

5E A SUPPLEMENT FOR
DUNGEONS & DRAGONS



THE EXPEDITION OF THE MAGI



A CHRISTMAS TALE
FROM THE FORGOTTEN REALMS
BY RCXCHAN



AN ADVENTURE FOR 2 TO 6 FIRST LEVEL CHARACTERS



CREDITS

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PLAYTESTING

Thanks to Kim H, Moses W and Narelle A.
Should you, dear reader, run this adventure and have feedback or recommendations, please post them at <https://www.facebook.com/RCXCH/> and I will credit you here in the next version.

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As this is hardly the medium to engage in ideological debate, and in the spirit of the source material, it is the writer's intention to be accommodationist. As such, this material will assume a belief in Challenge Rating balanced encounters, but will strive not to impose it on readers.

CHANGELOG

1.0 18/12/17 Release
1.1 9/1/18 Typos: "trance", "Blightmoth"

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THE EXPEDITION OF THE MAGI

This is a **4-5 hour** adventure for **2-6 first level characters** and is intended to be accessible to new players and dungeon masters. It is a standalone adventure, though may be suitable as an opening episode to a continuing story. It uses 5th edition Dungeons & Dragons rules and may be run with basic rules (available free here: <http://dnd.wizards.com/articles/features/basicrules>) or a *Dungeon Master's Guide* and *Player's Handbook*.



James Tissot (1894), *The Journey of the Magi* (Public Domain)

0: STRANDED IN THE LAND OF FATE

Each character visited the subcontinent of Zakhara for their own reasons and have now finished their business. Describe the reason for your character's visit or roll a d20 to determine it randomly (reroll as desired):

1. Merchant expedition
2. Demobilized soldiers
3. Paying respects at an old friend's funeral
4. Cataloguing the passage of a star
5. Followed a guru who turned out to be a fraud
6. Mercenaries abandoning insolvent employer
7. Religious pilgrimage
8. Tourism, swimming in the Bountiful Shoals
9. Journeyman's tour learning Zakharan techniques
10. Revenge, only to find the target already dead
11. In exile, but the noble that banished you has since been deposed
12. Negotiating business contracts
13. Abducted by corsairs, but escaped
14. Budget charter teleport gone off target
15. Arranged marriage, but your betrothed eloped with a sailor
16. Travelling performers, disbanded due to creative differences
17. Sent by guild, academy or faction to verify a rumor
18. Cured by a miracle working hermit
19. Academy exchange programme
20. Espionage for a defunct state

Each character then lost their passage home, finding themselves in increasingly dire straits. Describe the reason they can no longer afford the passage home or roll a d10 to determine it randomly (reroll as desired):

1. Robbed in the city
2. Waylaid on the roads
3. Swindled by a con artist
4. Betrayed by a travelling companion
5. Overcome by compassion, donated too much
6. Extorted by corrupt officials
7. Gambled it away
8. Overspent on pleasures
9. Native coin collapsed in value
10. Miscalculated initial expenses

1: CARAVAN GUARDS

On the cusp of destitution, characters sought any respectable work available at the caravanserai in the city of Hiyal. One month ago, three prominent sages visited the caravanserai and hired half a dozen cameleers, bought thrice as many camels and contracted the player characters for their adventuring skills. The player characters signed three month contracts for one expedition. In return, they receive living expenses, supplies and the cost of passage home at the completion of their contract.



Emile Rouergue (1855), *Camels with howdah* (Public domain)

Each character gains the following equipment (in addition to their starting equipment):

- Bivouac sack
- 10x Day rations
- Lantern, hooded
- 10x Oil (flask)
- Pouch
- Robes, desert
- Spear
- Tinderbox
- 5x Torches
- Waterskin

Characters freely replenish food, water, oil and any ammunition from the caravan's supplies.

Life as a caravan guard involves what seems like a lifetime of watching and waiting. You find ample opportunity to get acquainted with your fellow adventurers and are struck by your common goals to return home. Describe what others notice when they see your character. Introduce yourselves to each other in-character.

In the past month, the expedition has been strange. The camels are unladen except for food, water and empty satchels. The caravan is directed deeper into inhospitable desert. The sages sleep in howdahs during the day and spend the nights huddled together, debating intently, looking skyward. The cameleers are murmuring questions about their employer's sanity. You can't help but see the sages at work and try to make inferences about their purposes.

