

5E A DM's GUILD SUPPLEMENT



THE DREAMING ROOMS OF THE SPHINX

AN AURAL PUZZLE & A SERIES OF RIDDLE ENCOUNTERS
BY RCXCHAN



CREDITS

Design: RCXCHAN

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Art

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PLAYTESTING

Thanks to Ben, Kim, Nick and Rusia.

FEEDBACK & SUGGESTIONS

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DISCLAIMER

We advise that rewards won by solving sphinxes' riddles be approached with caution, particularly by those of uncertain parentage, a condition that has been observed to be disproportionately prevalent among adventurers.

CHANGELOG

1.0 Release

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OVERVIEW

This adventure comprises a room with a musical puzzle and a room with a sequence of riddles attached to combat encounters. It can be run as a one shot with its introduction or the rooms can be used as modular parts of any dungeon in want of puzzles.

Run time is likely in the 2-3 hour range. Giving clues, cutting the number of summoned combatants and dropping a riddle or two should allow you to trim the length as you go.

The combat encounters were written for a party of four level 12 characters to breeze through. Notes are provided to adjust the difficulty for any party level 2 or higher, though with enough rat and tarasque stat block swaps, you could likely run these rooms at any level.

INTRODUCTION

Arcane Architecture are a renowned multiplanar company specialising in the construction of temples, tombs and dungeons with unique features. They cater to a discerning clientele. Arcane Architecture is looking to hire adventurers on a short contract and will offer payment in kind. Drawing a magic circle in chalk or salt, holding an Arcane Architecture business card and saying their motto ("We build the exceptional.") aloud will commence a ten minute ritual to open a temporary portal to the demiplane of Arcane Architecture Headquarters.

Upon entering the portal, the party find themselves in an empty 20x20x20 ft. room. Glowing words crawl up and down the walls in various scripts reading: "A customer care representative will be with you shortly. We thank you for your patience." Eventually, the text dims completely and a door appears on a wall. A harried looking young man clad in full plate emerges from the door.

He says, "Welcome to Arcane Architecture. We build the exceptional. I am Qar. How can I help you?"

Until the party bring up the contract, Qar will recite a sales pitch based on what he suspects the player characters might wish to build, judging by their appearances. He may explain the features available for holdfasts, laboratories, standing stones, vaults and shrines.

Qar can offer the following information:

Arcane Architecture are looking for powerful and resourceful adventurers to perform a contract that should take no longer than a night.

Sekhemib the Dreamer is the head of the company and will select the contractors.

If asked about his role, Qar will explain that he performs the separate duties of sales and quality assurance.

Qar will guide the party through the door and advise that they act respectfully.

Dreamsolver Qar, 20s male human **Champion** (VGtM p.212)



Through the door, the cloying scents of juniper, myrrh and pine are heavy on the air. An androsphinx bedecked in glittering finery reclines on oversized velvet cushions. The floor is littered with schematics and miniatures. A dozen human and tabaxi attendants surround the sphinx, hand feeding him sweet meats, fanning him with peacock feathers and playing unusual woodwind instruments. A stenographer records all the words spoken in this room. The sphinx, Sekhemib the Dreamer, has a resonant voice that makes the air quiver as he speaks. "These are the adventurers?" he says, "Come! Let me see if they are worthy." Sekhemib will gesture that the party be brought before him. He will sniff them deeply one by one, proclaim them "adequate" and then will command Qar to brief them on their task.

Sekhemib the Dreamer, **Androsphinx** in his lair (MM pp.280-281)

12x Attendants, various male and female human and tabaxi **Bards** (VGtM p.211)

Qar will bring them through a door leading to another cubic room. There are three stone desks, piled high with paperwork. Two robed figures, Tuya and Unnefer, sit at the desks poring over paperwork. The three will answer the party's questions and provide the following information: Sekhemib spends his day devising traps, puzzles and riddles for clients.

He maximises his output by dreaming up puzzles in his sleep. As he does not always recall his dreams, he employs Qar, Tuya and Unnefer to solve them.

A draught of dreamsharing allows them to participate in his dreams, remaining fully conscious within Sekhemib's subconscious.

