

TRAIL OF DESTRUCTION

DM's PACK & MAPS

This pack includes a single-page reference version of the *Radiant Citadel* adventure "Trail of Destruction,"

NPC profiles of Ameyali, Ollin, Tonalli, Xocopol, and Izel; an original map of the town of Etizalan, an original map of the city of Xoxotla, an new coloured hex map version of all of Tletepec, an original map of the Twin Gods Observatory, and new colour version of the Temple of Illumination, and all the stat blocks you need to run the adventure. Maps are also provided as separate digital files; battle maps are provided in gridded, ungridded, and black and white versions. You will need your own copy of *Journeys Through the Radiant Citadel*.

A DM's aide.

Adventure comments and advice:

- 1) Both Etizalan and Xoxotla are destinations in the adventure, so I have included maps here. It's a bit beyond the scope of this small pack to fully flesh out these locations but I recommend you prepare a list of shops and NPCs for them - at the very least an inn in Xoxotla, since the players may sleep there, and also a temple where Tonalli can be resurrected if he dies in the earthquake at the Observatory (suggested, a temple to the Twin Gods where the Watchers of the Ashes are caretakers).
- 2) There are three main factions in Tletepec according to the *Journeys Beyond the Radiant Citadel* supplement (available on DMs Guild). The Shapers of Obsidian do research and create magical wards against natural disasters — for example, Itzimico's Obsidian Wall. The Trail Keepers are explorers and mapmakers who have a mission to find and preserve safe routes in a changing landscape. The Watchers of the Ashes focus on religious offerings to propitiate the gods and care for the injured. Right now all three factions are working hard because the omens of the Ashrise are growing more frequent, and there is an ongoing struggle in the background between the factions as to how to meet this challenge. This could be a useful source of plot hooks.
- 3) Tletepec is a beautifully rich setting and there is quite a bit of travel in the adventure — for that reason, I've included a hex map version of the whole region. There are some travel encounters listed in the adventure, but you might want to add others (like maybe meeting faction agents or getting clues to other encounters listed in the *JBRC* supplement). Since there is also a lot of water in the region, there is some potential for water or river-based encounters as well, not to mention the constant rain.
- 4) Ollin is a really interesting NPC but it is up to the DM to integrate him into the adventure because it's likely characters will be suspicious and not understand why they wants to travel with the party. Remember though that Ollin is likely to see the characters as tagging along with *them*, and not the other way around.
- 5) Combat tips: salamanders like to fight in melee and prefer to use a two-handed spear. They are resistant to non-magic damage - so if they are in combat with a character with a magic weapon, you can use the optional Disarm rule (DMG p. 251) to allow them use their action to Disarm a character (ADV if the weapon is one-handed) and then a free interaction to knock the magic weapon away (perhaps into a fiery pit of lava?). This is good for making your players really hate salamanders.

TRAIL OF DESTRUCTION

An ancient elemental force awakens and threatens an entire civilisation

BACKSTORY

The region around the small village of Etizalan has been devastated by volcanic activity far in excess of normal. Ameyali, a local leader, thinks that the gods have grown angry and is taking offerings to the Shrine of Illumination hoping to win the gods favour back for her people.

SECRETS

A powerful elemental creature known as a tlexolotl has awakened within the volcano known as the Jademount and has instructed his salamander and fire snake servants to gather offerings in order to awake his fellow tlexolotls. If his plan isn't stopped, the other tlexolotls will awaken and rain devastation upon Tletepec.

PLAYER OBJECTIVES

Find out what happened to the warriors who went to Twin Gods Observatory and report back to Ameyali.

INTEREST

Hook: Ameyali requests aid to help with elemental attacks; or, fact-finding mission to discover how to placate tempestuous gods; or, verify whether the Citadel should expect an influx of refugees from newly dangerous lands.

Rewards: 400 gp each reward money, tan bag of tricks, decanter of endless water. **Perils:** natural disasters, fire snakes, salamanders, and tlexolotl.

SETTING

TLETEPEC

The volcanic region of Tletepec in a mountain range that also contains lush jungle, open fields and rushing rivers. Volcanic eruptions, ash falls, and earthquakes are relatively common occurrences.