Suggested rules for group skill checks

Only characters proficient in a skill can participate in a group check. Participating characters make their skill checks. The highest roll is taken at face value. Other rolls (including ties) are divided by the total number of player characters (rounded up) and added to the highest roll to give the group skill check value.

2: WATCHING THE WATCHERS

At night, you see the sages sweep the stars with what appear to be telescopes and arcane instruments. You may glean the following information with successful group skill checks:

Who are they? Where are they from?

DC 11 Intelligence (History): One of the sages (Balthasar) appears to be a Zakharan native. His bearing is that of a powerful Al-Hadhar wizard and his robes glow diffusely.

DC 13 Intelligence (History): One of the sages (Caspar) appears to be from Estagund in the Shining Lands. If so, he is a long way from home. He wears black vestments and a dark semi opaque cloak.

DC 15 Intelligence (History): One of the sages (Melchior) speaks with a Turmish accent, though he is not ethnically Turami. He is dressed in priestly robes adorned with flames and carries a holy symbol of a man emerging from a winged disc.

What are the instruments?

DC 11 Intelligence (Arcana): They are not using conventional astronomical instruments such as telescopes or astrolabes.

DC 15 Intelligence (Arcana): They regularly look through interplanar scopes, seeing into another plane of reality.

What are they looking at?

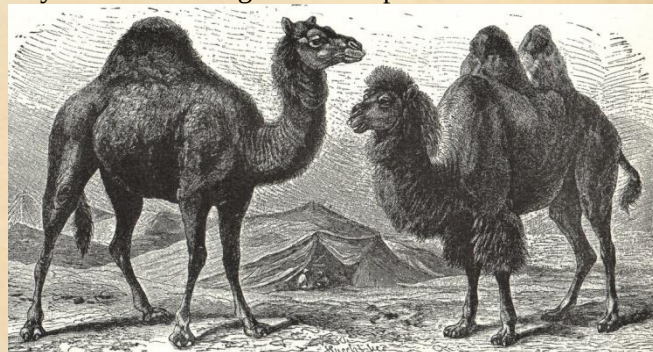
DC 11 Wisdom (Insight): One appears to be in a trance state as they watch the sky.

DC 13 Wisdom (Perception): They look upward, though apparently not at individual stars, sometimes pointing into cloud cover.

You are interrupted by the howls of hyenas.

3: HUNTING HYENAS

Use 4 **Map Grids** (see appendices) placed 2x2. Three **dromedary** camels (all statblocks are listed in the appendices) have wandered 150 ft. from the camp perimeter. Ten **hyenas** are within 20 ft. of the dromedaries and closing. For the first two rounds, the camels attempt to flee while the hyenas attempt to box them in. At the start of the third round, the adventurers may arrive at the edge of the map.



New Student's Reference Work (1914), *Dromedary and Bactrian camels* (Public Domain)



Frank E. Beddard (1902), *Sketch of a striped hyena* (Public Domain)

As free actions, at the start of the third round, the party makes the following group skill checks:
DC 11 Intelligence (Nature): These striped hyenas are usually scavengers.

DC 15 Intelligence (Nature): The dromedaries would likely win in a one on one fight with a hyena.

DC 11 Wisdom (Animal Handling): For the duration of the combat, you know whether an animal is uninjured, slightly injured, bloodied or gravely injured.

DC 15 Wisdom (Animal Handling): For the duration of the combat, you know each animal's hit points.

As a standard action, a character may make a DC15 Wisdom (Animal Handling) check. On success, they may direct the actions (attack, disengage and movement locations) of the camels for the duration of the combat.

The hyenas attempt to kill camels, intending to return to eat them later, and only attack players if they are first attacked. Camels will try to disengage and escape, only attacking if surrounded. The hyenas will withdraw once they lose six of their numbers. After repelling the hyenas, players benefit from a long rest. In anticipation of further trouble, each character receives 2x Potion of healing and 2x Potion of vaulting.