Lately, they have been unable to solve some dreams, leaving all four with recurring nightmares.

Tonight, the party will take the draught of dreamsharing and attempt to clear the backlog of unsolved puzzles.

If asked specifically, Qar, Tuya and Unnefer can recall further information:

Dying in the dream will cause the dreamer to wake. It is unpleasant, but probably not harmful.

The dreamers can only influence their own actions in the dream, but can use abilities and items they are used to.

Qar, Tuya and Unnefer have been temporarily sidelined to prepare for an audit from Mechanus.

Qar recalls discordant sounds from the dream.

Tuya recalls the feeling of being squeezed by a giant hand. She thinks she won the fight, but is troubled by a riddle she couldn't solve and now can't recall. Unnefer notes that if you can't solve a riddle, you can try breaking through doors, though things usually get violent soon after.

Dreamsolver Tuya, 40s female tabaxi **Assassin** (MM p.343)
 Dreamsolver Unnefer, 30s female human **Mage** (MM p.347)

When the party are ready, they are brought back to Sekhemib. Sekhemib and the party drink the draught of dreamsharing from a silver bowl and are provided with cots and fine linens. When they fall asleep, their dreams transition from their own to a communal dream in Sekhemib's mind.



The party find themselves floating in an endless ocean of black water. The water laps against their buoyant bodies with the sound of feline snoring. Distant stars twinkle in the skies and the depths. The party heal to full hit points and gain the benefits of a long rest. An unsupported door stands upright on the surface of the water. The door leads to a narrow passageway and stairs that wind around in impossible geometries. At the end of the passage lies another door. Beyond this door lies the Room of Chords.

THE ROOM OF CHORDS

Summary

This room is an aural puzzle. The room periodically plays a chord. The pitch of the two notes is determined by the position of the rightmost characters on rows 3 and 5. The locks play a chord when their buttons are pressed. To be unlocked, the chord played by the room must match the chord played by the lock. To complicate matters, periodically summoned enemies can manipulate the positions of characters.

Table 1.

Column	open	b	c	d	e	f	g	h	i	j
Row5Note(fret)	B(0)	D#(4)	E(5)	F(6)	F#(7)	G(8)	G#(9)	A(10)	A#(11)	B(12)
Row3Note(fret)	G(0)	B(4)	C(5)	C#(6)	D(7)	D#(8)	E(9)	F(10)	F#(11)	G(12)
Damage	N/A	2d4	2d4	3d4	3d4	4d4	4d4	5d4	5d4	6d4

Appearance & Features

See appendix for the room layout.

The room is unlit and made of irregular stone blocks. Empty corridors extend another 50 feet east from k3 & k5 and another 100 feet west from a3 & a5. Invisible barriers block passage at a/b3, a/b5, j/k3 and j/k5.

The locked door at f6/7 is made of hardwood and banded steel. It has two locks without keyholes. Each lock has a button labelled with a symbol shown at g7.

The metronomes at c6 & i6 are thick steel pendulums pivoting at their base, each with a sliding weight more than halfway up its height. Their cases are made of exotic woods and stand seven feet tall. The metronomes are labelled with the symbols shown: a stylised flame and wing at c6 and a stringed instrument at i6.

A floor glyph is engraved at b6.

Chord Metronome

The metronome at i6 determines when the room plays a chord. It makes a click once every 4 rounds (24 seconds). When it clicks, the room will play a chord, starting on the first round it is activated. This can be tracked by a d4 on the metronome's square. The metronome will activate automatically when a creature occupies any square in row 3.

