

NERZUGAL'S GAME MASTER TOOLKIT

5 Dungeons,
One-Shots,
10 Puzzles,
100 NEW
Monsters

A Supplement For Game Masters New & Old



NERZUGAL'S GAME MASTER TOOLKIT

This is the second Toolkit I have created to help out Game Masters new and old in their favorite RPG system. Similar to the first, you will find fully detailed dungeons and one-shot adventures, most of which can be dropped in any traditional fantasy world with minimal effort. This Toolkit also comes with *100* new monsters as part of Nerzugul's Extended Bestiary with numerous unique creatures as well as expansions upon existing types such as centaur, kobold, ogre, orc, and even bullywug. In all, the Toolkit contains 5 full dungeons, 5 one-shot adventures, 10 puzzles, 100 trinkets, and 100 monsters to help develop your world!

Keep in mind that all of these encounters are still merely guidelines. Don't be afraid to deviate if you see an opportunity to improve upon your player's experience. Add more monsters if your players are slicing their way through without effort and take out encounters if your players are tapped on resources or you are running low on time. Don't be afraid to modify the suggested monsters and bump them up or down a difficulty category. These are merely a way to give guidance and inspiration to a session, but making them into an experience worth remembering still falls on the shoulders of the Game Master.

It is a joy for me to create this content and see all of the positive feedback from people who enjoy the adventures. Be sure to let me know what you want to see next in terms of content and I will do my best to incorporate it into Toolkit 3. Thank you to everyone who enjoyed the first Toolkit and I hope this one is even better and provides you with even more hours of content!

The cover art was created by Greg Opalinski and all other artwork was created by Jimmy Brathen.

These beautiful layouts were created with The Homebrewery on naturalcrit.com so a huge shoutout to the developer and be sure to give him some support.

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Five dungeons including all combat and non-combat encounters for a range of groups. Creatures, puzzles, traps, skill checks, atmosphere, and rewards are all contained within these pages. Each dungeon contains a minimum of four combat encounters and four of them contain at least one puzzle from later in the Toolkit to challenge your player's minds as well. Make friends with or destroy a dungeon of long forgotten Azer, go up against the emerald queen with her blazing sword and thorn whip, and put down the victims of an experiment gone wrong in these five unique dungeons!

These dungeons contain creatures from both Nerzugul's Extended Bestiary and from other published sources. Monsters that are found in the Bestiary will be denoted (NEB). If the creature does not have this tag then it is found in another product.

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Whereas a dungeon merely contains the encapsulated encounters of one zone, one-shots contain a story arc for the players to complete. These are intended to be completed in a single night with most expecting to take 3-4 hours, so if you play for shorter periods of time you may have to adjust content accordingly. All one-shots are available for a range of party levels, but three of the five are for levels 1-3 as these are meant for a nice early game introduction or a guide for a new GM. Go down with the airship, enjoy the festivities of the Fall Festival, and drive steam-powered vehicles across the desert in these five exciting adventures!

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Sometimes your players want more than a simple test of their combat prowess and dice rolling skills at the table, sometimes they want to band together and challenge their minds in a different way. For that, the Toolkit offers these ten new puzzles. They range from simple puzzles such as a cipher for messages to the complex Animalistic Nature puzzle that requires four players working together to progress. Most are included in the various adventures included, but they can be dropped into your world on their own as well.

EXPANDED TRINKETS

- [80] TRINKET TABLES

While not nearly as robust as the random tables in the first Toolkit, this edition still offers 100 new trinkets to give your players at the beginning of a campaign or simply to scatter throughout the world as loot or interesting items.

NERZUGAL'S EXTENDED BESTIARY

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Last but not least is the Bestiary. 100 monsters from CR 1/8 up to CR 20. Roughly three quarters of these monsters are of CR 5 or lower so the focus is on earlier content (where I feel most campaigns occur), but the higher CR enemies come with full suites of interesting and intriguing mechanics. I tried to make all creatures do a bit more than merely perform a basic attack on each turn until they die. Most have rechargeable effects, special traits, and mechanics to consider beyond just hitting them until their hit points reach zero.

DUNGEONS

Everyone loves a good dungeon! In this section of the Toolkit are 5 unique dungeons that fit a variety of campaign settings. All of them have the capability to be adjusted in difficulty so if your players level up before they get to the dungeon you are already prepared. They include suggestions for loot, monsters, puzzles, and everything else you might need to make for an exciting experience.

Unlike a one-shot, these are not full adventures. Getting the players to the dungeon and what exactly they are looking for within the dungeon is up to you, so there will probably be a bit of extra flair and customization required on part of the GM to make it mold perfectly to your world.

OVERVIEWS

THE ALCHEMIST'S ALCOVE [LEVELS 4-6]

This is the laboratory of High Alchemist Sureves Epan. He led a group of alchemists in research for many years, but recently there was a bit of a mishap. Sureves discovered his wife was cheating on him with one of his employees. While in a drunken stupor he tried to create a potion to discreetly deal with the two of them and accidentally let loose an infectious plague on the lab. This turned all but a lucky few in the facility into shambling husks of their former selves, fused with their own creations as their minds turned to know but one thought - rage.

THE BRIMSTONE BUNKER [LEVELS 3-6]

A group of Azer were captured and brought to this bunker long ago. While captive, they created powerful weapons that ensured an ancient king's victory in a bloody war. For some time they obeyed, churning out weapons and crafting monuments in the king's honor, but as time went on animosity towards the king grew stronger and stronger. The Azer eventually betrayed the king, using the might of their perfect weapons to strike his men down before retreating to their forge and closing it off from the rest of the world. They have been locked away in solitude for some time now, their forge forgotten by most mortals. But recently the entrance to this bunker has been uncovered, and it is up to a brave group of adventurers to travel down into this place and see what they have been up to for all of these years.

DOMAIN OF THE EMERALD QUEEN [LEVELS 4-6]

Deep in the forests, far off the beaten path, is a passageway that blurs the line between the material plane and the realm of the Fey. For thousands of years, a creature known as the Emerald King watched over this land, keeping harmony amongst both the creatures and the realms. Unfortunately, a new ruler has taken the crown, one that is not so cooperative. She calls herself the Emerald Queen and with her blazing sword and thorn whip she will step up to the challenge of any that dare enter her kingdom. Ascend to the throne room of the Emerald Queen and see just what it means to wear the crown!

THE SHRIEKING CAVERNS [LEVELS 2-5]

Deep in these caverns overrun with all sorts of foul creatures are two sister hags. Once of the same coven, they now hold a bitter rivalry, both refusing to leave these caverns they call home. The cave received its name thanks to the terrifying sounds that echo through it. Some say it is merely the wind brushing against the stone, but the rumors say these are whispers of the damned; that the sisters perform horrible rituals with human sacrifices and that the spirits of these sacrifices are never set free. Heroes will face goblins, hags, bats, hook horrors, and other such fiends deep within the tunnels of The Shrieking Caverns.

THE TOWER OF TRIALS [ALL LEVELS]

This tower is said to be as old as time itself. It is also said to be sentient, ready to challenge any group that passes through its doors to determine if they are worthy. While brute strength is enough for some floors, others require a bit more elegance and cleverness, so a diversity is as much a strength as anything else. The spiraling top of this tower looms high in the sky, waiting for the right group of adventurers to climb to the top and claim victory. This dungeons contains alternating floors of combat challenges and puzzle challenges, so if your players are fans of such challenged then this is the dungeon for you!

THE ALCHEMIST'S ALCOVE

A DUNGEON CREATED FOR 4 LEVEL 4-6 PLAYERS

SUGGESTED USAGE

This dungeon starts when the players break in through a doorway that leads into a large, formerly luxurious alchemy lab. This could be deep within a cave, tucked away in the middle of a forest, or hidden beneath the streets of a city. Almost all of the alchemists here have been horrifically mutated and have become raving madmen, so perhaps someone sends your party to retrieve their research, perform a rescue mission, or to gather some potent potions they need to stop an approaching threat.

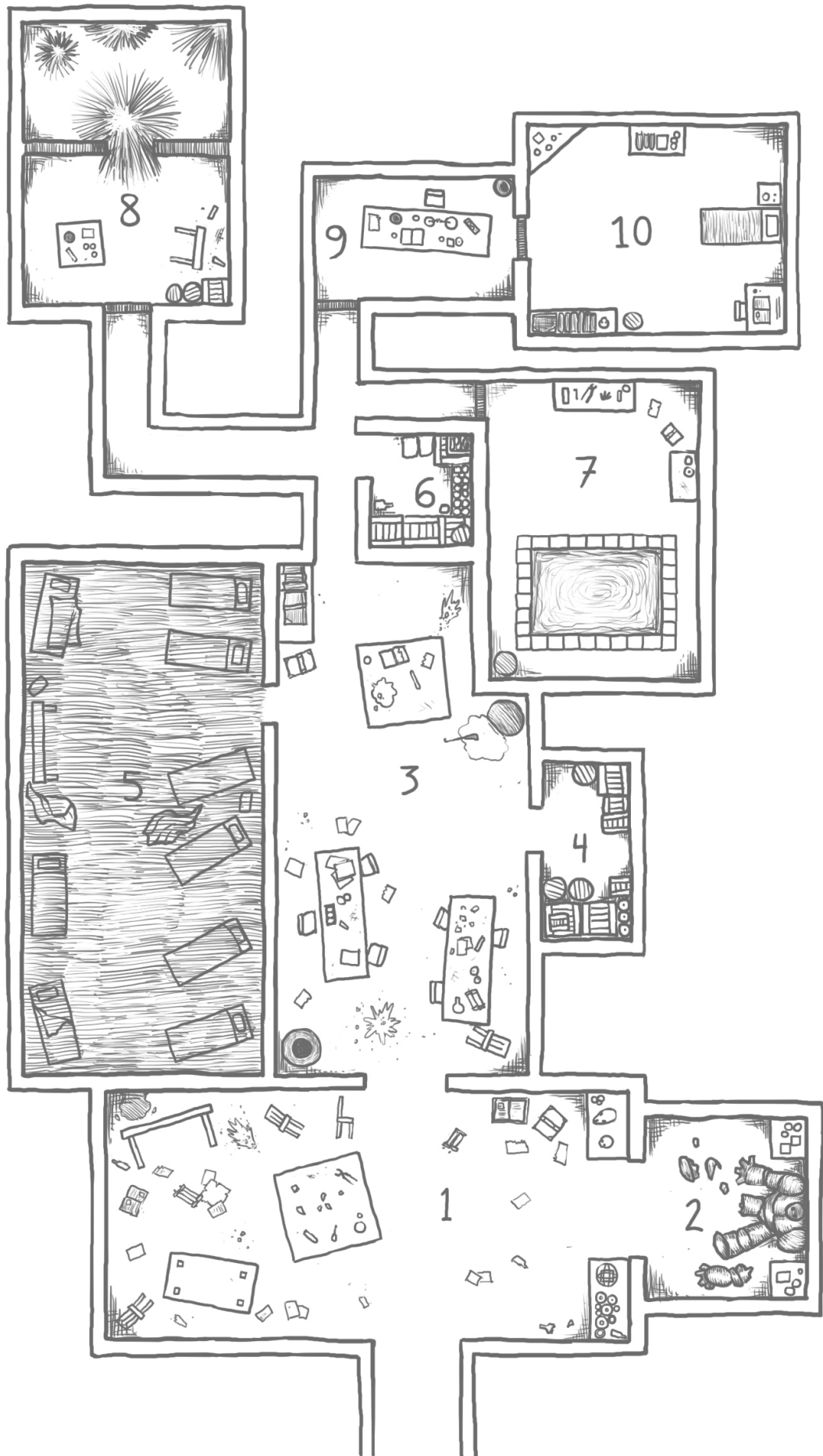
OVERVIEW

This is the laboratory of High Alchemist Sureves Epans. He led a group of alchemists in research for many years, but recently there was a bit of a mishap. He discovered his wife was cheating on him with one of his employees and while in a drunken stupor trying to create a discreet potion to deal with the two of them, he let loose an infectious plague on the lab which turned all but a lucky few in the facility into shambling husks of their former selves., fused with their own creations as their minds turned to know but one thought - rage.

This dungeon has rules to modify all encounters for a group of players levels 4 through 6 and is intended for a party of four. If you have more players, feel free to adjust the difficulty up one level for each additional player or simply tune the monsters to your needs. This dungeon contains many original enemies, a unique puzzle, and an environment that is meant to bring a sense of terror and anxiety on your players. I consider this to be the Horror-themed adventure of the module so feel free to add some creepy music and extra details along the way to bring the area to life (or death).