MAGIC ITEM (DUNGEON MASTER'S GUIDE, p.187)

Potion of Healing

Potion, common

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

MAGIC ITEM

Potion of Vaulting

Potion, uncommon

When you drink this potion, you feel a spring in your step and a sense of surefootedness. Your jump length and height are tripled. When you are about to take fall damage, make a Dexterity (Acrobatics) check and subtract the value of that check from the damage taken. These effects last for one minute, or until you take 1 or more fall damage.

Even when undisturbed, this potion's effervescent puce liquid sloshes violently against the walls of the bottle.

4: THREE WISE MEN

In the following days, the caravan appears to be heading in circles. One night, while one of the cameleers is on watch, you venture to extract some answers from the sages.

Who are you?

Balthasar, Caspar and Melchior. We are scholars of celestial revelation and servants of destiny.

What are you doing each day and night?

We read the heavens from many planes and decipher their purposes. In the day, we sleep or study in the howdahs.

What is the purpose of the expedition?

We have read the stars across many planes and they herald the birth of a king. It is our fate that we should pay him homage.

Why are we in the desert? Why not teleport?

We know where the king is to be born. It is under the sign of a planetary convergence on another plane. We have been instructed to find worthy gifts on our journey. The portents, as you will see, have led us here.

What kind of gifts are you seeking?

They are to be symbols of the natures of the newborn king.

Do you realise the cameleers are discontent?

They have been well paid in advance. The perils of the desert are expected in their profession.

Where is the caravan going? Why are we going in circles?

The next stage of our quest is to intercept a shooting star. It has drawn close to us many times and will not elude us again.

Why did you hire adventurers?

The stars have told us that we will need assistance.

The sages explain that a shooting star they have been tracking holds the key to finding the gifts. They will call the star down with magic. Ideally, they will sink it into the desert sands and search the crash site, but if unable to land it, they will rely on the adventurers to jump aboard.



Shooting star

5: FALLEN STAR

The sages incant in terrible tones as they gesture to the night sky. A shooting star streaks into the horizon, slows and begins to reverse course, growing larger all the while. Wreathed in flame, the rocky asteroid looms overhead 60 feet across. While the sages pull it downward, cosmic forces resist and the asteroid shakes violently, 20 feet off the ground. Balthasar calls to the adventurers to jump onto it and retrieve the key.

Having boarded the asteroid, likely using the potions of vaulting, a magical blue glow emanates from a cavernous hollow in the asteroid. Upon entering the hollow, represented by 2 Map Grids laid 1x2, the adventurers are beset by 2 **Ember Elementals** and 2 **Minor Planar Anomalies**. These are immediately hostile and will fight to the death. The hollow is unlit apart from the light of the ember elementals.



Planar anomaly in combat

At the start of each round of combat, roll a d6 and apply the corresponding effect:

1-2. The asteroid rocks violently. All creatures must succeed on their choice of a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or fall prone.

3. The asteroid flies close to the ground and whips up the desert sand. All creatures must succeed on a DC 13 Constitution saving throw or are blinded until the end of the round.

4-5. No special effect

6. The asteroid flies by the sages close enough to receive support. The adventurer with the least current hit points regains 1d4 + 4 hit points.

Once the elementals are defeated, the adventurers see the source of the blue glow: a ornate glass bottle half buried in the rock. Digging it out takes 1 minute. The bottle is robust and resists damage. By this point, the sages have gained control of the asteroid and landed it in the sand. Once adventurers alight, the sages relinquish control and the asteroid shakes free of the desert. It soars heavenward, resuming its trek as a shooting star.

6: VILLAGE IN A BOTTLE

The bottle is half filled with sand. Buttons, coins, needles, thimbles and tangled thread sit half buried on the sand's surface. The top half of the bottle is filled with an embroidered stepped square based pyramid with its point facing down into the sand. Shaking or tipping the bottle fails to displace its contents, save for minute changes in the surface of the sand.

The sages are overjoyed when presented with the bottle. They advise the adventurers to rest and prepare for further combat and retire to make their own preparations. Overnight, the cameleers desert, leaving the majority of the camel train unattended. The next morning, the sages announce that their expedition will continue inside the bottle.