Summoning Metronome

The metronome at c6 determines when the room summons a creature on the circle at b6. It makes a click once every 4 rounds (24 seconds). When it clicks, the room will summon a creature, starting on the first round it is activated. This can be tracked by a d4 on the metronome's square. Before the first lock is solved, the summoned creature is a **dreamer's eshim**. After the first lock is solved, the summoned creature is a **fallen flame**. The metronome will activate automatically when the button on the lock is pressed.

n x **Dreamer's Eshim** (see appendix)

n x **Fallen Flame** (see appendix)

Chord

The room plays a chord made of two notes. When a chord is played, two sonic blasts are fired through the room: one from k5 to a5 and one from k3 to a3. The sonic blast hits rightmost creatures on rows 3 and 5. A creature hit by a blast feels the vibrations rending the air around them and must succeed on a DC 15 Constitution saving throw or be deafened for one round and take thunder damage according to Table 1. One a successful save, the damage is halved. The pitch of each blast is lower the longer the blast is uninterrupted by a creature. Table 1 shows the pitch of the note, based on the position of the rightmost creature on rows 3 and 5 when the chord is played. Parentheses show the fret of the note if it is played on a guitar, with the B string corresponding to row 5 and the G string to row 3.

Locks

Two large padlocks, one in front of the other, hold the door at f6/7. Each lock has a pressable button labelled with a symbol shown at g7. Any character with a passing familiarity with musical notation (proficiency with an instrument, bards, noble backgrounds, DC 8 in a relevant skill) can identify this symbol as a chord with two notes. Pressing the button plays a chord. The table below details the chords played for the first and second lock. Parentheses show the fret of the note if it is played on a guitar. Brackets show the position of the characters required to play the note and open the lock.

First Lock

Metronome summons **dreamer's eshim**.

1st note (row 5):	G (B -8-)	[f5]
2nd note (row 3):	G (G -0-)	[row 3 open]

Second Lock

Metronome summons **fallen flame**.

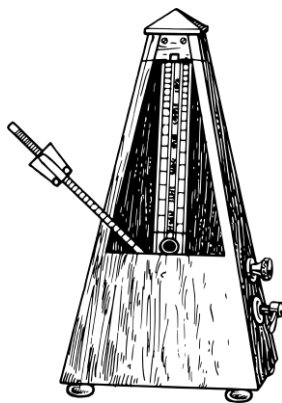
1st note (row 5):	G# (B -9-)	[g5]
2nd note (row 3):	D (G -7-)	[e3]

Summoned Creatures

The form of the summoned creature is difficult to discern: its outline resembles a winged humanoid, but its substance appears as a writhing mass of painfully bright lights and flames. These creatures are the dreamer's idea of a celestial being and may or may not be true angels. The eshim are aware of the room's workings and will attempt to move their enemies into the paths of the sound blasts using *hold person* and *telekinesis*. They do not alter the metronome settings (unless you're feeling ungenerous). Once an eshim takes more than 25 damage, it attempts to escape entirely using *plane shift*.

Adjusting Metronomes

Characters may realise that the rate of the metronome clicks may be adjusted by moving the sliding weight. A successful DC 13 Strength (Athletics) check allows a character to move the weight up the pendulum, slowing the rate of clicks as low as once every 8 rounds. Failure will move the weight down the pendulum, increasing the rate of clicks, initially to once every 2 rounds and as frequently as once per round. If the weight is slid up off the pendulum entirely, the pendulum will click once per round.



The arms of either metronome may be held in place for one round with a successful DC 18 Strength (Athletics) check. If a character fails, they are unable to hold on or dragged along with the pendulum.

Alternate Solutions

A character attempting to pick the locks will be unable to find a mechanism to open the locks, but may discover information about their workings. On a thieves' tools check ≥ 15 , the character can make an Intelligence (Investigation) check to find clues. On a thieves' tools check ≥ 20 , they can make the Intelligence (Investigation) check with advantage.

Upon attempting to break the locks physically or open them magically, the room will rumble with the sounds of disturbed sleep as if the characters are within the sleeping sphinx. If the characters persist, the sliding weights on the metronomes magically disappear and they begin to click every round. Each of the two locks has AC 20 and 50 hit points. Alternatively the door has AC 20 and 100 hit points. Upon casting *knock*, a lock will begin to unlock, but will require the caster to maintain concentration and make a successful DC 15 Intelligence (Arcana) check on two successive rounds before the spell is successful.

Clues

Characters examining the locks, passages, metronomes or other aspects of the room may piece together the workings of the room and the puzzle. Possible clues include:

(Investigation check score: Information)

Locks

- 10: The locks are unlocked by sound.
- 13: The locks are unlocked by pitch.
- 15: The locks are unlocked with the room's chord matches the lock's chord.