This module contains custom monsters which are included in Nerzugal's Extended Bestiary (NEB) at the end of the Toolkit. Refer to it to find any monsters noted.

A map of the dungeon is provided on the next page.



NODE 1

THE MAIN ENTRANCE

The players arrive at the Alchemist's Alcove and see a door that is splintered outwards, but not broken. The wood is quite thick so it is obvious something with incredible strength smashed into it from the inside. Upon trying to open it, they discover the door is barricaded. A DC 15 Athletics check can force the door open to reveal a table was obstructing the way. They can also cut their way in or blow down the door with magic if no one can manage to force the door open.

As the party steps into the entryway, the first thing they notice is the smell. It is an assault on the senses as aromas of all sorts flood them. Lavender, meat, blood, salt, vanilla, ash, and other unidentifiable scents are present. The room is dark, but they can see the items atop the large table that was pressed against the front door. It is covered in shattered vials, pools of vibrant colored liquids, shredded wood, and a massive pool of blood with three severed fingers sitting in the center. Next to these fingers is a massive arm crafted of iron with exposed wiring, clearly belonging to some sort of automaton.

There is a ten foot long hallway before the entryway opens up into a much larger area. Directly across from the entryway is a door and there is a second door off to the right. As the party steps into this area, they see the remains of four alchemists. One of them is lying at the end of the hallway and looks to have been ripped in two at the waist, entrails scattered between the two halves. Another is sprawled out on a table with a splintered wooden table leg stabbed through his chest and hundreds of shards of glass impaling him.

AN EXPERIMENT GONE WRONG

As their vision pans, around they see a man whose hands have turned to glass claws, as if they had fused with his vials and reshaped into instruments of death. He is hunched over on a table, picking through bits of glass and tasting the various fluids from the shattered vials. Near him is a second former alchemist whose right arm dangles down at his side and becomes a metal hammer. This hammer appears to be fused with his skin as if the two melded together. On his face is a thick metal band with glass in the center; clearly a set of protective goggles he was wearing that have also become part of his form permanently.

The party will need to succeed on a **Stealth check** versus these creatures' passive Perception to remain unnoticed. Any signs of light will alert them and they will sprint towards the players with a vicious, animalistic speed. Otherwise, the players can move into position and make the first strike against these monstrosities.

The type of creatures and their characteristics changed based on the average party level (All of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 4** - 1x Greater Glass/Iron Alchemist, 1x Glass/Iron Alchemist
- **Level 5** - 1x Greater Glass Alchemist, 1x Greater Iron Alchemist
- **Level 6** - 1x Greater Glass Alchemist, 1x Greater Iron Alchemist, 1x Glass Alchemist, 1x Iron Alchemist

NODE 2

THE ALCHEMICAL GOLEM

Off to the right side of the entrance room is a large metal doorway, ten feet wide and twelve feet high. It is a bit dented, but intact. In this room is a half assembled alchemical golem. This eight foot high construct is crafted primarily from iron and glass. Fluids still flow between tubes that connect its various components as the creature attempts to move, though much of it leaks to the ground and it is clear this construct does not have much life left in it. The creature is missing one of its arms as well as an eye. The wires of its chest are exposed where it appears to have been smashed open brutally.

"Critical State. Refueling Required. Warning!" it will say. Some of the notes pinned to the wall give instructions for how to recharge his power with Alchemist Fire. There are a few bottle still scattered around the room. When the golem is refueled it will speak to the party and fulfill any inquiries to the best of its abilities.

He will tell them that some sort of test involving slaad eggs went horribly wrong. It spread to all living entities in the facility and caused their bodies to meld with anything nearby, often with disastrous results. The slaad eggs were neutralized, so there is no risk of them giving birth, but the alchemist's minds were reduced to animalistic instincts. They attacked him and he fought back until he could fight no longer. The golem barricaded the door to keep them within, then retreated to this side area to live out the rest of his time.

He will give them additional knowledge of the Alcove if they ask. What each of the rooms contain, how many work in each of these areas, and the locations of useful items.

- **Primary Alchemy Laboratory** - Many Alchemists. Lots of elemental materials in this area for making potent destructive potions to be used in times of war.
- **Resting Area** - Unknown numbers. This area is guarded by an enchantment that prevents light from traveling further than ten feet to assure the alchemists off shift can sleep without interruption.
- **Explosives Testing Chamber** - This area was used to test potions with more potent effects that could harm others. Small team of alchemists.
- **Failed Experiment Disposal Area** - 2-4 alchemists work here. This room contains a large pool of acid that is used to completely destroy unwanted alchemy materials or potions.
- **Sureves Epans' Personal Chambers** - Only head alchemist allowed. The door to entry his chamber requires three keys and a strangely intricate process.
- "There are two closets with extra potion supplies that may contain supplies to help you along the way... assuming they have not been destroyed."

He is not able to help the party, as he is damaged to the point that moving would drain the rest of his power in a matter of minutes. If anyone in the party is proficient with Alchemist's Supplies or Tinker's Tools they can attempt to repair the damages with a DC 15 check, but it would take hours and requires parts that cannot be found in the lab at the moment.

NODE 3

PRIMARY ALCHEMY LABORATORY

Directly ahead of the entrance hallway is a set of metal double doors that are currently closed and have been barred shut. It seems the alchemists in this area thought they might protect themselves from the outbreak, but that was not the case. When the party removes the bar and open the doors, they see themselves looking out at the main alchemy lab. There is a door on the left, on the right, and against the far wall (though these doors are not visible without light).

There are tables lining the area, but many of them are broken. The room is completely cast in shadow except for a humanoid figure lightly glowing off near the back. There are sounds of other footsteps shambling about in the dark. As the party enters, they see this glowing figure whip around and put its nose to the air, sniffing and stalking as an animal might, though this is clearly a humanoid.

The other creatures in the room are former alchemists as well (just one extra enemy if the party is level 4). One has flames flickering near his hands and half of his outfit is scorched away as well as all of the skin on his arm. He glows a faint red color. Another alchemist seems to be freezing the ground with each step. His breath appears in clouds of cool air that crackle against the heat of the lab. When any of them notice the party, they screech and charge similar to the alchemists in the first room. Their aggression seems to know no bounds.

The type of creatures and their characteristics changed based on the average party level (All of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 4** - Choose two from Scorched, Sparking, and Frost Alchemist
- **Level 5** - Choose three from Scorched, Sparking, and Frost Alchemist
- **Level 6** - Choose four from Scorched, Sparking, and Frost Alchemist

NODE 4

BATTERED, BROKEN, BUT NOT A BEAST

Off to the right of the Primary Alchemy Laboratory is the first of the supply closets. The door is covered with claw marks that tear at least an inch into the thick wood, but did not pierce through at any point. Within is a scared, filthy gnome. He hides as soon as he hears commotion outside, but it is clear someone has been staying here. There is chipped away stone at the back of the room as if someone was trying to tunnel out. With just a bit of searching they find the gnome curled up in a crate whimpering softly.

After an initial moment of panic, the gnome introduces himself as Zalpa Pilan. He is the only non-human working in the lab. When the contamination occurred, the others changes in mere minutes, but he managed to maintain his mind. He grabbed what equipment he could and ran off into this storage area where he managed to create a potion to stop the spread. It could not revert what happened to the others, but it prevented his own transformation.

He looks up to the others, eyes red from lack of sleep and hands blistered from trying to burrow out of the room. "You have to kill them all," he says. "They were my friends... but there is no saving them now. Ensure they can't harm others the way they tried to harm me. I'm no fighter, but I can offer you these to help."

Zalpa digs around in one of the nearby boxes. "I crafted these just in case they broke through the door or if I got desperate and needed to run." He pulls out two dazzling white and blue potions, the colors blending in weaving in a constant dance. He then reaches into another box and pulls out two more potions. One is neon green and the other is hot pink. The hot pink one is incredibly thick, similar to glue. The green jar shines out in a 5 ft. radius and has jolts of energy that spark through it. Zalpa describes what each of these potions do:

- **Potion of Insta-Frost (Blue/White)** - When thrown, this vial shatters. Creatures within 10 feet of the impact zone must make a DC 13 Constitution saving throw, taking 13 (3d8) cold damage on a failed save, or half as much damage on a successful one. That area is considered difficult terrain for the next minute.
- **Potion of Faerie Fire (Neon Green)** - When thrown, this vial shatters. Creatures within 10 feet of the impact zone must succeed on a DC 13 Wisdom saving throw or come under the effects of a Faerie Fire spell for 1 minute.
- **Unmoving Brew (Hot Pink)** - When thrown, this vial shatters. The area in a 15 foot cube around the point of impact is filled with a pink, sticky web. This acts the same as the Web spell with a DC 13 saving throw to avoid becoming trapped.

NODE 5

THE (PERMANENT) RESTING CHAMBERS

This room is off to the left of the Primary Alchemy Laboratory. It is a large area lined with beds and is cast in darkness. Unlike the rest of the facility, torches and even magical light falls off after ten feet and only produce dim light. Creatures with Darkvision can still see in this area just fine, it is merely light that cannot travel. Walking through the area reveals most of the beds are empty with blankets and pillows cast to the floor or shredded to pieces. There is, however, one towards the back that has a lump under it. They can hear breathing coming from beneath it as they approach.

If a player moves in to inspect the bed carefully, have them roll a DC 14 **Intelligence check** to see through the illusion that is being cast to make it appear that there is a filled bed in the room. In reality, the alchemist that was in this room had the magical auras bleed into his body and is invisible. Have this creature make a Stealth check against the party's passive Perception. On a fail, they can hear something in the darkness behind them. On a success, the creature closes in and picks off the creature at the back of the group.

The type of creature and its characteristics are changed based on the average party level:

- **Level 4** - 1x Shadow Demon
- **Level 5** - 1x Shadow Demon with 100 (16d8 + 28) Hit Points. [CR 5]
- **Level 6** - 1x Invisible Stalker

Use the Darkness to the creature's advantage. If they are fighting the Shadow Demon, use the hide action to put fear in the party as they stumble around trying to fight an unseen enemy. It will always pick off a target not holding a light source, but if there are no other targets it will still lash out at them. Have it drop down on them from the ceiling or even phase out of the floor. **If your party is having an easy time with the fight, introduce a few Shadow minions to aid the creature.**

After the fiend is dead, the party can loot the roughly 100 gold scattered across the room from stores of money the alchemists had in their personal chests. There are also a few other trinkets, such as amulets, goblets, rings, etc... that are worth a total of roughly 75 gold.

Node 6

HALLWAY BRANCH AND EXTRA SUPPLIES

Directly opposite the main entrance to the Primary Alchemy Laboratory is an exit that leads to the next few rooms. Once the players head out of the lab and into the hallway, they will see this door on their immediate right. Within are some strange potions unlike most of the others that have found thus far. Most of them seem to be novelties... but there are also a few healing potions in the mix.

The potions that are in the room are as follows: A deep blue bottle with the label "Chilling Gel" written across the front. The bottle is cold to the touch. When poured out, it remains cold for a week before it loses its potency. A dark purple vial with a label along its side that reads "Water-To-Wine Serum". When poured into water, it makes it alcoholic, but it tastes far from wine. In fact, it tastes awful, but it will certainly get people drunk quickly. A box of powder that looks similar to salt and pepper mixed together. On the front is the label "Revelment Powder". When poured on a document that has been hidden via Concealment Powder, the message will return to its former appearance. (The players have no way to know its actual use as of yet). Finally, they find three Greater Healing Potions.

Besides that, it is mostly ordinary alchemy supplies - spare vials, flasks, cloths, knives, roots, pestle and mortar, etc... but nothing of significant value.

Node 7

FAILED EXPERIMENT DISPOSAL AREA

This room is just above the Extra Supplies room, off to the right of the hallway. The path leads down a 15 foot passageway which ends with an iron door. The door is cracked open and hangs down off one of its hinges. There is a powerful, acrid smell in the air as the party approaches. They can hear the sounds of splashing even from outside of the room so it is clear there is something still "alive" within.

As the party peaks around the corner, they spot a former alchemist, now glowing vibrantly with massive chunks of flesh melted away from acid. He is on all fours in the center of the room. There is another hanging from the ceiling off on the opposite side; his hands seem to be melded with the stone itself. There is another down in the 15 x 10 foot pit on the far portion of the room. This alchemist is not visible from the doorway, but it can be heard splashing around below.