When the adventurers are ready, the sages begin to incant and throw handfuls of sand in the air. Suddenly, the desert shrinks away and the adventurers find themselves airborne. The sky recedes, as if moving far into the distance. The bottle mouth, now a vast chasm, looms below and the caravan freefalls through the bottle. The tiers of the embroidered superstructure fly by their vision. Before hitting the surface of the sand, the sages cast *featherfall* on the group, letting them gently come to rest atop a massive button.

Having landed, the sages lie on the surface of the button, unharmed, but moving only with great difficulty, as though their limbs are leaden. The camels move with buoyancy and gain a fly (hover) speed of 10 feet. The adventurers feel unchanged and move normally. The sages indicate it is up to the adventurers to continue the expedition and retrieve the gifts, gesturing the upside down pyramid.

An opening is visible halfway up the pyramid and an unravelled thread, the width of a precarious walkway, winds around down to the sand level, supported by unfinished cloth scraps, thimbles and bone needles

thrust into the sand. The adventurers may climb to the pyramid opening with a successful DC 13 Strength (Athletics) check (advantage with pitons), walk on the coiled thread as a slack line with a successful DC 15 Dexterity (Acrobatics) check or ride the floating camels up with a DC 13 Wisdom (Animal Handling) check.

7: GOLD

The pyramid entrance leads to a 10 foot wide unlit winding passage of wild threads. As the adventurers progress, the walls transition to rough hewn stone, then worked stone, then richly painted stone. Retracing steps does not lead back to the embroidered ziggurat, only to further stone passages. The stone is painted with hieroglyphics. A successful DC 13 Intelligence (History) or DC 15 Intelligence (Arcana) check reveals the walls tell a story of a great battle in which two governors were slain at the head of their troops. The governors were political rivals in life, but are interred together. The passages lead to stairs heading down, then up.



Manly Palmer Hall (1928), *Oedipus and the Sphinx*, from Chapter 6 of *The Secret Teaching of All Ages* (Public Domain)

A riddling sphinx sits at the top of the stairs, blocking the passage. It demands that the adventurers answer its riddles to gain passage.

*Iron roof and glass walls
Burns, but never falls.*

Lantern

Ten men's strength,
Ten men's length,
Ten men can't break me,
Yet a boy walks off with me.

Rope

Two bodies have I,
though both joined in one.
The more still I stand,
the quicker I run.

Hourglass

Should the adventurers ask the sphinx why it is there, it will reveal that it has gotten lost and it asks and solves riddles from habit. It can be bribed or otherwise convinced with Charisma checks to allow the adventurers to pass.



Left: LadyofHats (2017),
Mummy (CC0 1.0)

The passage leads to a tomb chamber, represented by a single Map Grid. Two sarcophagi have been flung open and the tomb furniture - statues inlaid with precious metals and ebony beds, tables and chairs - have been toppled and trampled. Inside, two

rotting nomarchs wrestle,

both clutching onto the same golden scepter, revealed by wall inscriptions to be a symbol of office. Two **embalmed cats** circle each other, hissing and spitting. Canopic jars, pitchers of oil and vessels of long wasted foodstuffs line the tomb. The tomb paintings reiterate the story of the two governors' rivalry and conclude with the sentiment "that they should find common cause in death".

The adventurers may intuit that the golden scepter holds particular importance as possessing it will enable them to progress. The nomarchs are resistant to letting go of the scepter and begin by grappling and tripping the other. If the adventurers attempt to take the scepter, the nomarchs may temporarily attack the adventurers over the other nomarch if they appear to have the upper hand. The embalmed cats nominally belong to one nomarch or the other and will attack adventurers if their nomarch does.

If the sphinx is approached and convinced the room represents a riddle, it will solve it for the pleasure of it, altering the glyphs on the wall to read: "that they should find unity in death". At this point, the nomarchs will cease to struggle with one another, but will not surrender their sceptre. Altering the glyphs with words to the effect of "charity" instead of "unity" may yield better results.

Once the adventurers leave the main tomb room with the scepter, or as soon as they touch the scepter while there are no hostile creatures present, their vision fills with blindingly pure light.