Metronomes

- 10: Metronome arms can be restrained with force.
- 13: One metronome click corresponds to the room playing a chord. The other corresponds to summoned creatures.
- 15: Metronome click rate is adjustable with by moving the sliding weights.

Room

- 13: The pitch of the chord is influenced by the positions of creatures.
- 15: The pitch is determined by the position of the rightmost creatures on rows 3 and 5.
- 17: The further right a character is positioned on rows 3 and 5, the higher the pitch of the note will be.

If the characters' aural ability exceeds the players', it may be useful to allow Wisdom (Perception) or Charisma (Performance) skill checks to listen to previously heard notes again or determine if the current note needs to be higher or lower.

Adjusting Difficulty

The damage numbers as written correspond to a low threat encounter for a party of four level 12 characters.

These are some suggestions to make the room solvable by a party of level 2 or higher. Change the chords' damage to 2, 2, 3, 3, 4, 4, 5, 5, 6 and the Constitution saving throw to DC 13. The summoned creatures refrain from using their direct attacks, lose the damage from their abilities and flee when they take any damage.

These next suggestions make the combat more challenging and can be applied mid-encounter. Summoned creatures fight to the death. When the summoning metronome clicks, multiple creatures are summoned, perhaps in the room's corners. Summoned creatures remove the sliding weight

from the summoning metronome to increase their rate of reinforcement.

Solving the Puzzle

When both locks are unlocked, the summoned creatures, metronomes and door will vanish. The open passageway twists in every direction before leading back to the starlit seemingly infinite room the party entered from. They heal to full hit points and gain the benefits of a long rest. Once again, a door appears on the dark ocean's surface, leading to a stairway that in turn leads to the Room of Riddles.



THE ROOM OF RIDDLES

This high ceilinged room is flooded with scattered light from an unseen source. Its walls and floors are polished marble. It appears to have no doors save the one the party enters through, and the moment the door is unwatched, this too disappears. A gynosphinx lounges on a divan, surrounded by invisible attendants catering to her whims.

The marble ceiling is illusory. Covering the true ceiling is a series of angled mirrors at different heights that reflect onto other mirrors in other similarly enchanted nearby rooms. In the dreamscape, the number and variety of adjoining rooms is virtually unlimited.

Rekhetre the Silent, **Gynosphinx** in her lair (MM pp.280-281)

4x Attendants, sylph **Bards** with intrinsic invisibility (VGtM p.211)

The sphinx greets the adventurers with a sharp toothed smile. She gestures that she is mute, or at least will not speak. Through gestures and illusions, she conveys to the party that she has a game for them involving monsters and riddles. If the party assent, she will summon creatures with an elaborate gesticulation and vanish with her entourage. The summoned creatures are hostile to the party and attack immediately. When destroyed, the summoned creatures disintegrate into a shower of paper scraps. The sphinx will reappear and wait expectantly. The torn scraps form a riddle when reassembled. When the party answer the riddle, the sphinx will clap her hands delightedly before summoning the next group of hostile creatures.

Summoned Creatures and Riddles

2x **Animated Shrubs** (MM p.317)

Q: Walk on the living, they don't even mumble. Walk on the dead, they mutter and grumble.

A: Leaves

2x **Animated Trees** (MM p.317)

Q: What's brown and sticky?

A: A Stick

2x **Spellbooks of Words** (see appendix)

2x **Gibbering Mouthers** (MM p.157)

Q: If you wish to keep it, first you must give it.

A: Your word

Truename Summoner, gnome **Conjurer** (VTtM p.212)

Barlgura (MM p.56)

Shadow Demon (MM p.64)

Q: It was given to you for others to use.

A: Your name

Rope Golem (see appendix)

When the rope golem is destroyed, the 4 giant constrictor ropes spawned have the statistics of **Giant Constrictor Snakes** (MM p.324).

Q: Rearrange my letters to reverse my meaning.