The rest of the room is fairly barren. There are a few empty crates along the wall with scraps of paper, broken vials, and torn cloth within them. There is also a wheelbarrow propped up against the wall to help with transportation of items. Around the pit itself is a three foot tall fence to prevent anyone from accidentally stumbling down inside, but part of this fence has been destroyed and is dangling down into the acid below. Any player who manages to fall in the acid pit immediately takes 13 (3d8) acid damage and an additional 13 (3d8) acid damage at the start of each turn until they climb out via the ladder off to the side.

When the players engage the creatures in this room, they have a bit of time before the one at the bottom of the pit can join the fray. The types of creatures and their characteristics are changed based on the average party level (All of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 4** - 3x Caustic Alchemist (alchemist in pit escapes in 2 rounds.)
- **Level 5** - 3x Caustic Alchemist (alchemist in pit escapes in 1 round.)
- **Level 6** - 4x Caustic Alchemist (alchemist in pit escapes in 1 round.)

Node 8

EXPLOSIVES TESTING CHAMBER

The hallway leading to the Explosives Testing Chamber is opposite the Extra Supplies area. It is at the end of a forty foot hall that puts it a safe distance away from all of the other rooms in the facility. The door to this area looks to be made of strong steel that still shines. Fortunately, the door is unlocked.

When the players enter, they see a room with a few smaller alchemy tables. They contain a variety of powders, pastes, and the ordinary tools needed to make potions. On the far side of the room is steel wall with some incredibly thick glass windows that appear to have been sealed with magic. There is another of the thick steel door leading into the room beyond which appears to be locked - though there is a key in the keyhole. The glass has been made almost completely opaque with bloodstains.

Unlike the other areas, this one seems relatively untouched as far as the equipment goes. It doesn't appear that a monstrosity has been let loose. Sitting on the edge of one of these tables is a note. It reads:

We feel our minds slipping and hear screams beyond the doorway. Something horrible has happened. We won't let it take us alive.

IT LIVES

About the time the players get done reading the note they spot movement in the room through one of the portions of the glass window not completely obscured by blood. If they go and look through they will see a writhing amalgamation, a grisly combination of organ, limb, and metal that has no right to exist. An eye gazes out from just above a lung that is nestled up against an arm and a still beating, but charred, heart. When they gaze into the room, the creature begins shambling to the glass with alarming speed considering how irrationally assembled it seem to be. A bloodied and burnt hand scrapes against the glass and leaves streaks of blood in its wake.

The players have a few different ways to approach this problem. A quick examination of the room reveals a number of highly combustible materials. They can also find a few scrawled notes on how to assemble a “Potent Mining Explosive”. It is fairly straight forward if they follow the instructions as all of the components and equipment are in the room already. Once the bomb has been assembled, they can toss it into the room, close the door, and wait for the explosion. This will finish off the creature once and for all.

They can also leave the creature in the room. The room is sealed, so while it was suggested that they kill everything, they are under no obligation to do so. It could just as easily be the next poor soul's problem to deal with. Who knows, maybe it will starve to death given enough time?

Another option is to open the door with weapons at the ready and fight! Reskin the creature to fit the description of the monstrosity rather than its normal appearance. The type of creature and its characteristics are changed based on the average party level (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 4** - Black Pudding
- **Level 5** - Black Pudding
 - Every 25% health, a Zombie is spawned as a cluster of organs reform and rise.
- **Level 6** - Black Pudding with 130 (16d10 + 42) Hit Points
 - Every 33% health, a Zombie Warrior (**NEB**) is spawned as a cluster of organs reform and rise.

NODE 9

A PROBLEM OF POTIONS

Directly ahead of the hallway leading out of the Primary Alchemy Laboratory is the high alchemist's private lab. There's all kinds of books and equipment scattered about this room with a not a mote of dust present. Everything is kept in a sort of organized chaos that reinforced functionality over aesthetics. On the far side is a locked door. **The party will need to complete the 'A Problem Of Potions' puzzle from the Puzzles section of the Toolkit to continue.**

NODE 10

FINAL STAND OF SUREVES EPANS

Beyond the personal laboratory is Sureves's personal quarters and it here where the head alchemist waits. In his chambers, he was working on a smaller alchemical golem, one roughly the size of a human. When the effects of the potion took hold, he became fused with his own creation and when the party enters the room they see the result of this staring back at them. It is an entity half man and half machine.

Most of the right half of his body was replaced by metal and wiring, all the way up to his skull. The left half remains relatively untouched except for a few wires that seem to dig in through his skin. Blood is flowing through what would normally be a clear glass tube on one side and through another tube is a light blue liquid that flows at a similar rate. Most of his jaw is still human, but some of his teeth have been replaced by jagged metal shards and screws. One of his eyes is now a glowing red sensor while the other remains ordinary, though it is horribly bloodshot.

It is the portions where the metal and flesh combine that is truly unsettling though. Metal burrows into flesh with sharpened hooks that pulls and stretches the flesh but doesn't tear it. In other parts, the skin grows over the metal, turning it a deep purple color similar to a bruise. In some portions, the job was not done perfectly and bits of organs are exposed. Bone ribs jut out through the metal panel on the right side of his chest. He is nightmarish to behold.

SERVOS AND SAVAGERY

He rises from his place of rest on a bed next to a pile of ash scattered around a white and pink dress (*this pile of ashes is the remains of his wife*) and addresses the party. His one remaining human eye is filled with a combination of anger and sadness. His lips curl into a snarl and reveals the jagged metal teeth as he raises his powerful metal arm to point at the party. “Leave!” he cries out, a voice that grinds with the sounds of scraping metal. It is as if a machine is trying to simulate human speech.

This is the first of the alchemists to show any form of remaining sanity. His single eye rolls in his head as both hands go to his head and he screams. “Get out! I can't stop it!” and then his screaming turns to quiet laughter. His whole body shivers as the volume increases, laughter echoing throughout the room until he is looking again at the party. Now there is glee in his eyes. He raises his arm once again and loads a green canister into a slot on his forearm. **Roll for initiative.**

See the section below and find the creature 'Sureves Epans, Construct Alchemist' of the appropriate CR for your party. This will be the version with a CR one higher than your Average Party Level.

As Sureves collapses to the ground a final moment of understanding returns to him. His reaming human eye goes soft again and he manages to whisper, “Thank you” before it closes one last time. His robotic eye flickers for a moment... then turns dark.

REWARDS

All loot, as with all things in these adventures, is merely a suggestion. Feel free to give your players more gold, exclude some magic items, or give them more magic items as you see fit.

The room is filled with a number of treasures that the players can take.

- Total gold of 175 x number of players
- 6x Flasks of Alchemists Fire
- 5x Healing Potion
- 1x Alchemy Jug
- 1x (Weapon) of Scattered Elements
- 1x Alchemical chain mail (with a document nearby on the types of potions it uses)
- 3x Poison Canister
- Enough Concealment Powder to encode thirty pages worth of messages

WEAPON OF SCATTERED ELEMENTS

Weapon (any weapon), uncommon (requires attunement)

While attuned to this item, you may use your reaction to automatically succeed on a spell saving throw against a spell that deals lightning, fire, cold, acid, or poison damage. If you do, the blade becomes infused with the power of that element for the next hour. While infused with power, all attacks you make with this weapon deal an additional 1d4 damage of the same type as the spell you infused. You regain the use of this feature on a short or long rest.

ALCHEMICAL CHAIN MAIL

chain mail, uncommon (requires attunement)

This item is inlaid with a series of tubes and wiring. These are used to enhance the armor's potency, but requires potions as fuel. While attuned to this item, you can use your action to pour a potion into a small intake on the left shoulder of the armor and gain additional benefits. The armor is designed to use the following types of potions:

- Healing Potion - You immediately regain 1d4 + 1 hit points and regain an additional 1d4 + 1 hit points at the start of your next 3 turns.
- Alchemist's Fire - For the next minute, whenever a creature touches you or hits you with a melee attack while within 5 feet, that creature takes 1d10 fire damage.
- Potion of Giant Strength - The duration of the potion's effect is extended to 4 hours.

POISON CANISTER

Wondrous item, uncommon

You may use your action to throw this canister at a point within 30 feet. Each creature in a 10-foot-radius sphere centered on that point must make a DC 13 Constitution saving throw, taking 27 (5d10) poison damage on a failed save, or half as much damage on a successful one.

SUREVES EPANS, CONSTRUCT ALCHEMIST

Medium humanoid, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	17 (+3)	10 (+0)	15 (+2)

Saving Throws Str +8, Int +7

Skills Arcana +6, Nature +6, Persuasion +5

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 30 ft., passive Perception 10

Languages Common

Challenge 7 (2,900 XP)

Weakened Mind. The alchemist has disadvantage on Charisma, Intelligence, and Wisdom saving throws.

Advanced scanners. The alchemist uses his mechanical eye to take in intricate details of his environment hidden to the human eye. He has truesight up to 30 ft.

Actions

Multiattack. The alchemist makes three attacks: two with its servo-enhanced strike and one with its poison vial.

Servo-Enhanced Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Poison Vial. *Ranged Weapon Attack* +7 to hit, range 20/60 ft., one target. *Hit:* The target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more is poisoned until the end of their next turn.

Poison Canister (Recharge 5-6). The alchemist launches a canister filled with deadly poisonous gas at a point within 30 feet. Each creature in a 10-foot-radius sphere centered on that point must make a DC 15 Constitution saving throw, taking 38 (7d10) poison damage on a failed save, or half as much damage on a successful one. Creatures that failed the save are also poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Reactions

Automated Reflexes. The alchemist adds 3 to its AC against one melee attack that would hit it. To use this feature, the alchemist must see the attacker.

Legendary Actions

The alchemist can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The alchemist regains spent legendary actions at the start of its turn.

Strike. The alchemist makes a servo-enhanced strike.

Poison Burst (Costs 2 Actions). The alchemist opens up a side compartment and unleashes a blast of poisonous gas against each creature within 10 feet. Each creature in this area must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage.

Rapid Repair (Costs 3 Actions). The alchemist performs a swift operation on its damaged component and regains 30 hit points.

SUREVES EPANS, CONSTRUCT ALCHEMIST

Medium humanoid, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	17 (+3)	10 (+0)	14 (+2)

Saving Throws Str +6, Int +6

Skills Arcana +6, Nature +6, Persuasion +5

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 30 ft., passive Perception 10

Languages Common

Challenge 6 (2,300 XP)

Weakened Mind. The alchemist has disadvantage on Charisma, Intelligence, and Wisdom saving throws.

Advanced scanners. The alchemist uses his mechanical eye to take in intricate details of his environment hidden to the human eye. He has truesight up to 30 ft.

Actions

Multiattack. The alchemist makes three attacks: two with its servo-enhanced strike and one with its poison vial.

Servo-Enhanced Strike. Melee Weapon Attack: +6 to hit, reach 5ft., one creature. Hit: 10 (2d6 + 3) bludgeoning damage.

Poison Vial. *Ranged Weapon Attack* +6 to hit, range 20/60 ft., one creature. *Hit:* The target must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more is poisoned until the end of their next turn.

Poison Canister (Recharge 5-6). The alchemist launches a canister filled with deadly poisonous gas at a point within 30 feet. Each creature in a 15-foot-radius sphere centered on that point must make a DC 14 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one. Creatures that failed the save are also poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Reactions

Automated Reflexes. The alchemist adds 3 to its AC against one melee attack that would hit it. To do so, the alchemist must see the attacker.

Legendary Actions

The alchemist can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The alchemist regains spent legendary actions at the start of its turn.

Strike. The alchemist makes a servo-enhanced strike.

Poison Burst (Costs 2 Actions). The alchemist opens up a side compartment and unleashes a blast of poisonous gas against each creature within 10 feet. Each creature in this area must succeed on a DC 14 Constitution saving throw or take 11 (2d10) poison damage.

Rapid Repair (Costs 3 Actions). The alchemist performs a swift operation on its damaged component and regains 25 hit points.

SUREVES EPANS, CONSTRUCT ALCHEMIST

Medium humanoid, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	14 (+2)	10 (+0)	14 (+2)

Saving Throws Str +6, Int +5

Skills Arcana +5, Nature +5, Persuasion +5

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 30 ft., passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Weakened Mind. The alchemist has disadvantage on Charisma, Intelligence, and Wisdom saving throws.

Advanced scanners. The alchemist uses his mechanical eye to take in intricate details of his environment hidden to the human eye. He has truesight up to 30 ft.

Actions

Multiattack. The alchemist makes two attacks: one with its servo-enhanced strike and one with its poison vial.