8: FRANKINCENSE



Minoan censer

The world fades to white. The adventurers find themselves standing on the branch of an unnaturally gigantic boswellia tree. Its roots envelope a house sized rock, inexplicably floating in a sea of gauzy light, featureless as far as the eye can see. Empty clay censers are arranged on the tree branch. Perception of time is distorted: in what feels like a minute, the sky turns from daylight to dusk, then dawn, though no sun is visible. Occasionally, the adventurers are showered by light rain and gentle breezes. If a character falls from the rock, they disappear from sight, only to reappear in free fall above the rock, landing harmlessly. Adventurers can take a long rest safely.

If the tree is gashed, resin oozes out and crystallizes. If this is placed in censers and burned, a cloud wafts from the censers along with the aroma, filling the adventurers' vision. The world fades again. Should the players be uncertain of the next step, the tree may prompt them telepathically.

9: MYRRH

The world fades and turns to a featureless pitch black represented by a single Map Grid. Rats are noisily gnawing on flesh. Light or darkvision reveals a facedown person 20 feet away with rats attacking them. As they approach, the adventurers are attacked by 3 **blightmoths**, 2 **rats** and 1 **rust monster**. On a successful DC 5 Intelligence (Medicine) check, the body is found unrecognisable, likely long dead. Vision fades as if waking from a dream.

10: EPILOGUE

The adventurers open their eyes to find themselves spread supine on the sand at the tip of the embroidered ziggurat. Around them lie the gifts in ample quantities: gold, frankincense and myrrh, packed in saddlebags.

The sages have set up multiple portals, which appear as oversized free standing doorways with destinations visible on the other side. The portals lead to locations in the Forgotten Realms familiar to the adventurers, except for one opening into a desert, with a conspicuously bright star overhead. Here, the æther pours in and the emanations feel alien.

The sages react with a composite of curiosity, awe and dread as they contemplate the meaning of the gifts. They announce that their time is drawing to a close and that their quest is at its final stage. Floating camels are tethered to the ground nearby. Once the gifts are loaded, the sages heal the adventurers and reward them as promised. If this to precede an ongoing campaign, the adventurers receive campaign appropriate rewards and level up. The sages gesture to the Forgotten Realms portals that will send the adventurers home.

As the sages and the camels pass through the last portal into the starlit dunes, their weights normalize. They ride into the distance as the portal fades behind them.



Leopold Kupelwieser (1825), *The Journey of the Three Kings* (Public Domain)

APPENDICES

# of Players	1	2	3	4	5	6
3: Hunting Hyenas						
Hyena	3	7	8	10	11	13
Dromedary	2	3	3	3	3	3
5: Fallen Star						
EElemental	1	1	2	2	3	4
MPAnomaly	0	1	1	2	2	2
7: Gold						
RNomarch	2	2	2	2	2	2
ECat	2	2	2	2	4	4
9: Myrrh						
BMoth	1	0	1	3	1	2
Rat	1	1	2	2	1	1
RMonster	0	1	1	1	2	3

Encounter Adjustments for Player Numbers

ANIMAL (ADAPTED FROM MONSTER MANUAL, P.320)

DROMEDARY

Large beast, unaligned

Armor Class 9

Hit Points 20 (3d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) bludgeoning damage.

ANIMAL (MONSTER MANUAL, P.331):

HYENA

Medium beast, unaligned

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Pack Tactics. The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) piercing damage.

NPC ALLY

ZAKHARAN CAMELEER

Medium humanoid (human), any alignment

Armor Class 10

Hit Points 10 (3d8 - 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	9 (-1)	9 (-1)	14 (+2)	9 (-1)

Skills Animal Handling +4, Survival +4

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 4 (1d8) bludgeoning damage.

Sling. *Ranged Weapon Attack:* +2 to hit, reach 30 ft./120 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

Wrangle. The cameleer makes a DC 13 Wisdom (Animal Handling) check. On success, friendly creatures with Intelligence less than 4 within 15 ft. will obey the cameleer's commands until the end of their next turn. Commands must be simple, such as disengage, dash, attack or move.

ELEMENTAL (ADAPTED FROM MONSTER MANUAL, P.125)

EMBER ELEMENTAL

Small elemental, neutral

Armor Class 11

Hit Points 13 (3d6 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	13 (+1)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft., passive Perception 10

Languages Ignan

Challenge 1/4 (50 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 1 fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature must succeed on a DC 13 Dexterity saving throw or take 1 fire damage and catch fire; until someone takes an action to douse the fire, the creature takes 1 fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 10-foot radius and dim light in an additional 10 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 3 (1d6) cold damage.