Maps: Etizalan raid battle map, Etizalan village, Xoxotla city, Twin Gods observatory battle map, Gate of Illumination battle map, Tletepec overview

Stat blocks: acolyte, fire giant, fire snake, salamander, scout, priest, tlexolotl

NPCS: Ameyali, Ollin, Xocopol, Izel, Tonalli

START

"The road weaves through a stretch of rain forest that flanks a deep valley, drawing near the town of Etizalan. Past a bend, smoke rises through the trees and shouts ring out. An overturned wagon lies in the road, and through the smoke you can see people being attacked by serpentine creatures wreathed in flame." What do you do?

OPENING - RAID ON THE ROAD TO ETIZALAN

Two **fire snakes** and two **salamanders** attack three travellers (**priest** stat block). Flames and smoke surround the area. Entering the burning forest causes 10 (3d6) fire damage (DC 14 Con save to avoid). DC 12 Nature check to realise fire won't spread. After the battle, an earthquake (DC 12 Dex save to keep standing). Meet AMEYALI who uses magic and three *healing potions* on behalf of characters. AMEYALI will abandon her travels, and travel to Etizalan with the party. There they learn that there are many more earthquakes than usual; that salamanders and fire snakes from around the volcanoes are venturing further afield; and that they should avoid XOCOPOL the fire giant. AMEYALI offers the group a reward to seek missing warriors the community sent to Twin Gods Observatory.

TWIN GODS OBSERVATORY

The road to the Observatory leads through the city Xoxotla. Characters can travel a full day to Twin Gods Observatory or they can stop for the night in Xoxotla. As they leave Xoxotla, OLLIN (CG tiefling **priest**) latches on to the party and wants to travel with them. When they arrive, three Watchers (N human **acolytes**) say they know nothing of the warriors. When pressed (DC 14 Persuasion or Intimidation), they suggest talking to TONALLI who is in the observatory. In the observatory, DC 16 Investigation to notice depiction of tlexolotl in observatory carvings. As the party make their way up the observatory, an earthquake strikes, DC 16 Dex saving throw or fall taking 21 (6d6) bludgeoning damage. A countdown begins: roll initiative and after 6 rounds the observatory collapses. Characters inside fall taking 1d6 damage per 10 feet. Additionally, DC 16 Dex save or be buried by rubble (5d6 damage and blinded, restrained - DC 16 Athletics to get free). TONALLI is dead if not rescued, and needs to be taken back to Xoxotla to be resurrected — he has information about tlexolotls and the Etizalan warriors.

TRAVELLING TO THE GATE

Back towards Xoxotla, 9 miles then following the Atialli River 18 miles will lead to the shrine - a little over a day at normal pace. As they travel up the Atialli, the party comes upon a battlefield with four human dead, warriors from the coastal city of Iztlmico. DC 14 Perception to see tracks suggesting they were killed by salamanders. Remnants of offerings scattered on the path. XOCOPOL (N **fire giant**) finds them as they move on and tries to scare them into going back. DC 14 Persuasion to get him to talk, revealing the awakened tlexolotl at Jademount and how its salamander and fire snake servants have been stealing offerings. XOCOPOL will travel with and defend the characters if they want.

GATE OF ILLUMINATION

The shrine is hot and lightly obscured with gases. **I1: Cave entrance.** Magical decorations. **I2: Hall of Histories.** One **salamander** and four **fire snakes**. Door to I5 opens on DC 14 Athletics check, alerting creatures in I5. Murals of Tletepec history. If OLLIN didn't travel with the characters, he is here, dying. **I3: Blessings Memorial.** Statues of Leuchis (white stone tiefling, missing urn "traveled on the wind"), Lilva (red stone dwarf, "brewed the waters of the gods", and Pattox (blue stone human, "brought the rain with a seed"). Return Leuchis's and Pattox's urns (from I4 and I5) to create oil and water respectively. Mix for in Lilva's urn for *potion of fire resistance*. **I4: Raided Memorial.** Destroyed memorials hold tan bag of tricks and a very weak Xind, a **salamander** who gives up and tells them about Izel's plan. Leuchis's urn is here. Also here a mural about the Ashrise (DC 14 Religion or OLLIN can explain). **I5: Preparation Room.** One **salamander**. Altar with magical flame that re-ignites. Gate to I6 (DC 14 Athletics), opening it alerts creatures in I6. Offerings are here and Pattox's urn. Burning the offerings undermines IZEL's plan. Offering with intention on the part of the characters (DC 12 Religion to know the value of intention) gives them a minor blessing (ADV on next saving throw). **I6: Caldera.** IZEL is here, DC 20 Persuasion to talk him out of his plans. Four warriors (N human **scouts**) with 1 HP each. Four ruby sconces worth 750 gp each here. Return warriors to Ameyali in Etizalan for reward money and decanter of endless water.