A: United <-> Untied

Clues

If the players are stuck, the sphinx may create illusions to give clues. For example, for the final riddle, she may create an illusion of 6 horizontal dashes to indicate the number of letters and if this fails to work, incrementally fill in the letters u, e or d.

Props

An option for the DM is to write the riddles on paper, tear these into pieces and give them to the players when the summoned creatures are defeated.

Alternate Solutions

The silent sphinx is amenable to bribes of the right kind. She desires answers to riddles she cannot solve and secrets both personal and arcane. In return, she will furnish heavy handed clues through illusions. Should the characters tell her anything of value, Sekhemib the Dreamer will subconsciously know this information in the waking world.

If the players attack the sphinx, she will initially try to placate them. If she fails, she will liberally use her legendary action teleport combined with her truesight to traverse the adjoining dream rooms via ceiling mirrors for tactical advantage. Her sylph attendants will attempt to remain hidden until they can strike a decisive blow. If the sphinx finds herself outmatched, she will summon the door that allows the party to progress, before teleporting deep into the endless labyrinth of rooms. If the sphinx is destroyed, the dream world dissolves into black and the characters return to their own dreams until the morning.

Adjusting Difficulty

The combat encounters as written are fairly trivial for a party of four level 12 characters. The following changes should make the room solvable by a party of level 2 or higher.

The "Leaves" encounter is unchanged.

Change the "A Stick" encounter to:

Animated Tree (MM p.317)

Change the "Your Word" encounter to:

Gibbering Moulder (MM p.157)

Change the "Your Name" encounter to:

Apprentice Wizard (VGtM p.209)

Imp (MM p.76)

Change the "United <-> Untied" encounter to:

Rope Golem has the statistics of a **Giant Constrictor Snake** (MM p.324) with 30 hit points. When it is destroyed, the 2 constrictor ropes spawned have the statistics of **Constrictor Snakes** (MM p.320).

If your high level party is bullying the poor gynosphinx with her lack of ranged offensive options, she may access a scroll stash in a neighbouring room. Thematic spells include *phantasmal force*, *fear*, *hypnotic pattern* and *phantasmal killer*. Additionally, you may decide that the reason she refuses to speak is because her mouth is full of wands.

Solving the Puzzle

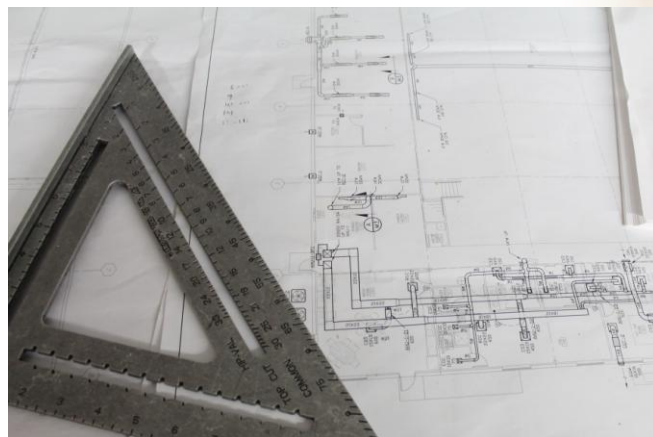
When the last riddle is solved, the sphinx claps her hands again, disappearing for the last time. An unsupported door appears in the middle of the room. When opened, the characters enter into their own dreams until they wake the next morning. Changes in equipment such as potions consumed do not carry over to the waking world, but acquisitions of information, experience or mental afflictions may filter through.

Death and Failure

Should a character die in Sekhemib's dream, you may decide that they wake with a splitting headache and are unable to further assist in that night's work, or that they can readminister the draught of dreamsharing and rejoin the party.

Should the party be incapacitated or otherwise unable to progress, Sekhemib will wake and the dream will end. He may permit the party to confer with the dreamsolvers for

clues and reattempt the dream the following night. Alternatively, he may dismiss the party and search for abler contractors.



Epilogue

Whether the riddles were solved conventionally or otherwise, the backlog is cleared. Sekhemib the Dreamer and Arcane Architecture reward the party with payment in kind. This may include information to assist the party's broader goals, magic items, or construction of magic facilities in the party's base of operations.

