Perception +3

Senses tremorsense 30 ft., Passive Perception 13

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Special Traits

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point. If the vampire takes cold damage from its Water Susceptibility trait, this trait doesn't function at the start of the vampire's next turn.

False Appearance. If the vampire is motionless at the start of combat, it has

advantage on its initiative roll. Moreover, if a creature hasn't observed the vampire move or act, that creature must succeed on a DC 15 (Wisdom Perception) check to discern that the vampire is animate.

Water Susceptibility. For every 5 feet the vampire moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a DC 11 Constitution saving throw, or gain one level of exhaustion. If the creature already has one or more levels of exhaustion, it takes two levels instead. The vampire regains 10 hp for every level of exhaustion it imposes. The exhaustion levels gained from this attack last until the creature drinks the at least half the amount of water it is required to drink each day.

QUICKSAND

A pit of quicksand covers the ground in roughly a 10-foot-square area and is usually 10 feet deep. When a creature enters the area, it sinks $1d4 + 1$ feet into the quicksand and becomes restrained. At the start of each of the creature's turns, it sinks another $1d4$ feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe.

A creature can pull another creature within its reach out of a quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

SUNSTONE PENDANT

Wondrous item, rare (requires attunement)

While wearing this pendant, you gain resistance to fire and darkvision out to a range of 120 feet.

Additionally, the pendant has 3 charges. You can use an action to expend 1 charge to cast the *daylight* spell (save DC 13) from it. The pendant regains $1d3$ expended charges daily at dawn.

Sundrak

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 40 ft., burrow 30 ft.

Str	Dex	Con	Int	Wis	Cha
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	6 (-2)

Senses Passive Perception 9

Languages —

Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage, and if the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Bonus Actions

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.