Servo-Enhanced Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) bludgeoning damage.

Poison Vial. *Ranged Weapon Attack* +6 to hit, range 20/60 ft., one creature. *Hit:* The target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more is poisoned until the end of their next turn.

Poison Canister (Recharge 6). The alchemist launches a canister filled with deadly poisonous gas at a point within 30 feet. Each creature in a 15-foot-radius sphere centered on that point must make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. Creatures that failed the save are also poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Reactions

Automated Reflexes. The alchemist adds 3 to its AC against one melee attack that would hit it. To do so, the alchemist must see the attacker.

Legendary Actions

The alchemist can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The alchemist regains spent legendary actions at the start of its turn.

Strike. The alchemist makes a servo-enhanced strike.

Poison Burst (Costs 2 Actions). The alchemist opens up a side compartment and unleashes a blast of poisonous gas against each creature within 10 feet. Each creature in this area must succeed on a DC 13 Constitution saving throw or take 11 (2d10) poison damage.

Rapid Repair (Costs 3 Actions). The alchemist performs a swift operation on its damaged component and regains 20 hit points.

THE BRIMSTONE BUNKER

A DUNGEON CREATED FOR 4 LEVEL 3-6 PLAYERS

SUGGESTED USAGE

This dungeon takes place deep beneath the surface, but the path that leads there can start from pretty much anywhere. It could be in the middle of a forest hidden away from society, in the tunnels beneath a city, up in the mountains, or at the base of a volcano. It contains a group of Azer, one of which is a master blacksmith so perhaps his skills are needed to craft some fantastic weapon or to identify a rare item. Perhaps the king of these Azers is trying to breach into other planes which is bad for everyone!

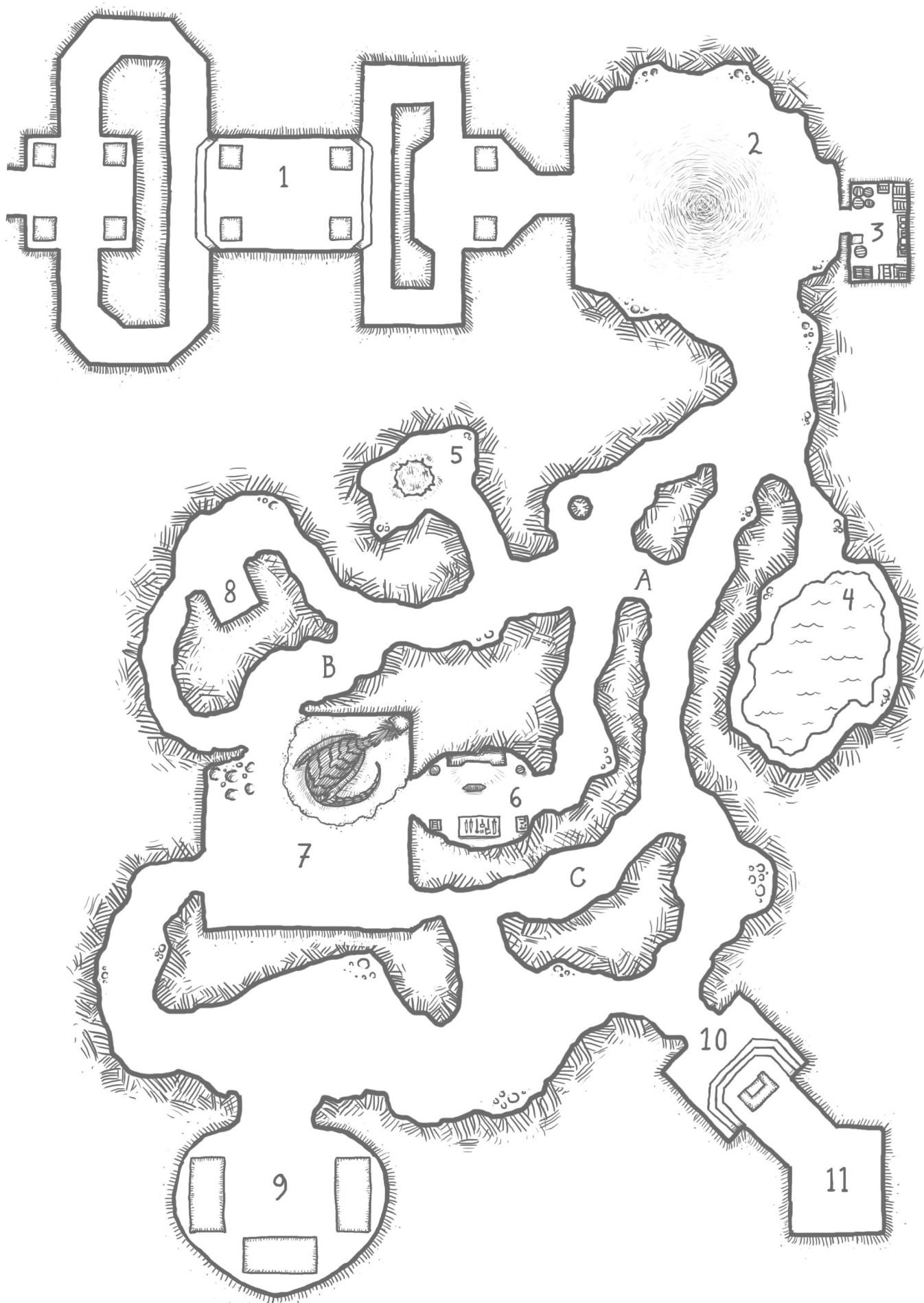
OVERVIEW

A group of Azer were captured and brought here long ago to create a powerful weapons that ensured a long dead king's victory in a bloody war. For some time they obeyed, churning out weapons and crafting monuments in the king's honor, but as time went on, animosity towards the king grew stronger and stronger. The Azer betrayed the king, using the might of their "perfect" weapons to strike his men down before retreating to their forge and closing it off from the rest of the world. They have been locked away in solitude for some time now. The entrance to this bunker has been uncovered though, and it is up to a brave group of adventurers to travel down into this place and see what they have been up to for all of these years.

This dungeon has rules to modify all encounters for a group of players levels 3 through 6 and is intended for a party of four. If you have more players, feel free to adjust the difficulty up one level for each additional player or simply tune the monsters to your needs. This dungeon contains many original enemies, a unique puzzle, and an environment that is meant to inspire awe to the wonders of crafting. They are in a place of flame and metal, so a dwarf should feel at home while elves may be uncomfortable.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary (NEB) at the end of the Toolkit. Refer to it to find any monsters noted.

A map of the dungeon is provided on the next page.



NODE 1

THE ENTRANCE TUNNEL

The players enter the dungeon by descending down a stairwell for hundreds of steps before the path opens up into a larger tunnel. Walking into this tunnel, the party is met with beautiful smooth walls of white marble. Painted on this marble are scenes of combat, brutal and realistic with vibrant paints that highlight the glow of magical weapons and of blood spilling from both sides of the battle. It expands and twists down the halls, an ongoing conflict with no scene repeated. As the party observes, they notice a pattern; a certain item that is accentuated in each of these scenes of combat - the weapons. A unique and breathtakingly beautiful weapon and whomever is wielding them is destroying their enemies in combat.

As they round the first thin set of hallways that open up to a much larger hall, they hear the sound of two creatures speaking in Ignan. If they peak around the corner they will see two azers standing guard roughly 30 ft. away, but they are distracted in conversation (they have had no visitors in years, so the watch seems largely unnecessary). To the left and right of these azer are two more hallways that lead deeper into the stone.

The players will need to lure the azers closer or prevent them from running or else they will alert the creatures waiting in the next room as well. Any sound of reasonable volume will cause the azers to move forward as a team to investigate, at which point they will engage until they fall low on health and then will try to run for help.

The types of azer the players face depends on the average party level. (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 3** - 2x Azer
- **Level 4** - 1x Azer, 1x Azer Berserker (NEB)
- **Level 5** - 1x Azer Berserker, 1x Azer Magma Shaman (NEB)
- **Level 6** - 1x Azer Berserker, 1x Azer Magma Shaman, 1x Imbued Magma Mephitis (NEB)

Once the creatures are dead, the party can take a closer look at the bodies and realize all of the azer weapons are adamantine. This remains true throughout the entire dungeon and will be important to defeat a golem later in the dungeon depending on the decisions the party makes.

NODE 2

THE GRAND CHAMBER

As the party rounds the corner following the battle with the entrance guards, they are met with a large stone door. Next to the door is a metal plate with a hammer sitting next to it and a wire running from it into the wall. This is the warning system for the Azers, so ringing it will cause the creatures in the next room to come investigate. On the wall around the door is a final massive mural of an Azer with a flaming maul and his foot resting on a human skull.

The party can try to quietly push open the door but it is quite noisy unless surpressed by magical means. The creatures in the next room *will* notice simply because of the door's size.

The Main Chamber contains large columns of stone that go from floor to ceiling as well as large stalagmites and stalactites that provide cover. The floor is on a slight slope as it curves down to the center of the room which is roughly five feet lower than the stone at the entrance. There is a cluster of loose rock along the edge of the wall to the left that if struck hard enough will give way and tumble down towards the center of the room. Make sure the players hear all of these descriptions so they can use them to their advantage.

The types of creatures and the amount of them the players face depends on the average party level. (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 3** - 1x Young Hellhound (NEB), 1x Azer Prototype (NEB), 2x Steam Mephitis
- **Level 4** - 1x Azer Lavashaper (NEB), 1x Young Hellhound, 2x Steam Mephitis
- **Level 5** - 1x Azer, 3x Imbued Steam Mephitis (NEB), 2x Young Hellhound
- **Level 6** - 1x Azer Guard Captain (NEB), 1x Azer Lavashaper, 1x Azer

One of the azers carries a fine brass key on a necklace around its neck.

Off to the north of this cavern is a finely carved wooden door that is locked (**Side-Storage Area**). To the right is a path that branches off in three directions. The north-most path leads to a deep pool of water with a surprise lurking below the surface (**The Depths**), the second leads to (**The Lord's Throne**) as well as (**The Armory**), and the third leads to (**The Forge**), (**The Dragon's Den**), (**The Locked Chamber**), and (**The Azer Lounge**). See (**The Winding Tunnels**) for more details on the bottom two paths.

NODE 3

THE SIDE-STORAGE AREA

The brass key found on one of the azer bodies is used to open this door. When the party enters the room they find a medium sized supply room that seems to be filled with all sorts of odds and ends:

- Azer armor, weapons, and shields that match the ones the guards were using.
- A large barrel labeled "Fish Food" in Ignan. Opening the barrel reveals a powerful stench of blood. A DC 10 Nature check reveals this is likely food for aquatic life. This barrel is enchanted to refill daily.
- A set of silvered keys on a hook labeled "Armory" in Ignan.
- A set of large rods labeled "Flare Sticks" in Ignan that when shaken produce a dull orange light for ten minutes. This functions similar to a torch but burns out after 24 hours of total use and are effective underwater.
- A basic book for translating Ignan to Common. Someone can translate a page of words roughly every ten minutes using the book.
- A large stack of cups near a pump. When the pump is used, thick molten lava pours out. Perfect for drinking or recharging your azer energy!

NODE 4

THE DEPTHS

The path to the north at the triple branch leads to a large open room that slopes down to a thirty foot wide pool of water. As the players creep closer to the edge they see a disturbance at the surface. Looking down in the pool reveals that the water expands into a much larger body of water beneath the stone (at least a hundred feet across). They can also see a shadow moving swiftly through the waters. This shadow is a Giant Shark.

At the bottom of this pool of water (roughly forty feet down) is a small chest. Within this chest is a glimmering golden key. This key is used to open (*The Locked Chamber*), but the players will not learn about this key's existence until a bit later on as it is impossible to see the chest from the surface as the water is quite dark. Although, if the party drops a Flare Stick down in the water the chest will be visible in the dim light, giving them a head start on their requirements.

The shark can be killed, but the party will have to fight it from within the water, otherwise it will swim out of sight underneath the stone. The alternative is to keep the shark distracted with food which is found in the (*Side Storage Area*). If they fill the water with food, the shark will eat relentlessly, giving the players an opportunity to retrieve the key without incident. Be sure to have the shark charge at them just as they are climbing out of the water to show how close they were to being eaten.