Alternate settings: Forgotten Realms: Fire Peaks of Chult; Greyhawk: Hellfurnaces

Keywords: Mountains, Tletepec, Elementals

Volcanic Awakening (Roll Every 12 Hours of Travel)

d4 Connection

- | | |
|---|---|
| 1 | Fumarole opens, venting noxious gases in 25 foot area. DC 14 Con save or take 10 (3d6) poison damage. |
| 2 | Falling ash - vision obscured 1 hour |
| 3 | Ground collapses across the road in front of the characters - a 30 foot deep fissure, 120 feet long and 20 feet wide. |
| 4 | Earth cracks, revealing flowing magma and a fire snake who attacks the first creature it sees before retreating after 1 round. |

AMEYALI

NG human (female) priest

Ameyali is short in stature and well-muscled. She wears a somewhat stained leather overdress/apron over a colourful tunic, and her hair hangs long down her back and in two wrapped braids in front. She fights with a heavy hammer and tongs.

- **What They Want.** Ameyali wants to protect Etizalan and the people of Etizalan, to whom she feels that she owes a great debt. Fiery monsters have been attacking and earthquakes have been getting more frequent around Etizalan, so three days ago she sent four of the town's best warriors to the Watechers of the Ashes at Twin Gods observatory, a day's travel away, but they have not returned. She wants to find them, and also to take offerings to the Gate of Illumination to placate the gods. However with the current danger, she must turn back.
- **Concerned Inventor.** Ameyali is a creative tinkerer who trained with the the Shapers of Obsidian in Iztimico. Fire elementals destroyed her birth village and she has vowed not to let that happen to Etizalan. She's prone to over-focus when working on things, and is always a little nervous when she has a big project underway.

OLLIN

CG tiefling (non binary) priest*

Ollin is a well-muscled dancer with turquoise patterned skin and a pair of short horns who wears a red over-robe ornamented with gold and feathers and a dramatic feathered headdress in purple and orange.

*modify the priest stat block to have Performance +3 rather than Persuasion. Ollin speaks Common, Ignan, and Tletlaholli.

- **What They Want.** Ollin is concerned about the safety of other people during these dangerous times, and is convinced that if only they can get the gods' attention, they can sway the gods to be merciful to the people. At least, they are nearly convinced of that. Mostly sure. Anyway they are heading to Twin Gods Observatory to make their case, and the gods help anyone who gets in the way, because Ollin is going to get this done!
- **Over-the-top performer.** Ollin has an overconfident and bombastic stage persona that they rarely let slip to reveal insecurities. They treat the party as helpful acquaintances who will no doubt be delighted to travel in their company. They are devout and believe that the gods can lighten all burdens.

XOCOPOL

N (male) fire giant*

Xocopol is a towering, muscular figure with blue-purple skin, clad in metal armor which glows with heat. His eyes are pure fire. He carries a huge warhammer.

*replace the fire giant greatsword attack with a warhammer attack, replacing slashing damage with bludgeoning damage. Xocopol speaks Common, Giant, and Tletlaholli.

- **What They Want.** Xocopol is afraid of what is happening now that the tlexolotls appear to be stirring, and is trying to stop anyone from making offerings at the Gate of Illumination which might be stolen for the tlexolotl.
- **Desperate Giant.** Xocopol doesn't much like humans, but he likes tlexolotls much less. Overall he would much prefer if he could remain undisturbed in his mountain haunts. But he sees that will not be enough.
- **What They Know.** Xocopol knows that tlexolotls dwell in volcanoes and cause eruptions when they stir. He knows that the Jademount tlexolotl is awake. He also knows that the salamanders and fire snakes have been stealing offerings meant for the gods and giving them to the tlexolotl. However he does not know why.

IZEL

N (male) tlexolotl

Izel is a huge elemental in the shape of a lizard the colour of barely-cooled lava, with a crest of fiery feathers and a mouth full of sharp, hot teeth. He only speaks Ignan.

