

The Defence of the Isa

DM's Notes/General plot

The village of Isa is under siege from an evil mage. He is sending his Slaadi (pg 274) minions to steal the Omnichrome Orb from the village shamans. His stronghold is an ancient abandoned keep through the woods, an old druid temple turned for his nefarious purposes. He has managed to turn some of the villagers into Slaadi, and a few of the shamans, priests, and previous adventurers into Green Slaadi who specialize in various forms of light-based magic. Fighting through the woods and the keep, the players find the evil mage (pg 347, use Mage at first, but illusion is dispelled by any magic) and his blink dog (pg 318). Once confronted, though, the mage seems to be no more than an illusion projected by a powerful Grey Slaad and the blink dog is called elsewhere. The grey Slaad is using a Druid henge off in the woods to channel his magic. Confronted by the party, he mounts his displacer beast (pg 81) and summons his blink dog to fight the party. While fighting the party, he saps their magic to transform into a Death Slaad (stat boost). Should both the blink dog and the displacer beast be alive at this point, they fuse (take the highest stat from each, combine health +50% up to 100, is now additionally an aberration, gains abilities from both, +1d4 necrotic damage to all attacks. It can summon an illusion of itself, and should the blink beast be attacked, it will instantly swap places with the illusion 2/charge) otherwise each is boosted (healed for 50% remaining, +1d4 necrotic damage). Once defeated, his staff falls to the ground (2 blue, 2 red, 1 green gem that control corresponding Slaadi). All remaining B/R Slaadi and pets attempt to scatter, Greens will attempt to pillage then scatter. 1d8 green Slaadi are able to transform back into the shamans, as are 1d4 adventurers. Back in the village, party and transformed are hailed as soldiers, as are the five Slaadi slaves. The chief asks for the staff in return for what little the village has to offer. If the party accepts, the freed shamans/adventurers will offer magical items. Otherwise the chief orders his shamans to execute the Slaadi and the party only receives small pay and weak magical items.

Green Slaad Magic Table

Roll	Colour	Type
1	Red	Fire
2	Orange	Psychic
3	Yellow	Force
4	Green	Acid
5	Blue	Cold
6	Purple	Lightning
X	Optional	For added "Fun"
7	Chromatic	Illusions
8	White	Battle Magic (Combat)

Every Green Slaad (and their unit if they have one) is immune to the to the type of damage they cast, takes normal damage from others, and is weak to the damage type opposite on the colour wheel.

Damage opposition chart

Type/Colour	Type/colour
Red/Fire	Green/Acid
Blue/Cold	Orange/Psychic
Purple/Lightning	Yellow/Force
Chromatic/Illsion	White/Battle

TODO

- Flesh out keep
- Design wilderness
- Actually write a campaign

Introduction

The party finds themselves in a members only pub named the Mysterious Jester, renowned for its gambling.

After a short time (Allow party to gamble if desired), the bouncer realizes the adventurers are not members and kicks them out. Should they stay, a powerful shaman decked out in (illusionary) riches approaches them requesting their services ("It's not so easy to sneak in to a place like this"). Should they be kicked out, the shaman, in rags, is waiting outside and requests their services (Either "It's not so easy to sneak in to a place like that" or "You fought those guards well" depending on how it goes). He takes you to a small river port so that you may set off towards his village

Gambling

If they players wish to gamble, here are a few games they can play:

- **Tops:** The players bets some money. The player rolls a d12 and the DM rolls a d20. Should the player win (greater than), they get their money +50%. (+100% for a d8, +200% for a d4). (No matter what they choose, they inevitably lose money!)

Bouncer

The bouncer is a huge (7'4") man with orc blood running in his veins. A large emblem is tattooed across is shirtless chest (a successful DC 15 Religion check reveals the emblem to be from the Way of Solid Bone. Recognizing this and having a monk of a friendly order will allow the party to stay indefinitely as friends of the bouncer), and he is smoking a cigar. He appears to be wearing brass knuckles, but on closer inspection has gemstones embedded in his fists.