THE WINDING TUNNELS

These are the tunnels that twist and turn between the various rooms of the dungeon. These paths have a set of guards that patrol (detailed below) as well as three traps:

- The first trap is at (**Node A**) on the map above. This is a lava spout trap. A large pressure plate rests in the center of the floor that blends in nearly perfectly with the stone. If the party steps on this trap, small holes open in the stone above and pours lava on the characters. Players must make a DC 12 Dexterity saving throw or take 13 (3d8) fire damage plus an additional 4 (1d8) damage for each average party level above 3 on a failed save, or half as much damage on a successful save.
- The second trap is a basic pitfall trap with a pile of scrap metal at the bottom that slices open the party as opposed to the typical spike trap. This is triggered by a tripwire in the middle of the path at (**Node B**) on the map above. Characters within fifteen feet on either side of the tripwire must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) bludgeoning damage and 7 (2d6) slashing damage as they fall. Players who succeed manage to scramble away before the floor gives out.
- The third trap is located at (**Node C**) on the map above. Down this hall are a series of 10 ft. tall azer statues carved from stone. As the players move past the center statue (from either direction), the statues swing their weapons in a sweeping arc. Players in the area must succeed on a DC 11 Dexterity saving throw or take 14 (4d6) bludgeoning damage plus an additional 3 (1d6) damage for each average party level above 3 on a failed save.

The patrol making its way through the area can be dropped on the party at any time you see fit. Preferably when they stop off for a short rest. Perhaps the party lays their own traps once they know of the patrol's presence or perhaps your party is having a rough go of it and you don't include them at all.

The types of creatures and the amount of them the players face depends on the average party level. (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 3** - 2x Magma Mephit, 2x Imbued Magma Mephit (NEB)
- **Level 4** - 2x Imbued Magma Mephit, 1x Young Hellhound (NEB), 1x Azer Prototype (NEB)
- **Level 5** - 1x Azer Lavashaper (NEB), 1x Hellhound, 1x Azer
- **Level 6** - 1x Hellhound Alpha (NEB), 1x Azer Berserker (NEB), 1x Azer

NODE 5

THE AZER LOUNGE

This is the first room the players encounter along the bottom path. As the party walks down the corridor, they see a stone door with a thick glass window off to the right. A peek through the window reveal thick steam in the air (though the glass remains unclouded), as well as some luxuries you might expect for creatures who are given life through lava. A few feet from this door is a vent that is expelling smoke and steam out into the tunnel.

Inside the room there is a large basin filled with lava. A thinly carved pathway along the wall pours a stream of lava into this basin. Attached to this basin, resting against the wall, is a large metal dome. This is the lid for the pool, though it may not be immediately clear to your players. This lid can be closed via a nearby lever. Flipping this lever will slam the lid down with powerful force and trap any creatures within.

Resting comfortably in this lava are a pair of imbued magma mephits.

There is a square stone table with a few sets of dice and stone cups sitting upon it. Next to the dice is a decorated red book with fine golden print across the front and spine. Next to that is another translation book. If the players try to decode the name of the book they will find it is called *Bloodstone Armory Code*. This book is used for a puzzle in (*The Armory*). Leaning back in a chair near the table is an azer, polishing his weapon and deeply distracted.

The magma mephits are engaged in their own shenanigans, throwing lava at each other and diving beneath the surface on occasion. They are completely oblivious to anyone looking in through the window.

BREAKING UP THE PARTY

The players can leave this room alone, but it will make their journey through the dungeon more difficult in the long run. There are only a few enemies in the room and they will be unprepared if someone comes crashing through the door. The azer at the table will immediately throw his hands up and say "no kill!". The mephits will dive below the lava and stay there unless the players push in and threaten further. At this point the players can slaughter the poor azer or leave him alive for interrogation.

This azer, whose name is L736, has learned to speak broken common via the translation book. He can explain the history of this place (*provide some lore and history for your world at this point*), and can tell them about the grand rebellion of the Azer Lord - M001. Most of the azer here still despise those from the world above, but this particular azer is fascinated by them. He will agree to give them information in exchange for his life.

He tells them of the patrol that moves through the tunnels, about the key at the bottom of the water in (*The Depths*) and how they retrieve it, about their lord and his great molten maul, about the fire giant that is held in the prison, and the dragon that stays in their home. (*See each of the individual sections for more details about each of these areas and how he can help!*) He will hand them the book on the table and tell them of its use in the Armory, though he does not know the actual solution to the riddle... he was simply tasked with keeping it safe.

Node 6

THE FORGE

The Forge is just north of (*The Dragon's Den*), though there is no entrance to the Forge from the Rezgeth's lair. As the party get within 50 ft. of this room, they can hear the sounds of a hammer pounding on metal ringing through the tunnels. It is quite loud and does a good job obscuring the sounds of their footsteps as they approach. A peek around the corner reveals a decent sized room containing four anvils, two small pits of lava, racks upon racks of hammers, clamps, and other such forging tools. There are vats of oil and water, scattered weaponry, workbenches, etc... Suspended over the center of the room is a massive vat hanging from thick chains that is dripping lava. Anything that would be needed to craft armor and weapons is present - well used, but kept in amazing condition.

There is a single azer in this room with a mask over his eyes, hammering away to craft a battleaxe on an anvil. He will not notice the party until they are essentially standing directly over him. Near the entrance of the room is a notebook sitting by one of the workbenches. It is written in Ignan, but documents the creation of the Obsidian Stone and the Blood Stone. It also tells of the great power they hold and how the blacksmith thought it was a waste of time to keep the fire giant prisoner when they could have made two incredibly powerful pieces of equipment using the essence required to create them. He also has notes for some of his design ideas: a set of chain mail and a Shield. It also contains some hateful words towards the "Lord of the Azer".

The blacksmith is named B777. He is considered a masterpiece by most of the azers - a paragon even. He was crafted so perfectly that his skill in forging surpasses that of those who created him. The "Lord" however, does not give any recognition of B777's skills - he merely makes demands.

B777 can easily be convinced to turn against the self-proclaimed Lord of the Azers and will provide the party with anything they might need to overthrow him, though he does not actively fight. If the players ask for an Obsidian Amulet to get past the Obsidian Golem guardian he will happily oblige, but he only has one to give so they must be careful with it.

If the party decides to attack the blacksmith, use the stats of an Azer Magma Shaman (**NEB**) (despite the party strength). On the first round of combat he will run over and pull a nearby lever. When the lever is pulled, the large vat of lava suspended over the center of the room flips and sprays lava in every direction as it spins wildly back and forth. Any creature in the room must make a DC 13 Constitution saving throw, taking 22 (4d10) fire damage on a failed save plus 1d10 per average party level above 3, or half was much damage on a successful save.

Node 7

THE DRAGON'S DEN

The large, square, central room of the dungeon contains a Young Red Dragon. This dragon is named Razgeth and has made an arrangement with the azer long ago. They keep him fed, craft for him items of great wonder, and provide him gold. In return, he allows them to use his powerful breath weapon in the crafting of their items. He typically sleeps atop a large pile of gold in the back corner of the room.

There are three tunnels that lead to this room, but the doors remain closed at all times. There is also a massive tube on the north-side of the room leading to the forge where Rezgeth can unleash his breath weapon to give power to the forge equipment.

The dragon shows no loyalty or allegiance to the azer. They are simply a means to an end. They give him wealth so he does not kill them and on occasion will even help them. It would be foolish to give up his life of comfort, so players will be incredibly hard pressed to convince him to fight against the azer... but he can be bribed in exchange for information. He has all of the same knowledge as L376 but from a different perspective.

If the players aggravate the dragon too deeply or make any attempts at his treasures, he will attack, and while he will not chase the party out of the room (for he cannot leave his horde unguarded), he will not hesitate to kill anyone in the party. If they manage to defeat Rezgeth, they will receive a nice large stack of gold to take as their own (*exact amount up to you!*)

Node 8

THE LOCKED CHAMBER

If the party keeps following the path past (*The Azer Lounge*) they will reach another fork in the road. One leads to large central room (*The Dragon's Den*) and the other leads to (*The Locked Chamber*) which is the tiny room in the southwest portion of the twisting paths.

The room is small, but it is well guarded. It is made of stone reinforced with mithral, so breaking it down is all but impossible. The lock to the door is protected by magical enchantments preventing the use of lockpicks or even the Knock spell, and any attempt to do so will result in a blast of flame lashing out at the potential trespasser for 5 (1d10) fire damage. **The key to this room is at the bottom of (*The Depths*).**

MY PLAYERS KILLED L736

If your players killed the azer that would ordinarily tell them of the key to this room, they can gain that information a few other ways. They can bribe the dragon in the central room, ask the blacksmith, or simply capture and interrogate one of the other azer guards.

BEYOND THE DOOR

When the key is turned, the door does not simply open. The stone itself begins to grind and shift, then in a swift, fluid motion the entire wall slides into the stone on either side of the tunnel. The party is left facing down an intimidating golem. It stands at just over eight feet tall and is crafted of obsidian. The golem is midnight black except for a set of ruby eyes and a few tubes of lava that run between its limbs and chest. Steam rises up off of its body.

HELP FROM L376 (OBSIDIAN AMULETS)

If the players spoke to L376, he will tell them about this guard. It reacts with swift violence to anyone not wearing a special Obsidian Amulet around their neck. L376 does not have access, but he will tell the party that that Master Blacksmith - B777 - may have some. He and the king hate each other, so he would almost certainly be willing to help outsiders! (*See The Forge for more details on B777.*)

If the players open the door and there are characters not wearing an Obsidian Amulet within 10 feet, the golem will give them a quick examination and spark to life. It attacks with merciless precision and deadly accuracy. The base creature (Obsidian Golem) is the same across all levels, with small adjustments to Health. Stats for this creature are found at the end of the dungeon walkthrough:

- **Level 3** - CR 5 Obsidian Golem w/ 75% health
- **Level 4** - CR 5 Obsidian Golem
- **Level 5** - CR 7 Obsidian Golem w/ 75% health
- **Level 6** - CR 7 Obsidian Golem

The golem requires adamantine or magical weapons to damage with melee attacks. The azer throughout the dungeon have adamantine weapons that can be picked up and used by the party. (*The Armory*) and (*The Forge*) also contain a few different kinds of adamantine weapons that can be used.

The golem will attack, but will not stray too far from the room as it is programmed to protect the Obsidian Stone. If the entire party moves more than 10 feet from the door, the golem will back up into his initial position and the stone wall will slide back into place. The party will need to use the key to open the door and engage the golem in combat again, or make sure that only the person wearing the Obsidian Amulet is in range.

THE OBSIDIAN STONE

On a pedestal behind where the golem stood originally is a perfectly smooth sphere, 4-inches in diameter. It is the same black color as the golem and is warm to the touch, though not enough to hurt. Surrounding the orb on the pedestal and on the walls behind, are sets of glowing red runes. When the sphere is removed from its resting place, the runes go dark.

RELEASING THE PRISONER

If the players already removed the Blood Stone, then they have successfully opened the fire giant prison behind the lord's throne. They will hear the audible sound of heavy grinding throughout the caverns, followed by a terrifying roar that echoes with deafening ferocity. Rocks actually fall from the walls to the floor there is such force in the cry.

NODE 9

THE ARMORY

This room is packed and cluttered with armor and weaponry. It seems as if there was once a sense of organization, but after a while they gave up and started to pile things up. A great deal of this equipment hasn't been taken care of and has become rusted and useless. Standing on the opposite end of the entryway are three marble statues. They have engravings at their base that are actually written in common. If the players talked to the L376 or B777, they will know that there is a combination of equipment that causes the Blood Stone to be revealed in this room. The book found in (*The Azer Lounge*) contains the clues to this puzzle.

The party will need to complete the Poetry and Plate Mail puzzle from the Puzzles section to continue.

When the puzzle is completed, a pedestal will raise out of the center of the room. There was absolutely no indication of it being there before, but it is crafted from fine marble and rested in a recess on the front side is a 4-inch blood red sphere. All down the sides of the pedestal are glowing runes that light up across the entire room as it fully emerges from the floor. When the players remove the Blood Stone, the runes stop glowing.

RELEASING THE PRISONER

If the players already removed the Obsidian Stone, then they have successfully opened the fire giant prison behind the lord's throne. They will hear the audible sound of heavy grinding throughout the caverns, followed by a terrifying roar that echoes with deafening ferocity. Rocks actually fall from the walls to the floor there is such force in the cry.

NODE 10

THE LORD'S THRONE

This area serves as both throne room and prison. The front room contains the self-declared Lord of the Azer. He has cast away his number (M001) and simply refers to himself as Lord and demands all others do so as well.