- **What They Want.** Izel wants the company of the others of his kind, and also he's hungry. And irritated that anyone would try to disrupt his plans. He's also curious about humans, which is why he's had the Etizalan warriors restrained - he keeps trying to talk to them but so far no luck.
- **Lonely Force of Destruction.** Izel has enjoyed his nap at the base of the Jademount, where the magma vents connect to the Elemental Plane of Fire. But now he's awake, and he would like to play with his brother and sister tlexolotls in the other volcanoes. He's thought of a very clever plan to wake them up by giving them offerings and has awed the salamanders and fire snakes into helping — and it's working! He's really very clever. The salamanders also bring him food, and they brought him these warriors. He doesn't really understand what humans mean about "dying" and doesn't know of any attacks.

TONALLI

LN dwarf (male) priest

Tonalli is a grey-bearded dwarf who wears a beautiful cape of red feathers and a red-feathered headband around his forehead. He carries a staff to help him negotiate the many stairs of the Twin Gods Observatory.

- **What They Want.** Tonalli values knowledge and seeks to understand the portents and the signs of the gods in order to do their will on earth. He loves the history of Tletepec and loves to tell anyone who is interested about his latest research.
- **Curious Historian.** Tonalli has spent all his adult life at the Observatory, and has learned the difficult art of smoke divination. When the Etizalan warriors arrived three days previously, he sent them on to the Gate of Illumination, but his curiosity was piqued. His research convinced him that the unusual eruptions were the signs of a volcano spirit called a tlexolotl, common throughout the region, and prone to stir at eruptions. He thinks the one at Jademount is already awake, and is sorry he sent the Etizalan warriors there, for he thinks it likely to be very dangerous.

ACOLYTE

Medium Humanoid (Any Race), Any Alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses Passive Perception 12

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st level (3 slots): bless, cure wounds, sanctuary

Actions

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

FIRE GIANT

Huge Giant, Lawful Evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws DEX +3, CON +10, CHA +5

Skills Athletics +11, Perception +6

Damage Immunities Fire

Senses Passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

FIRE SNAKE

Medium Elemental, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages understands Ignan but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Heated Body. A creature that touches the snake or hits it with a *melee attack* while within 5 feet of it takes 3 (1d6) fire damage.

Actions

Multiattack. The snake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

SCOUT

Medium Humanoid (Any Race), Any Alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses Passive Perception 15

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SALAMANDER

Large Elemental, Neutral Evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities Cold

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7

(2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

PRIEST

Medium Humanoid (Any Race), Any Alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Medicine +7, Persuasion +3, Religion +5

Senses Passive Perception 13

Languages Any two languages

Challenge 2 (450 XP)

Proficiency Bonus +2

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a

target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st level (4 slots): cure wounds, guiding bolt, sanctuary

2nd level (3 slots): lesser restoration, spiritual weapon

3rd level (2 slots): dispel magic, spirit guardians

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

TLEXELOTL

Huge elemental, typically neutral

Armor Class 15 (natural armor)

Hit Points 104 (11d12 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	10(+0)	17(+3)	7(-2)	13(+1)	9(-1)

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned

Senses darkvision 120 ft., tremor sense 120 ft., passive Perception 11

Languages Ignan

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fire Aura. At the start of each of the tlexolotl's turns, each creature within 10 feet of it takes 7 (2d6) fire damage, and flammable objects in that aura that aren't being worn or carried ignite. A creature that touches the tlexolotl or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Illumination. The tlexolotl sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Regeneration. The tlexolotl regains 10 hit points at the start of its turn. If the tlexolotl takes cold damage or is immersed in water, this trait doesn't function at the start of the tlexolotl's next turn. The tlexolotl dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The tlexolotl makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage plus 18 (4d8) fire damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage plus 14 (4d6) fire damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or be pushed up to 10 feet away from the tlexolotl and knocked prone.

Pyroclasm (Recharge 5-6). Gouts of molten lava erupt from the tlexolotl's body. Each creature in a 30-foot-radius sphere centered on the tlexolotl must make a DC 15 Dexterity saving throw. On a failed saving throw, a creature takes 21 (6d6) fire damage and 21 (6d6) bludgeoning damage. On a successful saving throw, a creature takes half as much damage.