HP	AC	STR	DEX	CON	INT	WIS	CHA
NA	17	+4	+1	+4	-1	0	-3

Actions: Multi-attack (3 fist attacks), Fists (1d6 + 1 B), as a bonus action (1/day) on a successful hit he may extinguish his cigar on a player dealing 1d4 fire damage

The bouncer may also take his action to throw a player out the door (STR DC 10 for creatures >100 lbs). Once thrown out, a ward around the door stops non-members from re-entering

The Boat Ride

The docks are quite close to the city, as it is a small trading town. A small boat (30ft long) is moored to the docks with three other similar looking men to the shaman. Once aboard, it takes off by itself. The shaman introduces himself as Koamalu, and says the trip will take arrive around morning tomorrow, so the party should rest in the mean time. He will also go into greater detail about the town of Isla and the quest if asked. At some point, the boat passes by a Water Elemental (pg 125) demanding payment. The shaman is willing to pay, but

the elemental demands an additional payment of 10 gold from each party member. Should they pay, they may pass without harm. Otherwise, engage in a fight.

Water Elemental

HP	AC	STR	DEX	CON	INT	WIS	CHA
100	14	+4	+2	+4	-3	0	-1

Actions: Multiattack (Slam for 2d8 each), Whelm (DC 15 STR else 2d8 3/charge)

What the Shaman knows

The Quest: The village of Isa is under siege from an evil mage. He is sending his Slaadi minions to steal the Omnichrome Orb from the village shamans. His stronghold is an ancient abandoned keep through the woods, an old druid temple turned for his nefarious purposes. He has managed to turn some of the villagers into Slaadi, along with a few of the shamans, priests, and *cough* previous adventurers *cough*.

The Village: The village of Isla is an old town deep in the heart of the rainforest. Accessible only by river, it has remain relatively unchanged for hundreds of years. They are able to defend themselves from the threats that lie within the forest using Omnichrome Orb and a special kind of light-based magic called drafting

The Omnichrome Orb: An ancient relic of unknown origin that radiates magic in the form of pure light. Its energy can be used both for magical purposes such as casting, but is also used by the village for much more mundane purposes such as illuminating the village and warding off evil spirits. A successful DC 15 History check will reveal that the orb is actually a more powerful relic called the Crystal Ball of the Many Dragons. Once revealed as such, any spell-caster with draconic blood may freely cast spells while in contact with it, and shares spells with all other creatures in contact with the stone.

Drafting: Drafting is a form of light-based magic unique to this part of the world. It allows the caster to manipulate light into magical abilities. Each colour of light is associated with a form of magic, with its own unique properties and features. The shamans draw light from the Omnichrome to facilitate life in the village. It would appear, though, that the mage and some of the Slaadi are also proficient drafters.

The Evil Mage: No one knows where he came from or who he is, but he has control over an army of Slaadi and has made his point quite clear: He is coming for the Omnichrome.

The Keep: The evil mage has taken over a previously forgotten druid temple deep in the forest. Grown out of stone and trees with archaic magic, its thick walls offer a perfect defensible position. He has rebuilt parts of it to accommodate his Slaadi minions, setting up strong, almost impenetrable defences, making any large-scale assault equivalent to suicide.

The Slaadi: (keep pg 274 handy, but note that there are changes. The book is good for details and inspiration). The Slaadi are a magical abomination, banished from Limbo to the darkest depths of the forest. They have been a minor plague to the village for years, but nothing that even a few novice shamans could handle. It is only recently under the control and organization of the evil mage that they have become a true threat. There are three main kinds of Slaadi: Red Slaad, Blue Slaad, and Green Slaad. **Provide as needed/asked:**

- Blue and Red Slaadi are the infantry of the Slaad world, strong, fast, lethal, and chaotic but not particularly bright.
- The rarer Green Slaad has magical capabilities.
- Slaadi reproduce like a virus, transforming hosts into abominations.
- Red Slaadi can produce B/G, Blue -> R/G, but the host must be magical to produce a Green.
- **If player gets a DC 15 History:** Every Slaad has a gem inside of its head. Whoever controls the stone controls the Slaad.

The Village

The village is a small cluster of simple wooden huts centred around a lone circular stone building, maybe 20 feet across and 10 feet high. The huts all look handmade, and with a few exceptions, are all nearly identical with a similar shape to the main building. Cooking fires with men and women working over them dot the perimeter, as do hammocks, small tents, and various signs of healthy village life. A few children run amok, and you even spy the occasional cat resting in someone's lap. The wall is the only sign that something might be wrong in the village. A 15 foot wall of ancient stone blocks forms a semicircle around the village, cutting off at the water. The wall itself has small platforms with parapets every 10 feet, with odd wooden disks on each one. "Welcome" says Koamalu "Welcome to the village of Isla".