Sekhemib considers himself an artist and will likely subcontract any work he thinks beneath his talents to his business associates in the Elemental Plane of Earth.

APPENDIX

ILLUSORY ANGEL

DREAMER'S ESHIM

Small celestial, unaligned

Armor Class 15 (natural armor)

Hit Points 110 (20d6 + 40)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Wis +7, Cha +7

Skills Insight +7, Perception +7

Damage Vulnerabilities cold

Damage Resistances fire, radiant, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 5 (1,800 XP)

Blazing Radiance. When a creature attacks or otherwise targets the eshim, it must succeed on a DC 15 Charisma saving throw or immediately be blinded (before making its attack). This ability may trigger once per turn, but multiple times each round.

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

Innate Spellcasting. The eshim's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring only its angel ash as a component:

At will: *fire bolt*, *guidance*, *plane shift* (self only), *sacred flame*

2/day each: *hold person*, *telekinesis*

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

ACTIONS

Multiattack. The eshim makes two melee attacks.

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

Hit: 5 (1d6 + 2) fire damage plus 5 (1d6 + 2) radiant damage.

ILLUSORY DEVIL

FALLEN FLAME

Small fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (20d6 + 40)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Dex +7, Wis +7

Skills Deception +7, Perception +7

Damage Resistances cold, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Burning Presence. Each creature that starts its turn within 30 feet of the flame must succeed on a DC 15 Constitution saving throw or take 5 (2d4) fire damage.

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

Innate Spellcasting. The flame's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring only its embers as a component:

At will: *fire bolt*, *plane shift* (self only)

2/day each: *confusion*, *compulsion*, *wall of fire*

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

ACTIONS

Multiattack. The flame makes two attacks with its claws.

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

Hit: 5 (1d6 + 2) slashing damage plus 5 (1d6 + 2) fire damage.

ANIMATED OBJECT

SPELLBOOK OF WORDS

Small construct, neutral evil

Armor Class 14 (17 with *mage armor*)

Hit Points 75 (30d6 - 30)

Speed 0 ft., fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	9 (-1)	18 (+4)	8 (-1)	7 (-2)

Saving Throws Int +7, Wis +2

Skills Arcana +7, Deception +1

Damage Vulnerabilities fire

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond this radius), passive Perception 9

Languages any four languages

Challenge 5 (1,800 XP)

Antimagic Susceptibility. The spellbook is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the spellbook must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the spellbook remains motionless, it is indistinguishable from a normal spellbook.

Script of Proclamation. The spellbook can use a free action to cause ink to appear and disappear from its pages. It may draw gesticulations and symbols to fulfil the verbal, somatic and material components of spells. When a word is written in the spellbook, it is spoken aloud.

Innate Spellcasting. The for purposes of cantrip damage, the spellbook is a 5th-level spellcaster. Its innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The spellbook can innately cast the following spells, requiring no material components:

At will: *prestidigitation*, *word of radiance*

3/day each: *dissonant whispers*, *earthbind*, *healing word*, *hellish rebuke*, *mage armor*

1/day each: *compulsion*, *divine word*, *mass healing word*, *power word pain*

ACTIONS

Multiattack. The spellbook makes three attacks with its parchment slash.

Parchment Slash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.

GOLEM

ROPE GOLEM

Huge construct, unaligned

Armor Class 17 (natural armor)

Hit Points 199 (21d12 + 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	3 (-4)	8 (-1)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

Senses darkvision 120ft., passive Perception 9

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

Challenge 11 (7,200 XP)

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

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

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

Vengeful Unravelling. When this creature dies, its corpse turns into 4 giant constrictor ropes.

ACTIONS

Multiattack. The golem makes four lasso attacks. Up to four of these attacks can be replaced by crush, one replacement per lasso grappling a creature.

Lasso. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one target.

Hit: 10 (1d12 + 4) slashing damage, and the target is grappled (escape DC 17) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the golem can't use the same rope on another target. The golem has four ropes.

Crush. One creature grappled by a rope of the golem must make a DC 17 Strength saving throw. On a failed save, the target takes 26 (4d12) bludgeoning damage.