ACTIONS

Touch. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 1 fire damage at the start of each of its turns.

ELEMENTAL

MINOR PLANAR ANOMALY

Small elemental, chaotic neutral

Armor Class 10

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities force

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft., passive Perception 10

Languages Primordial

Challenge 1/8 (25 XP)

Spatial Sinkhole. Space in a 30-foot radius around the anomaly is treated as difficult terrain when moving in a direction away from the anomaly.

At the start of the anomaly's turn, each creature within 30 feet of the anomaly must succeed on a DC 13 Strength saving throw or be pulled 10 feet toward the anomaly. Then, all creatures adjacent to the anomaly take 2 (1d4) force damage.

ACTIONS

Spatial Tear. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) slashing damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

SKELETON MUMMY

ROTTING NOMARCH

Medium undead, lawful evil

Armor Class 12

Hit Points 16 (3d8 +3)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	13 (+1)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities bludgeoning, fire

Damage Resistances cold, lightning, thunder; piercing, and slashing from non magical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Special

Challenge 1 (200 XP)

Dead Tongue. The nomarch speaks in an archaic form of Common, comprehensible to a speaker of Common on a successful DC 13 Intelligence (Arcana or History) check.

Leaking Miasma. Each time the nomarch takes damage, all creatures within 5 ft. must succeed on a DC 13 Constitution saving throw or take 1 necrotic damage.

ACTIONS

Multiattack. The nomarch can use its Putrefied Splendor and makes one attack with its unravelling wraps.

Unravelling Wraps. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one creature.

Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) necrotic damage. If the target is a Large or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the nomarch can't use its wraps on another target.

Putrefied Splendor. The nomarch targets one creature it can see within 60 feet of it. If the target can see the nomarch, it must succeed on a DC 13 Charisma saving throw or choose to submit or flee. Creatures that can't be poisoned are unaffected.

Submit. At start of the affected creature's next turn, it falls prone. At the end of the affected creature's next turn, it falls prone again.

Flee. At the start of the affected creature's next turn, it uses all its movement to move in a random direction. If it cannot move, it is frightened of the nomarch for 1 minute.

ANIMAL MUMMY (ADAPTED FROM MONSTER MANUAL, p.228, 320)

EMBALMED CAT

Tiny undead beast, lawful evil

Armor Class 12

Hit Points 5 (2d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	3 (-4)	13 (+1)	14 (+2)

Skills Perception +3, Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The cat can use its Divine Scorn and makes one attack with its claw or withering glare.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 slashing damage plus 1 necrotic damage.

Withering Glare. *Ranged Weapon Attack:* +4 to hit, range 60/240 ft., one target.

Hit: 1 psychic damage plus 1 necrotic damage.

Divine Scorn. The cat targets one creature it can see within 60 feet of it. If the target can see the cat, it must succeed on a DC 13 Charisma saving throw against this magic or be charmed by the cat for 1 minute.

At the end of each of its turns, the target can repeat the saving throw, ending the effect on itself on a success.

A target that succeeds on the saving throw is immune to the Divine Scorn of all cats for the next 24 hours.

INSECT

BLIGHTMOTH

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	1 (-5)	8 (-1)	1 (-5)

Damage Immunities necrotic, poison

Senses blindsight 10ft., darkvision 60ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Flyby. The blightmoth doesn't provoke opportunity attacks when it flies out of an enemy's reach .

Phototaxis. If the blightmoth can see a light source and is not within 10 feet of a light source, it must use its movement to fly towards the light source. If the blightmoth is within 10 feet of a light source, it must use its movement to fly in random directions, 5 feet at a time.

ACTIONS

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1 poison damage, and the creature must succeed on a DC 13 Constitution saving throw or take 2 (1d4) necrotic damage and it is blinded until the end of its next turn.

ANIMAL (MONSTER MANUAL, P.335)

RAT

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

(MONSTER MANUAL, P.262):

RUST MONSTER

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses darkvision 60ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