The Main Building

The main building is MUCH larger on the inside than thought from the outside (if asked why, Koamalu answers that it is an extra-dimensional space created by the Omnichrome, disguised on the outside to appear as small building. Optional DC 10 WIS). The walls seem to extend both up and down, and you can see the whole building as the centre column of it is empty. There is a ladder on the wall next to you, leading both up and down. Each floor is bustling with life; shamans huddled in prayer, hunters laughing together, a group of young children in instruction from an old shaman, all the hallmarks of a lively town. In the centre of the middle floor sits a small platform suspended in midair, connected to the edges via six rope bridges, one of each colour (Red, Orange, Yellow, Green, Blue, Purple). At the centre of the platform sits an object that is unmistakably the Omnichrome. A crystal ball, at most 2 feet across, hovers delicately on a pedestal of dark stone. Its glow is extraordinarily bright, yet you have no trouble looking at it. The brightness seems to be not one of the eyes, it is brightness internal to you. You feel rejuvenated simply being in its presence (equivalent of long rest). Leading you up the ladder to a roof invisible to the outside, Koamalu introduces you to a village elder (Toatema), and

other experienced shamans (Koalema, Koferu, Koamata, etc.). After introductions, Koamalu explains that you are to meet here at sundown, but until then you may explore the village. (Players may jump from roof with no consequence)

Village Side-quests

The haunted stone

In one of the small stone huts, more ornate than the rest, you find an old hunchback witchdoctor. She looks at you and smiles with a snaggletooth grin. Before anyone speaks, she rushes into a corner and retrieves a small ring. Holding it up, you feel an evil radiating from and she looks at you questioningly, as if to say "Will you help me?". If the party accepts, she throws the ring on the ground, releasing 1d6 smoke mephits (pg 217).

Throughout the battle, the witch cackles madly, swatting at the mephitis with a broom, always dealing 1d4 at random (include players in her swatting). Upon defeat, the ring is no longer cursed. Ring of Double-sight: Gain advantage on rolls against illusions.

Smoke Mephit

HP	AC	STR	DEX	CON	INT	WIS	CHA
25	12	-2	+2	+1	0	0	0

Actions: Attack: Claw (1d4 + 2), Cinder Breath: DC 10 DEX or blinded (6/charge)

Bane of the Hunter

One of the local hunters boldly approaches you, requesting your help. A displacer beast (pg 81) has been seen near the village recently. Nothing out of the ordinary, though word has gotten around and some of the villagers are on end. They've set a trap for it, but would like your help taking down. Exit the village, find the trap, fight the displacer beast. Loot the displacer beast's body for 1d2 (1d4 / 2) Eye of the Displacer: Smash the eye, release a brilliant burst of light. All creatures must make DC 10 CON or be blinded for 1 turn.

Displacer Beast

HP	AC	STR	DEX	CON	INT	WIS	CHA
85	13	+4	+2	+3	-2	+1	-1

Actions: Two tentacle attacks (1d6 + 4). Avoidance (saving 1 or .5 -> .5 or 0). Displacement: attack rolls have disadvantage until hit.

Buried treasure

An adventurer, clearly not a local, asks for your assistance retrieving buried treasure. He provides the party with a treasure map he found, indicating ancient druidic treasure somewhere out in the forest. The party must collectively succeed in three DC 15 INT checks. Each failure results in an encounter with (at random via 1d4) 1d4 blink dogs, an owlbear, a Blue Slaad, or a Red Slaad. Once they find the treasure, there is a Blue Slaad roaming around the ruins. Loot: 100gp/member of gems. Should they return it to the adventurer, he gives them 50gp/member and one Vicious Enchantment Stone (On AC rolls of ≥ 18 , deals +3 damage. Apply to one weapon, unarmed doesn't count) and will answer all questions he previously wouldn't answer. **What the adventurer knows:** He and his party were recruited to help defeat the evil mage. **After helping:** He goes into more detail, revealing a few traps in the keep.