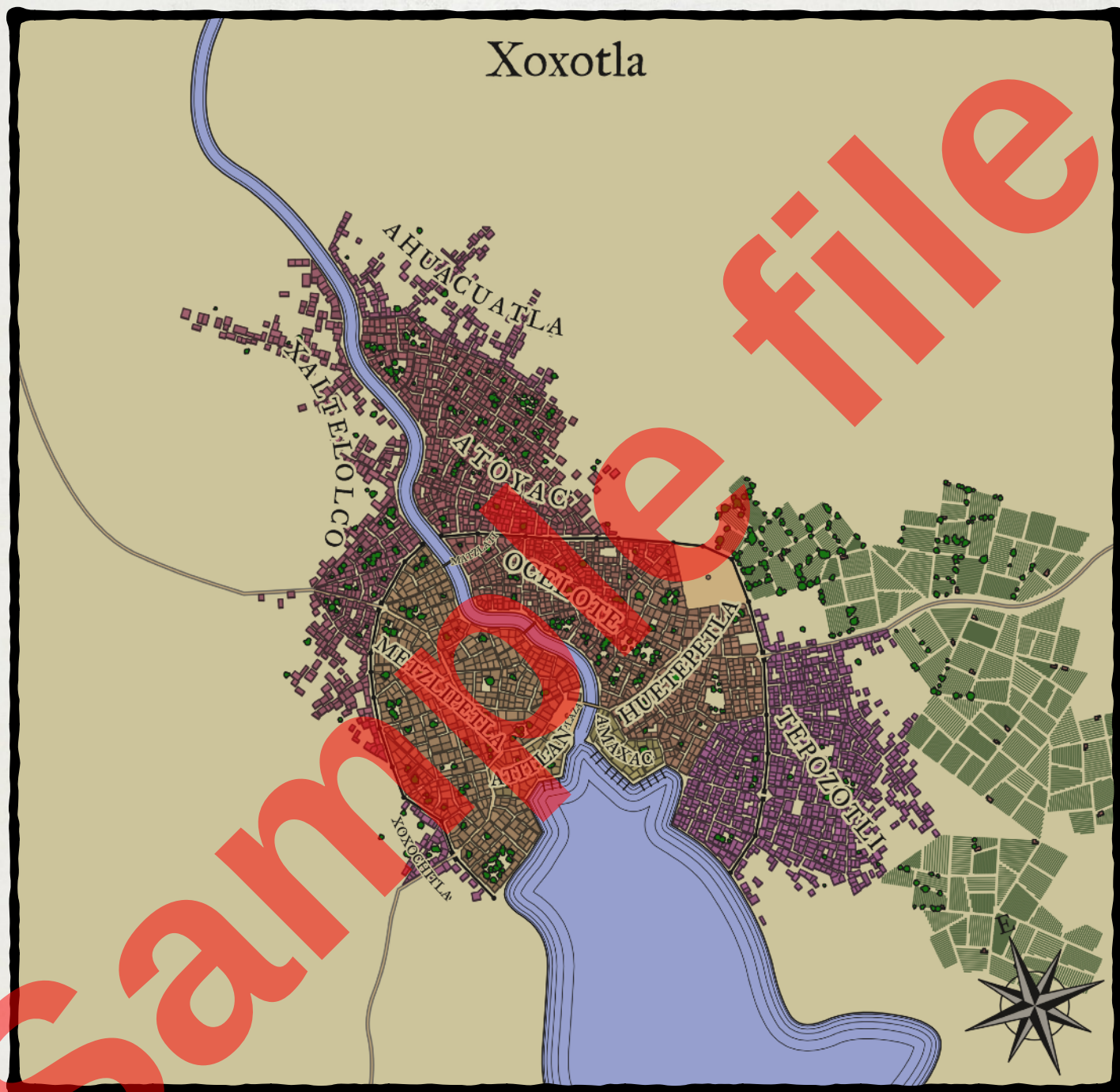
TLETEPEC OVERVIEW (DM VERSION) - 5 MILES PER HEX



MAP OF ETIZALAN



MAP OF XOXOTLA



NOTE - LOOSE MEANINGS FOR NAMES (DERIVED FROM NAHUATL WORDS)