He is clearly a more advanced design than the other azer the party has encountered thus far. He rests upon an obsidian throne and appears to be a full foot taller than the next largest azer. He wears fine, midnight black obsidian chain mail armor on top of his naturally tough skin. On his head is a spiked crown - also made of obsidian - with a small sphere of lava suspended six inches above it and giving off waves of flame. He has what appears to be a beard of flame that extends down onto his chest and broad shoulders. A massive maul rests across his lap with tubes filled with flowing lava running down its sides. He is adorned with fine jewelry, all of which are decorated with rubies. On either side of his throne is an azer guard (*See the type below*) that stand at the ready. Even from a distance this azer lord is intimidating to behold.

Roughly fifty feet behind the throne is a prison (**Node 11**) with a single occupied cell - a fire giant. The creature seems defeated without its normal armor and massive weapon. The color is drained from its face and it is clear the azers keep him on the verge of starving to death at all times. There are glowing runes that surround the cell, some black and some red. These magics are held in place by two spheres hidden away in other parts of the dungeon.

GO FREE AND DESTROY

If the party removes both stones enchanting the giant's prison cell, he is filled with a surge of energy despite the fact that he is weakened from malnutrition. He smashes through the bars and charges after the Lord of the Azer. The giant in his weakened state and without his armor is no match for the Lord, but he does manage to kill both of the Lord's guards and get in a few solid blows before being slain. So if your party releases the giant, they will only have to fight the Lord of the Azer and no additional guards.

If the party tries to face the azer without releasing the giant, they will find themselves in for a significant challenge!

THE LORD AND HIS GUARDS

The stats used for the lord and the types of guards accompanying him change depending on the average party level, but without intervention from the giant this is meant to be an incredibly deadly fight:

- **Level 3** - CR 6 Lord of the Azers w/ 75% health, 1x Azer, 1x Azer Prototype (**NEB**)
- **Level 4** - CR 6 Lord of the Azers, 1x Azer Lavashaper (**NEB**), 1x Azer Berserker (**NEB**)
- **Level 5** - CR 7 Lord of the Azers, 1x Azer Guard Captain (**NEB**), 1x Azer Berserker
- **Level 6** - CR 8 Lord of the Azers, 1x Azer Guard Captain, 1x Azer Magma Shaman (**NEB**)

LOOT

THE MOLTEN MAUL

Maul, uncommon, requires attunement

This powerful maul is crafted from an alloy of obsidian and adamantine. A tube filled with lava that never cools runs through the full length of the weapon's handle so the weapon is always warm to the touch. While wielding this weapon, you can use an action to cause the maul to shed bright light in a 10-foot radius and dim light for an additional 10 feet until you take another action to stop this effect.

As an action, the maul can be smashed into the ground causing a seismic shock to rumble forth in a 30-foot cone. Lava then erupts from large cracks formed from the impact. Each creature in that area must make a DC 13 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. Once this feature has been used, it cannot be used again until the next dawn.

THE OBSIDIAN CROWN

Wondrous item, uncommon, requires attunement

Once per day, you may choose to succeed on a saving throw that you failed. Additionally, once per day whenever you take a short rest you may regain an expended 1st level spell slot.

OBSIDIAN CHAIN MAIL

chain mail, rare, requires attunement

This fine set of chain mail is crafted from pure obsidian and has been infused with powerful magics. While wearing it, you gain the following benefits:

- You have resistance to fire damage.
- You may use your reaction to deal 1d8 fire damage to an enemy that hit you with a melee weapon attack within 5ft.
- You may use your bonus action to cause a melee weapon you are holding to be set ablaze for the next minute, dealing 1d8 additional fire damage with each attack. Once this feature has been used, it cannot be used again until the next dawn.

LOOT (CONTINUED)

B777's GIFT

After the Lord of the Azers has been defeated, the party can return to the Blacksmith with the Blood and Obsidian Stones. His eyes will go wide with excitement and wonder and he will offer to craft an item for the party using one of them. He will let them select Blood or Obsidian, taking the other for himself as payment. They must choose one of the items below.

OBSIDIAN AMULET

Wondrous item, rare, requires attunement

As long as you are not wearing armor and are not holding a shield, you have resistance to bludgeoning, piercing, and slashing damage from non-magical, non-adamantine weapons.

BLOODSTONE AMULET

Wondrous item, rare, requires attunement

Whenever you are reduced below half of your hit point maximum, your next spell cast this day acts as if it were cast at one spell slot higher. You regain the use of this feature after completing a short or long rest.

OBSIDIAN GOLEM

Large golem, neutral

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak

Challenge 7 (2,900 XP)

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

Magic Weapons. The golem's weapons are magical.

Molten Core. Whenever a creature with 5ft. deals 20 damage or more to the golem in a single round of combat, a spray of lava erupts dealing (11) 2d10 fire damage to the attacker.

Actions

Multiattack. The golem can use its Molten Surge if available. It then makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5ft., one creature. *Hit:* 14 (2d8 + 5) bludgeoning, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the golem can't use its slam on another target.

Molten Surge (Recharge 5-6) Until the end of its next turn, the golem deals an additional 10 (3d6) fire damage with each of its slam attacks.

Smelt Intruders (1/Day) If the golem has a creature grappled in both of its fists it can use this ability to attempt to turn them to molten puddle. The golem is programmed to use this only for max efficiency so it will wait until it holds 2 targets to use it. Each grappled creature makes a DC 15 Constitution saving throw, taking 44 (8d10) fire damage on a failed save, or half as much as a successful one. If this damage reduces a creature to 0 hit points, its body becomes a puddle of molten flesh.

OBSIDIAN GOLEM

Large golem, neutral

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

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

Magic Weapons. The golem's weapons are magical.

Molten Core. Whenever a creature with 5ft. deals 20 damage or more to the golem in a single round of combat, a spray of lava erupts dealing (9) 2d8 fire damage to the attacker.

Actions

Multiattack. The golem can use its Molten Surge if available. It then makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the golem can't use its slam on another target.

Molten Surge (Recharge 5-6) Until the end of its next turn, the golem deals an additional 7 (2d6) fire damage with each of its slam attacks.

Smelt Intruders (1/Day) If the golem has a creature grappled in both of its fists it can use this ability to attempt to turn them to molten puddle. The golem is programmed to use this only for max efficiency so it will wait until it holds 2 targets to use it. Each grappled creature makes a DC 14 Constitution saving throw, taking 33 (6d10) fire damage on a failed save, or half as much as a successful one. If this damage reduces a creature to 0 hit points, its body becomes a puddle of molten flesh.

LORD OF THE AZER

Large elemental, lawful evil

Armor Class 16 (chain mail)
Hit Points 130 (16d10 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Str +8, Con +6
Skills Athletics +8, Arcana +4, Intimidation +5
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 10
Languages Ignan, Common
Challenge 8 (3,900 XP)

Legendary Resistance (1/Day). If the azer fails a saving throw, it can choose to succeed instead. This effect is granted by the Azer's crown so if it somehow lost, this ability cannot be used.

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 6 (1d12) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Illumination. The azer bright light in a 15-foot radius and dim light for an additional 15 feet.

Actions

Multiattack. The azer makes two attacks with its maul or two with its throwing hammers.

Maul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning, plus 7 (2d6) fire damage.

Throwing Hammer *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 5 (2d4) fire damage.

Molten Slam (Recharge 5-6) The azer slams his maul down with such devastating force that the ground itself cracks open in a 30-foot cone and releases lava. Each creature in that area must make a DC 13 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

LORD OF THE AZER

Large elemental, lawful evil

Armor Class 16 (chain mail)
Hit Points 110 (13d10 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Str +8, Con +6
Skills Athletics +8, Arcana +4, Intimidation +5
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 10
Languages Ignan, Common
Challenge 7 (2,300 XP)

Legendary Resistance (1/Day). If the azer fails a saving throw, it can choose to succeed instead. This effect is granted by the Azer's crown so if it somehow lost, this ability cannot be used.

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Illumination. The azer bright light in a 15-foot radius and dim light for an additional 15 feet.

Actions

Multiattack. The azer makes two attacks with its maul or two with its throwing hammers.

Maul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning, plus 7 (2d6) fire damage.

Throwing Hammer *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 5 (2d4) fire damage.

Molten Slam (Recharge 5-6) The azer slams his maul down with such devastating force that the ground itself cracks open in a 30-foot cone and releases lava. Each creature in that area must make a DC 13 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

LORD OF THE AZER

Large elemental, lawful evil

Armor Class 16 (chain mail)

Hit Points 95 (11d10 + 35)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	10 (+0)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Str +7, Con +6

Skills Athletics +7, Arcana +4, Intimidation +5

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 10

Languages Ignan, Common

Challenge 6 (1,800 XP)

Legendary Resistance (1/Day). If the azer fails a saving throw, it can choose to succeed instead. This effect is granted by the Azer's crown so if it somehow lost, this ability cannot be used.

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 5 (2d4) fire damage (included in the attack).

Illumination. The azer bright light in a 15-foot radius and dim light for an additional 15 feet.

Actions

Multiattack. The azer makes two attacks with its maul or two with its throwing hammers.

Maul. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning, plus 5 (2d4) fire damage.

Throwing Hammer *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 5 (2d4) fire damage.

Molten Slam (Recharge 5-6) The azer slams his maul down with such devastating force that the ground itself cracks open in a 30-foot cone and releases lava. Each creature in that area must make a DC 13 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

DOMAIN OF THE EMERALD QUEEN

A DUNGEON CREATED FOR 4 LEVEL 4-6 PLAYERS

SUGGESTED USAGE

The only requirement for this dungeon is a heavily forested area, meaning it can be dropped into just about any world. It ties in heavily with Fey creatures so I suggest a hook regarded some ancient relic hidden away by the Fey that must now be retrieved. Perhaps the former ruler had an agreement with the ones who hid this relic away, but a new ruler has taken the seat of the Emerald Queen and all agreements have been terminated.

OVERVIEW

Deep in the forests, far off the beaten path is a passageway that blurs the line between the material plane and the realm of the Fey. For centuries, a creature known as the Emerald King watched over this land, keeping harmony amongst the creatures and the realms, but now a new ruler has taken the crown - one that is not so cooperative. She is the Emerald Queen and with her blazing sword and thorn whip she will step up to the challenge of any that dare enter her kingdom. Ascend to the throne room of the Emerald Queen and see just what it means to wear the crown!

This dungeon is a heavy mix of combat and puzzles, including two of them from the Puzzles section and a few other smaller non-combat challenges along the way for your players to conquer. Along with that, there is still plenty of battle to be had with various Fey creatures. A good portion of the dungeon takes place along vines spiraling up a wall, so falling is a constant threat for players.

This dungeon has rules to modify all encounters for a group of players levels 4 through 6 and is intended for a party of four. If you have more players, feel free to adjust the difficulty up one level for each additional player or simply tune the monsters to your needs. This dungeon is meant to convey a sense of wonder and exemplify the power of nature, so use detailed description to note the towering trees, beautiful plants, and the deadly enemies.

This module contains custom monsters which are included in Nerzugal's Extended Bestiary (NEB) at the end of the Toolkit. Refer to it to find any monsters noted.

THE DRYAD TUNNELS

An ancient worn path through the woods turns into a spiraling mass of vines that form a perfectly round half cylinder. This ominous passageway of plantlife extends for hundreds of feet ahead of the party before turning to complete darkness. Only the smallest bursts of sunlight manage to pierce the dense flora which causts most of this tunnel to be cast in darkness. In these beams of focused light that manage to break through the vines, plant life thrives... while in the darkness a feeling of dread looms in the air.

As the party enters the tunnel, they see a few sets of tracks. A DC 15 Nature check will reveal these footprints to belong to a Dryad. Lower results reveal they are humanoid, but it seems to belong to a very light-footed humanoid. Many of these footprints move to the edge of the tunnel and simply disappear as if the creature fused into the plant wall itself.

UMBRA LILIES

The party smells a sweet aroma in the air. A quick scan reveals deep violet flowers with red stripes flourishing only in areas with absolutely no sunlight. These plants are massive, with some of the petals up to a foot long. The bulbs at the center of these flowers seems to drain any light into its black core which drips a tar-like substance. It smells incredible, but the liquid is incredibly toxic. Even the slightest taste will cause violent muscle spasms and even seizures to overtake the creature. This can be harvested (carefully!) to make potent poisons. Inflict pain and temporary paralysis if the players are reckless in their methods.