Blink Dogs

HP	AC	STR	DEX	CON	INT	WIS	CHA
25	13	+1	+3	+1	0	+1	0

Actions: Bite (1d6 + 1), Teleport (4/charge). Can be scared off by showing an Eye of the Displacer

Owl Bears

HP	AC	STR	DEX	CON	INT	WIS	CHA
60	13	+5	+1	+3	-4	+1	-2

Actions: Multiattack: Claw (2d8 + 5 S), Beak (1d10 + 5 P). Will fuck you up

The Siege of Isla

Come nightfall, with the party back on top of the main building, the Omnichrome shoots a beam of light out into the sky that flashes a brilliant red when the sun dips below the horizon. On cue, everyone in the village rushes into buildings, those outside the walls rush through as the stone entryways close up. Archers and shamans take their places on the wall, 2 archers and 2 shamans per platform. The party has two options

- Lead small units into combat, in which case each player gets control over a unit of 2 archers, 2 shamans, or 3 warriors in addition to themselves. You have total control over your units decisions, within reason (i.e. archers will not dismount the tower, warriors will not sacrifice their lives for the party). One unit of Slaadi approaches for each party member.
- Fight individually with support from the village. The party only fights two units of Slaadi, the village deals

with the others. Occasionally an archer or shaman will provide support.

Each Slaadi unit has two blue, two red, and one green Slaad. Roll 1d8 for the colour of the green Slaad's staff, and thus the magic they can cast. If they players use the wrong type of magic to attack, a shaman will call out the correct type of magic against that Slaad.

Once all the Slaadi have been successfully defeated, the fallen villagers are pulled from the towers and given proper burial rights (stripped of everything except their weapon, and thrown into the river with a short prayer). After that, Koamalu thanks the party for their help with the Slaad siege and sends them to bed.

Slaadi R/G/B

HP	AC	STR	DEX	CON	INT	WIS	CHA
60/80/70	14/15/15	+3/5/4	+2/1/1	+3/ 4/3	-2/2/0	-2/2/1	-2/1/0

Actions: Multiattack: Slash (2d6 + 3/1/0). AC reduced by 1 upon Green death and loses protection from that type of magic.

Actions (G only): Cast Magic (3d6 + 2) of magic type, each Slaad in its unit regens 10 health

Village Warriors/Shamans/Archers

HP	AC	STR	DEX	CON	INT	WIS	CHA
100/80/80	16/15/15	+4/-1/2	+2/2/3	+3/0/2	+0/3/0	+0/2/1	+0/1/0

Warrior: Multiattack: Trident double-stab (1d8 + 4 P, magical), War cry: Boost morale of the unit, all AC rolls have advantage for one turn (4/charge)

Shaman: Cast one spell per turn, any colour/damage type. Deals 3d6 + 3 if single target (Orange/Psychic, Yellow/Force, Blue/Cold), 2d6+3 with DC 10 DEX if AOE (Red/Fire, Green/Acid, Purple/Lightning)

Archers: Longbow (1d10 P, magical), Mark of death: On successful hit, the archer may mark the target for death, reducing its AC by 2 (One marked target per archer at a time)

Based on Gladiator/Mage/Scout

The Forest

Midway through, a shaman sets up a instant tower to act as a forward operating base. A scouting party of 3 Green Slaadi are seen nearby. Should the party engage, one of the Slaad will gurgle something about fighting for "It who has mastered light itself!"

Forest Sidequests

- A Nothic cave contains riches at the price of riddles
 - All players flip over their player sheet. If they can correctly say the modifier of all their stats, they get a gemstone worth $1d6 \times 10$ GP. If they get the actual value correct, they get a Circlet of Blasting (3d6 DC 15 DEX 1/day)
 - If the Nothic is defeated, one circlet of blasting and $1d6 \times 20$ GP
- A white and a chromatic Green Slaad have taken over a nearby grove
 - If the Slaadi can be convinced to fight each other, they will kill each other.
 - Upon defeat, retrieve a staff. Staff of Vivid Casting: Has 5 charges, expend 1 charge as bonus action to add $1d6$ damage to any elemental spell. At 0 charges, roll a d20. If it comes up 1, the staff loses all magical energy forever. Regains all charges at dawn. Additionally a magical quarterstaff.