XOXOTLA: CRIMSON, FIERY

AHUACATLA: OAK GROVE

XALTELOLCO: SAND HILL

ATOYAC: RIVER

OCELOTE: JAGUARS

METZLIPETLA: METZLI'S TOWN

TEPOZOTLI: IRON ROAD

HUETEPETLA: OLD TOWN

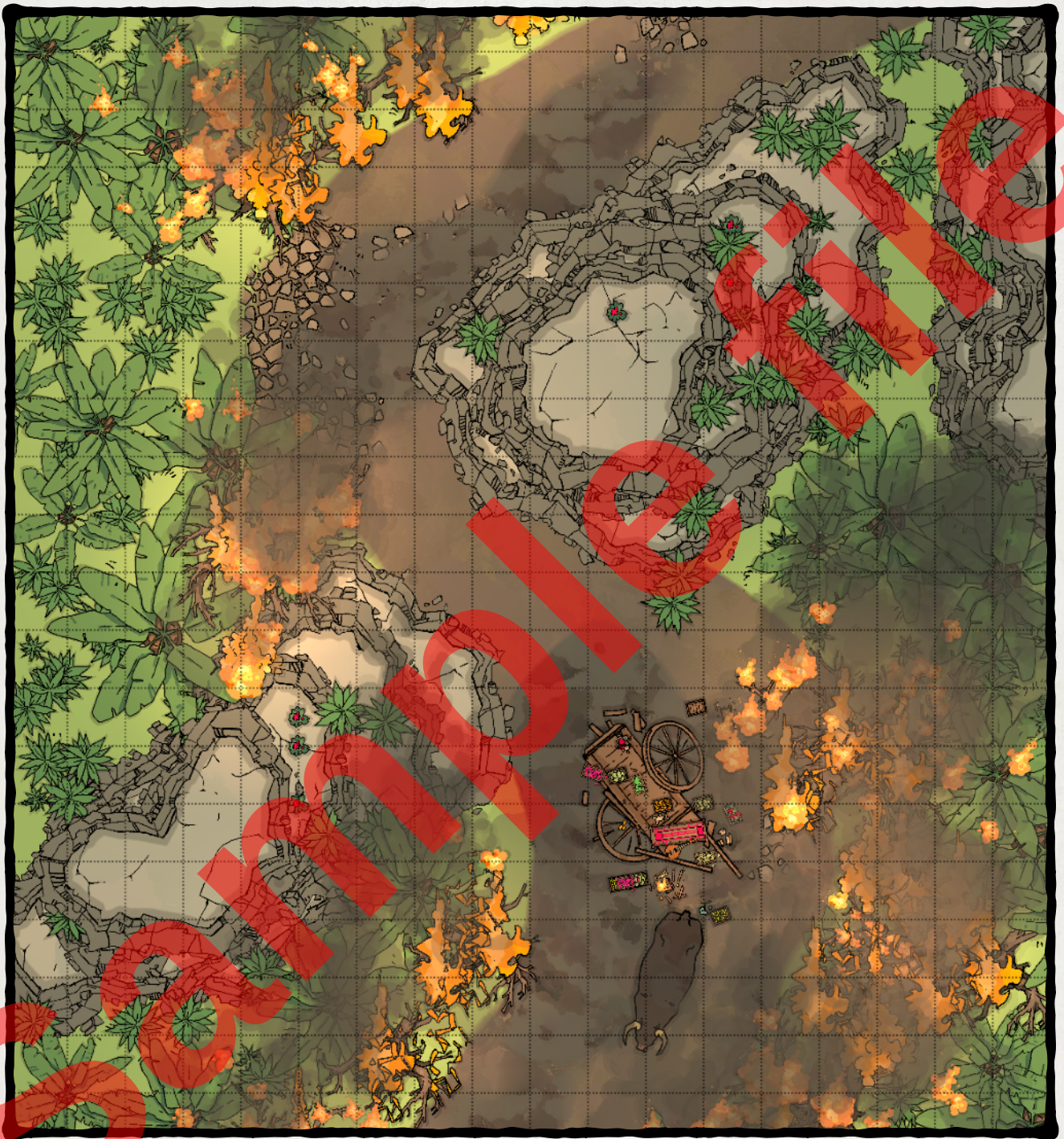
ATITLAN: LAKE

ATLICOL: RIVER

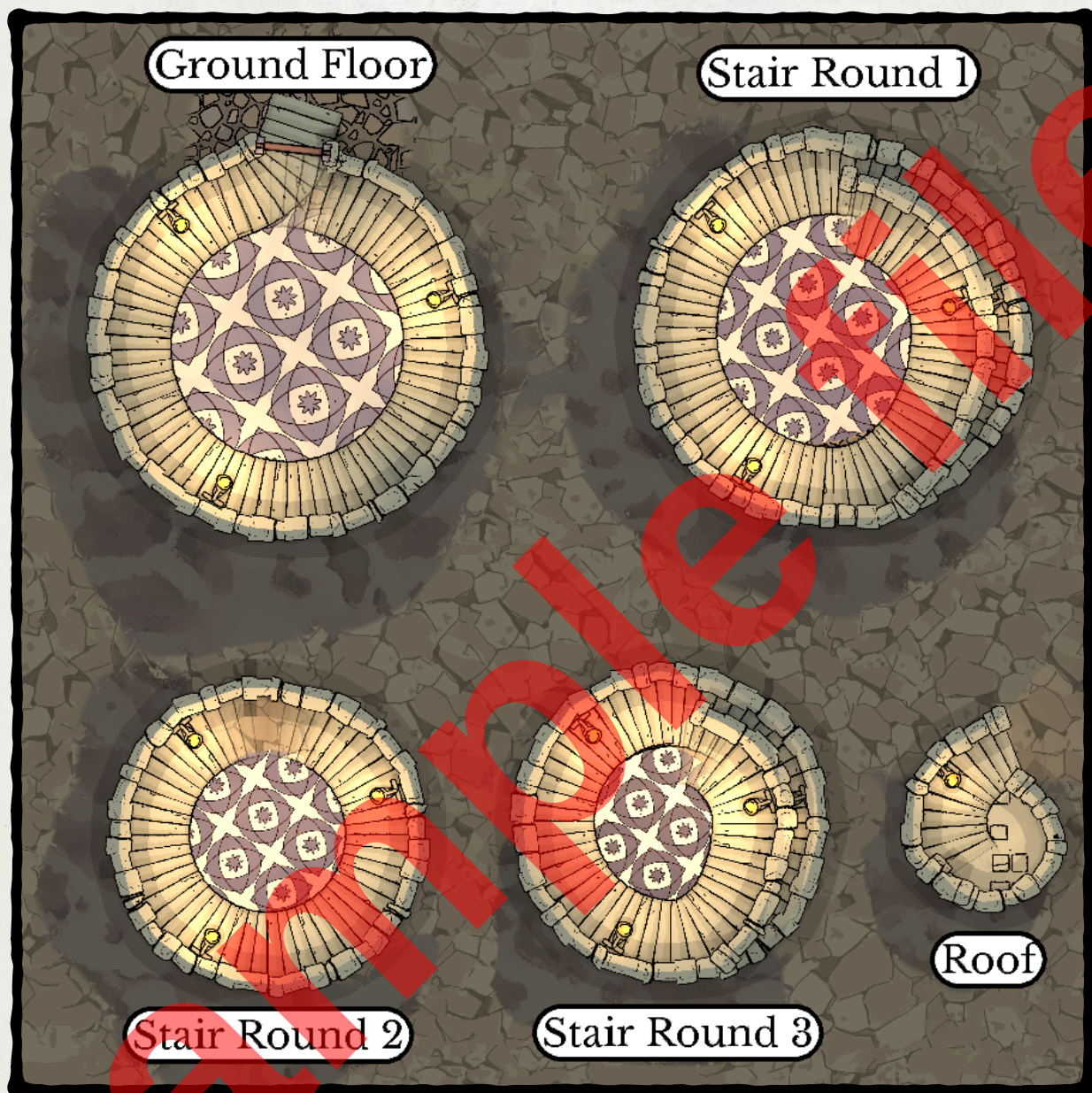
XOXOCHITLA: GARDEN

AMAXAC: DELTA

ETIZALAN RAID BATTLE MAP (GRID VERSION)



TWIN GODS OBSERVATORY BATTLE MAP (DM VERSION)



EACH "ROUND" OF THE STAIRCASE = 20 FOOT IN HEIGHT
GROUND FLOOR AND STAIR ROUND 1 ARE 60 FEET OF TRAVEL
STAIR ROUND 2 AND 3 ARE 40 FEET OF TRAVEL

GATE OF ILLUMINATION BATTLE MAP (DM VERSION)