FEYSHROOMS

Strange mushrooms seem to grow in a ring around portions where the sunlight does pierce through the vines of the tunnel. They are a snowy white with neon pink spots that glow brightly when exposed to light sources. These mushrooms are only about two inches in diameter at the largest, but ingesting them has incredible effects. It allows that person to see into the realm of the Fey at the same time as their current plane of existence. The two worlds melt together in a sometimes beautiful, usually terrifying fashion. They will see all manner of Fey creature in their equivalent location on the plane of the Fey, but will not be able to interact with them. While the user is experiencing these effects, their eyes turn the same neon pink as the mushrooms. This lasts about 30 minutes before wearing off.

GLUE SAP

At the center point in the path, there is a root roughly three feet high that runs perpendicular to the path. It is leaking out bits of brilliant amber colored sap. The tree is *incredibly* sticky. Bugs and even the remains of a squirrel can be seen that were caught in this sap.

- It is difficult to harvest this sap because of its nature, but through the use of magic or the right tools from an Alchemist's Kit or an Herbalism Kit it is possible to take some.
- Touching the tree will require a DC 15 Athletics check to pull free and if it is with bare flesh, deal 1d10 damage as it rips off skin.

GUARDS OF THE EMERALD KINGDOM

The tunnel continues for roughly a quarter of a mile before they reach another opening. Feel free to add other strange plantlife or even a combat encounter to the tunnel if you want to add some more length to the dungeon. At the mouth of the exit there is a group of centaurs standing around and engaged in conversation. They have longbows and pikes at the ready, but they are not doing a great job at being on watch, allowing the players to get fairly close without being spotted. Even closer if they use the tall grass to their advantage. Unfortunately, the centaurs block the only pathway, so the party can't get past them without some sort of confrontation.

The number of centaurs depends on the average party level (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 4** - 2x Centaur Scout (**NEB**), 1x Centaur
- **Level 5** - 1x Centaur Scout, 1x Centaur, 1x Centaur Mystic (**NEB**)
- **Level 6** - 1x Centaur, 1x Centaur Mystic, 1x Centaur Marauder (**NEB**)

If the party comes out with weapons at the ready and aggressive intent, the centaurs will fight back without hesitation. Otherwise, if the players approach by calling out or trying to make themselves appear non-hostile, the centaurs will engage them in conversation, though still maintaining a hostile tone and attitude. "Who dares to approach the Domain of the Emerald Queen?" they ask with weapons flourished.

The party will be told that their kind is not welcome here, that the Queen is far too busy to deal with mortals of the material plane. The party can use **Deception** or **Persuasion** to get past them. Set a DC depending on how convincing your players are in their arguments. On a success, the centaurs will give a laugh and tell them that if they can even enter her kingdom then perhaps she will speak to them. On a fail, they will demand the party leave once again and if the party does not, they strike!

A THORN IN HER SIDE

As the party makes their way past the centaurs, they realize that they are not coming out of the tunnel, but rather the tunnel is growing larger. The vines and thorns quickly expand and form into an eighty foot radius half-cylinder. Small emerald green flowers sprout up along the pathway. There are vines that drop down from the ceiling forty feet and then curve over to meet with the wall again and others that simply impale themselves into the ground. Thorns also tangle through the pathway, but none grow within ten feet of the emerald flowers. The tunnel is still fairly dark except for a few areas where light bleeds through in vibrant columns, but overall it is much brighter than the previous tunnel.

"You're not going to ruin this for me!" shouts a female voice from behind a small tree that has grown in the tunnel. "The queen treats me well. I have power here and you are not going to take it away. I don't trust you and I will see to it that you don't even make it to the doorsteps of her kingdom!"

Plantlife all around the party begins to spring to life. These have the stats of Awakened Trees and Vine Blights, but the Vine Blights are merely bushels of thorns given life that now lash out. The creatures fought is dependant on the average party level:

- **Level 4** - 1x Awakened Tree, 2x Vine Blight
- **Level 5** - 2x Awakened Tree, 2x Vine Blight
- **Level 6** - 3x Awakened Tree, 3x Vine Blight

If they look for the source of the voice after the fight they find no creature, but there is a set of flowers bloomed on the backside of the tree where the voice originated. These flowers are in the shape of a humanoid figure.

SPIKE PIT

A bit further up and the path is interrupted by a 30 ft. long pit that extends all the way to the edges of the tunnel. At the bottom (about forty feet down) are rows upon rows of vicious thorns that seem to be writhing with hunger. The party will have to find a way to cross. There are nearby trees that could be cut to cover the path, but it would take a bit of time to hack away at them. They could try to climb the vines along the edge of the tunnel, but there's a number of thorns sticking out of the wall as well which makes it a dangerous endeavor. There are also magical solutions such as a Misty Step to the other side and toss a rope across. This is meant to simply be a road bump to potentially burn some resources.

THE DRYADS

Just on the other side of the spike pit there is a massive convergence of plant life, vines, thorns, and flowers in the center of the path. “Persistent creatures! But I have already given you warning . . . turn back now or face my wrath! The queen will not be harmed!” At this point they see a Dryad step out from behind the mound of plants. As soon as the party makes an aggressive move, she places a hand on the plants next to her and shakes her head. “Such a shame you forfeit your lives.”

The plants start to writhe and come to life. Have the party roll for initiative. The creature is a Shambling Mound. The conditions of the creatures in this fight change slightly depending on your average party level:

- **Level 4** - 1x Shambling Mound (50% Health), 1x Dryad
- **Level 5** - 1x Shambling Mound (75% Health), 1x Dryad
- **Level 6** - 1x Shambling Mound (100% Health), 1x Dryad

Hidden away in a small leather pouch on the body of the dryad are four dull glass orbs. They seem to represent different phases of the moon, as part of them are a translucent white color while the other portion is solid black. She also has a set of Thornbark Armor. This item acts as Leather Armor but deals 1d4 piercing damage whenever an enemy attempts to grapple the wearer.

EXTRA CHALLENGE

If your party is stronger than average or you simply want to put them on edge, start this encounter after the first person crosses the pit. As soon as they touch ground, the Dryad will appear and scream, “You shall not lay hands upon my Queen!” and send the Shambling Mound forward. Now the others will have to find a way over the pit or have their ally alone against these two enemies.

CYCLES OF THE MOON

A few hundred yards past the Dryad and the path finally ends in a wall of thorns and vines so dense and strong that weapons bounce off of them as if they were stone. In the exact center of this wall is a seemingly ordinary wooden door. When pushed open, the party finds themselves in a massive cylindrical room. **The party will need to complete the Cycles of the Moon Puzzle from the Puzzles section to continue.**

ONE SHORT DAY IN THE EMERALD KINGDOM

When the puzzle is completed and the far door opens, the Emerald Queen awaits staring at the party from fifty feet away on a massive vine. This area appears to be the hollowed out interior of an ancient tree, a full hundred feet across and two hundred feet high. The vine she stands on is twenty feet above a mass of plants growing out of the base of the tree, but this vine continues to spiral up and around the inside edge of the tree until it is out of sight.

The Queen herself is a beautiful elf with pale skin and midnight black hair that wraps around and hangs down over her chest in a braid. Her eyes are a stunning and fierce green, ablaze with confidence and wisdom. She wears well-crafted green-tinted leather armor, not something expected of a queen but rather a warrior. Hanging from one hip is a silver sword with a gleam of emerald along the edge of the blade and hanging off of the other side is a curled up strand of thorns. The final item is the crown of thorns and leaves that wraps around her head: the Crown of the Emerald Queen.

“You are foolish to step into my domain,” she says with a coy smile. “But I understand . . . some don’t approve of my rule.” A chair made of vines and twigs burst from the ground and forms a chair for her as she sits down. She twists sideways in the chair, showing her general disinterest in the party and just how unconcerning they are to her. **(If anyone tries to attack her, a large vine will swoop in to intercept. If it is something such as a Fireball, they will create a full wall in front of her. She gives a warning with a single waving finger, but won’t attack just yet.)**

“The Ancient Ones say that a challenge to the Queen for the throne must be accepted and that she may not directly harm her guests until they have entered her Throne Room. Unfortunately, even I cannot disobey these traditions, even with the crown,” she says with a slight raise of her eyebrows as she gestures to the crown with a gloved hand. “So, I wait for you above,” she points to a hanging platform up above. “Unfortunately for you, only those that have endured the Emerald Trials can reach the Emerald Throne. So if you manage to survive those - which I doubt - we shall fight,” and with those words a storm of vines consume her. Moments later these vines explode outward, leaving only a few emerald leaves drifting into the wind.

As the Queen disappears, the party can get a better look at the inner sanctum of the Emerald Queen’s Domain. The path is made from multiple of massive vines that twist together to form a pathway. There curve up and around the outside of the ancient tree at a gentle incline, occasionally being interrupted by thick wooden platforms. Hanging a hundred feet overhead in the center of the tree is the Throne Room. Four vines hold it suspended in place, but from this angle all the party can see is the wooden floor. Large firefly-like creatures with bright green light exuding from their backend float through the area, providing illumination that makes everything nearby appear to be made of emerald, though this is clearly just an illusion of the light.

MYCONID MADNESS

The party must climb their way up the spiral towards the first platform. The vines are stable and roughly ten feet across, but it is a long way down so falling should be a constant fear. On the ground level it is simply a mass of plants, but given what they have seen so far, it could be quite dangerous to fall into them. If a player *does* fall, they take half damage as the plants down here are thick and soft . . . but it still hurts. The plants are mundane and make no attempts to attack, but that party member will have to climb their way back up the path again.

As the party approaches the first of the platforms, the vines shift straight up and they are met with a few sets of handholds carved into them that they must use to ascend. This isn't difficult for adventurers, but it should be a daunting experience as they look down and know that one misplaced foot could mean tumbling a fifty feet down to the plants below.

As the party climb up over the edge, they are faced with a few strange plants scattered about the room. These are Myconids but their appearances are a bit different than the typical imagery. Rather than being exclusively mushroom and spore based, many of these seem to have flowers as their basis of inspiration, others are simple trees, and another is white and pink similar to the Feyshrooms at the entrance of the dungeon. It is clear the path continues up and around the structure, but the path forward is currently blocked by a mass of thorns with a green ethereal barrier covering it.

These creatures do not attack, but wave the party over to them as they come up over the edge. In the center of the platform is a ring of beautiful flowers. One of the flower-based creatures gestures to the ring and conveys instructions for the party to stand in its center. When the full party has made their way into the ring, the myconids spread out around the platform and turn to face the center. They bring their hands together in front of their faces and give a bow, then immediately go to a fighting stance and start to close in as a group. Roll for Initiative.

The types of Myconids and the amount depends on the average party level:

- **Level 4** - 2x Myconid Adult, 2x Quaggoth Spore Servant
- **Level 5** - 2x Myconid Adult, 2x Quaggoth Spore Servant, 1x Myconid Sovereign
- **Level 6** - 2x Myconid Sovereign, 4x Quaggoth Spore Servant

When the last of the Myconids have fallen, their bodies turn to mundane plants and the thorns blocking the way forward open to create a doorway.

FALLING VINES

The path leading to the second platform continues at a slight incline, but widens to fifteen feet as three massive vines come together to form the walkway. As the party climbs, the central vine begins to twitch and give off strange creaking moans. Any player on that vine will need to move to one of the side vines as just a few moments later it splits at the center and the two halves of the vine go swinging downward.

If the players didn't move out of the way (perhaps they froze in place in hopes that would stop it from falling), ask them what they do as their footing gives way. The common option would be a DC 13 Dexterity saving throw to jump to a nearby vine, but they could also try to grab the vine and hold on, which requires a DC 13 Strength saving throw. There are other possibilities to try and escape the vine, but these are the two obvious ones. If the players fail their throw, they begin to fall. If they do, they take 8d6 bludgeon damage (halved because of the plants) damage as they smash into the ground.

Other players will likely try to help. Anyone trying to aid will need to make their own DC 13 Dexterity saving throw to have the reflexes to grab onto their ally. If they succeed on this check, they are able to pull the falling player onto the other vine successfully. If the falling player tried to make a Strength save to hold on, it is unlikely anyone could get to them in time and they plummet.

The rest of the pathway up to the next platform is fortunately calm.

EXTRA CHALLENGE

If you want a bit of extra difficulty, have whichever of the two outer vines has more creature's standing upon it begin to creak and groan as well. Players will need to make skill checks to jump across to the other vine or go plummeting down below as well.

ANIMALISTIC NATURE

When the players reach the next platform they will need to solve the Animalistic Nature puzzle from the Puzzles section. Once the puzzle is solved they are free to continue onward.