The Keep

The Keep is nothing short of beautiful. Stone and trees mix to form its walls, seeming to grow naturally from the earth beneath it. It forms a singular tower, gently tapering as it goes up, but flowering out at the top like a tree. You can see the Evil Mage at the top, he hurls a fireball down at the group ($4d6$ DC 10 DEX). When the smoke clears, he is gone. The shaman guides can go no further, as a pact with the druids of the forest they cannot trespass on that territory. The pact would also seem to keep Slaadi away, explaining the silence.

First Floor

Entering the keep, a boulder sits squarely in the middle of the room. Engraved on it, in ancient runes, is the word "GUARDIAN". Any attempt to move past it or touch it awakens it as a Galeb Duhr. It quickly assesses the party, then raises its hand. A door of solid stone slams shut behind the party, plunging them into total darkness (Disadvantage on basically every roll). It is more than darkness, though. It is almost a negative light, a magical darkness. Dark-vision is useless, as are any lights. Once the Galeb Duhr is either dealt with or pacified, it allows light to filter back into the room.

Galeb Duhr

HP	AC	STR	DEX	CON	INT	WIS	CHA
80	16	+5	+2	+5	0	+1	0

Actions: Tremor-sense. Slam ($2d6 + 5$).

Second Floor

Six staircases lead upwards in a sextuple helix. One for each colour. Stepping on a staircase summons a wraith immune to that colour of damage.

Wraith

HP	AC	STR	DEX	CON	INT	WIS	CHA
40	14	+2	+3	+1	0	+1	0

Actions: Slash (1d6 + 3), Blast (1d12 + 3 DC 13 CON), Immune to damage of colour

Third Floor

IDK dude. Just make it up if you need to

The Top

The treacherous climb up the main tower is made more treacherous by the evil mage raining various shit down on the party. When they get to the top he goes *Poof!*. Connect to grey Slaad.

Various 3d6 spells and shit

The Henge

The party fights the Grey->Death Slaad and his pets.

Grey/Death Slaad

HP	AC	STR	DEX	CON	INT	WIS	CHA
150/100	18	+3/4	+3/2	+3/4	+1/2	-1/0	+2/3

Actions: Multiattack (One of each): Bite (1d8 + 3)(+ 2d6 necrotic), Claw (1d10 + 3)(+2d6 necrotic), Spell.

Spells: Cast Magic: (3d6 + 2) of magic type, minor illusion, heal self (2d10 + 5), blind and deafen (incapacitated if loses in INT contest), mage hand, whatever else is needed

Displacer Beast

HP	AC	STR	DEX	CON	INT	WIS	CHA
85	13	+4	+2	+3	-2	+1	-1

Actions: Multiattack (2): Tentacles (1d6 + 4). Avoidance (saving 1 or .5 -> .5 or 0). Displacement: attack rolls have disadvantage until hit.

Blink Dogs

HP	AC	STR	DEX	CON	INT	WIS	CHA
25	13	+1	+3	+1	0	+1	0

Actions: Bite (1d6 + 1), Teleport (4/charge). Players wearing an Eye of the Displacer get advantage against this creature

Blink Beast

HP	AC	STR	DEX	CON	INT	WIS	CHA
Sum +50% max 100	13	+4	+3	+3	0	+1	0

Actions: Multiattack (2 or 3)(+1d4 necrotic each): Tentacles (1d6 + 4) and Bite (1d6 + 1). First successful attack against it always fails, as the beast can swap places with its illusion (2/charge).

Defeat

Once defeated, his staff falls to the ground (2 blue, 2 red, 1 green gem that control corresponding Slaadi). All remaining B/R Slaadi and pets attempt to scatter, Greens will attempt to pillage then scatter. 1d8 green Slaadi are able to transform back into shamans, as are 1d4 adventurers. The party, the rescued Slaadi, and the shaman guides all head back to the village together.

Return

Back in the village, party and transformed are hailed as soldiers, as are the five Slaadi slaves. The chief asks for the staff in return for what little the village has to offer. If the party accepts, the freed shamans/adventurers will offer magical items. Otherwise the chief orders his shamans to execute the Slaadi and the party only receives small pay and weak magical items.