STATUES OF MIGHT (OPTIONAL)

If you feel the need to give your players a bit more of a beating before coming up on the boss, feel free to throw in this challenge as well. The platform contains numerous stone statues scattered about. There are all kinds of different creatures of the forest: Deer, tiger, dire wolf, giant spider, owlbear, bear, etc... They are each full sized statues frozen in moment of ferocity. Similar to the Myconid fight, there is a ring of flowers at the center of the platform and a mass of thorns blocking the path.

When the players step into the ring of flowers, a subset of the creatures spring to life and attack. The rest of the statues remain frozen in place and serve as obstacles/cover in the battle. The set of creatures that attack is based on your average party level:

- **Level 4** - 1x Dire Wolf, 1x Giant Constrictor Snake, 1x Giant Spider
- **Level 5** - 1x Dire Wolf, 1x Giant Constrictor Snake, 1x Owlbear
- **Level 6** - 1x Dire Wolf, 1x Sabre-Toothed Tiger, 1x Owlbear

Once the last of the animated statues are defeated, they return to stone and the thorns clear the path.

FOUNTAIN OF REJUVENATION

As the party comes up on the last platform before the Emerald Throne Room, they find a cozy looking area with benches carved out of marble, a few beds, and a fountain at the center. There is a satyr standing off to the side with a flute at the ready. He greets the party, "Um, hello! You weren't supposed to actually get this far . . . but I am supposed to tell you that it is per the regulations of the Emerald Throne that any challengers have a rest after their trials. Please drink from the fountain and be refreshed as I serenade you with song!" He sounds incredibly nervous as he begins playing some perky music that is completely out of character for the tone of the situation. The party may talk to this satyr whose name is Remly, but he will not tell them much useful information on the Queen, only how wonderful and powerful she is and how happy he is to serve her.

The players may have a seat in this area and if they take a drink from the fountain they immediately gain the benefits of a short rest. It is delicious and refreshing like no water they have ever drank. If players try to take some with them, the effects wear off as soon as they leave the Queen's domain.

THE EMERALD THRONE

THE LAYOUT

Attached to this platform via a wooden bridge enlaced with emerald gemstones is the Emerald Throne Room. The area is fully enclosed unlike most of the other platforms. It is a round room with a domed top roughly forty feet high and sixty feet across. The doors are currently closed, but they too are made of this emerald enlaced wood. There is a magical aura that constantly bleeds out of the Throne Room and drifts up into the air in wisps of energy that the giant fireflies seem to feed on.

When the party reaches the doors, they automatically swing open and reveal the Emerald Queen sitting upon her throne. Her blade gleams even in the dim light and the whip of thorns is partially unfurled and drifts down near her feet. Resting against the throne is an elegant longbow and a quiver of arrows is already strapped to her back. Green energy dances above her crown in intricate patterns. She holds up her hands in a beckoning fashion and the party is pulled into the room as the door slams shut.

Scattered throughout the room are a few vines extending from floor to ceiling that can serve as cover. The Emerald Throne is on the far side, and as you might expect, glimmering with gemstones carved into a green dyed marble. An archway of thorns extends behind the throne and hanging in the air just below the apex of the arch is a ball of shining white light that is slowly rotating.

THE FIGHT!

The Emerald Queen rises from her throne and steps down with weapons at the ready. "So, you made it. Time for you to see what real strength is I suppose!" She snaps her thorn whip with a loud crack and her blade simultaneously bursts into green flame. **Roll for initiative.** There are multiple versions of the Emerald Queen to accommodate your party's level. Choose the one whose CR is 1 higher than your average party level from the options below.

REWARDS

All loot, as with all things in these adventures, is merely a suggestion. Feel free to give your players more gold, exclude some magic items, or give them more magic items as you see fit.

When the final blow is dealt to the Emerald Queen she lets out a shriek and falls to her knees. She looks at the party with hate in her eyes and they watch as her body turns rigid. She writhes in pain as her skin begins to shimmer. Over the next few seconds her entire body turns to wood until all that is left is a wood sculpture of an elf in terrible agony. While her skin has all turned, her equipment and jewelry remains untarnished. She wears four rings, two necklaces, and two pairs of earrings along with her armor and weaponry.

- The rings are worth 50 gold each.
- The necklaces are worth 60 gold and 40 gold.
- The earrings are worth 75 gold each.
- A Firebrand Shortsword

THE EMERALD CROWN

Wondrous item, rare (requires attunement)

This crown crafted from tangled thorns and large leaves appears painful to wear, but its thorns no longer seem to harm you once attunement is complete. While wearing this crown, you have resistance to piercing damage. You can also use an action to summon a hail of thorns in a 30 foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one. You can use this ability once per long rest, or twice per long rest if you are an elf.

THE BLACK THORN WHIP

Whip, uncommon (requires attunement by a spellcaster)

This whip is crafted from a extra-long, incredibly sturdy thorned vine. The thorns are menacing to look upon with its barbs up to three inches long. This whip is so finely crafted that anyone using it is considered proficient with it.

This whip has 4 charges. While attuned to this whip, whenever you attack with it, you may use your bonus action and a charge to attempt to wrap the target in sharp thorns. The target must succeed on a Strength saving throw against your spell save DC or be grappled (escape DC equal to your spell save DC). Until the grapple ends, the target takes 7 (2d6) piercing damage at the beginning of each of its turns. This whip regains 1d4 expended charges each dawn.

MORE LOOT!

Along with the jewelry, there is a chest sitting behind the throne that the party can now access. It is sitting atop a large pile of gold (250 x number of players). If the party was sent here to find an artifact, it is wrapped in a green cloth at the bottom of the chest. If you did not have anything specific in mind, see the following sample items:

SKULL OF THE EMERALD KING

Wondrous item, rare (requires attunement by a spellcaster)

This elven skull is inlaid with emerald eyes that shine with magical power and the bone itself has a small hint of green in its color. A set of antlers grow out of either side of the skull and extend a foot into the air ending with sharp points. While holding this skull in your offhand, your spell save DC and spell attack bonus each increase by 1. The skull has 9 charges for the following properties. It regains 1d6 + 3 expended charges daily at dawn.

Spells. You can use an action to expend 1 or more of the skull's charges to cast one of the following spells from it, using your spell save DC: *animal friendship* (1 charge), *barkskin* (2 charges), *conjure animals* (3 charges), *grasping vine* (4 charges), *commune with nature* (5 charges), *wall of thorns* (6 charges), or *conjure fey* (8 charges).

Emerald Eyes. As a bonus action, you can dislodge one of the skull's eyes and crush it in your fist, permanently destroying it. When you do so, you temporarily become empowered by the ancients that created the original Emerald King. Your skin takes on a bark-like texture, massive antlers sprout from your head, and your eyes glow a dazzling green. For the next minute, you gain the following benefits:

- You have truesight out to a range of 120 feet.
- At the start of each of your turns, as long as you have at least 1 hit point, you regain 10 hit points.
- As long as you are outdoors, the ground within 15 feet of you is considered difficult terrain for hostile creatures.
- You may cast the Sunburst spell once with the light being a dazzling green color.

Once you have benefited from the empowerment of the Emerald King, you may not do so again for thirty days or your soul will become trapped within the skull.

ROBES OF THE ARCHFEY

Wondrous item, rare (requires attunement)

This set of amazing forest green robes appear to have been made with the finest of cloths and woven together with a number of exotic plants to create a robe that is truly breathtaking. Flowers of red, gold, and blue line form a spiral pattern on the chest and small mushrooms sprout up on the shoulders. The bottom of the robe and the cuffs are lined with thick, soft moss. While you wear this robe, you gain the following benefits:

- Your spell save DC and spell attack bonus each increase by 1.
- You cannot be charmed.
- You gain the Druidcraft cantrip.
- You have advantage on animal handling checks.
- Whenever you cast a spell that expends a spell slot, you regain hit points equal to the level of the expended spell slot.

THE EMERALD QUEEN

Medium fey, lawful evil

Armor Class 15 (emerald bark armor)

Hit Points 153 (18d10 + 54)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	17 (+3)
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Saving Throws Dex +7, Cha +6

Skills Acrobatics +7, Deception +6, Perception +5, Persuasion +6

Damage Resistances piercing

Condition Immunities poisoned, charmed

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

Legendary Resistance (1/Day). If the queen fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. The queen makes two attacks: one with her shortsword and one with her thornwhip, or two attacks with her longbow.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) fire damage.

Thorn Whip. Melee Weapon Attack: +7 to hit, reach 15 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage. The target is grappled (escape DC 14) if the Queen is not already grappling a creature. Until the grapple ends, the target takes 10 (3d6) piercing damage at the start of each of its turns. If the queen uses this attack while a target is already grappled, she may pull the target to her and deal an additional 9 (2d4 + 4) piercing damage automatically.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Hail of Thorns (Recharge 5-6). The queen launches a volley of deadly thorns in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of her turn.

Strike. The queen makes an attack with her shortsword or her longbow.

Swift Repositioning. The queen can move up to half of her movement speed without provoking attacks of opportunity.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the queen takes a lair action to cause one of the following effects; the queen can't use the same effect two rounds in a row.

- Vines erupt from the floor and attempt to envelop a creature the queen can see within 120 feet of her. The target must succeed on a DC 14 Strength saving throw or become restrained. A creature can use its action to make a DC 14 Strength saving throw, ending the effect on a success. The vines wilt away when the queen uses this lair action again or when she dies.
- A burst of thorns explodes from the wall and launch at two creatures with deadly precision. Those creatures must succeed on a DC 14 Dexterity saving throw or take 17 (5d6) piercing damage.
- A magical green energy billows around one creature the queen can see within 120 feet of her. The creature must make a DC 14 Wisdom saving throw or be charmed by the queen until she chooses another lair action.

THE EMERALD QUEEN

Medium fey, lawful evil

Armor Class 15 (emerald bark armor)

Hit Points 127 (15d10 + 45)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

14 (+2)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	16 (+3)
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Saving Throws Dex +6, Cha +6

Skills Acrobatics +6, Deception +6, Perception +5, Persuasion +6

Damage Resistances piercing

Condition Immunities poisoned, charmed

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 6 (2,300 XP)

Legendary Resistance (1/Day). If the queen fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. The queen makes two attacks: one with her shortsword and one with her thornwhip, or two attacks with her longbow.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage plus 5 (1d10) fire damage.

Thorn Whip. Melee Weapon Attack: +6 to hit, reach 15 ft., one creature. *Hit:* 5 (1d4 + 3) slashing damage. The target is grappled (escape DC 13) if the Queen is not already grappling a creature. Until the grapple ends, the target takes 10 (3d6) piercing damage at the start of each of its turns. If the queen uses this attack while a target is already grappled, she may pull the target to her and deal an additional 5 (1d4 + 3) piercing damage automatically.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 5 (1d10) poison damage.

Hail of Thorns (Recharge 5-6). The queen launches a volley of deadly thorns in a 30-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of her turn.

Strike. The queen makes an attack with her shortsword or her longbow.

Swift Repositioning. The queen can move up to half of her movement speed without provoking attacks of opportunity.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the queen takes a lair action to cause one of the following effects; the queen can't use the same effect two rounds in a row.

- Vines erupt from the floor and attempt to envelop a creature the queen can see within 120 feet of her. The target must succeed on a DC 13 Strength saving throw or become restrained. A creature can use its action to make a DC 13 Strength saving throw, ending the effect on a success. The vines wilt away when the queen uses this lair action again or when she dies.
- A burst of thorns explodes from the wall and launch at two creatures with deadly precision. Those creatures must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) piercing damage.
- A magical green energy billows around one creature the queen can see within 120 feet of her. The creature must make a DC 13 Wisdom saving throw or be charmed by the queen until she chooses another lair action.

THE EMERALD QUEEN

Medium fey, lawful evil

Armor Class 15 (emerald bark armor)

Hit Points 102 (12d10 + 36)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

14 (+2)	16 (+4)	16 (+3)	12 (+1)	14 (+2)	15 (+2)
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Saving Throws Dex +6, Cha +5

Skills Acrobatics +6, Deception +5, Perception +5, Persuasion +5

Damage Resistances piercing

Condition Immunities poisoned, charmed

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Legendary Resistance (1/Day). If the queen fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. The queen makes two attacks: one with her shortsword and one with her thornwhip, or two attacks with her longbow.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage plus 4 (1d8) fire damage.

Thorn Whip. Melee Weapon Attack: +6 to hit, reach 15 ft., one creature. *Hit:* 5 (1d4 + 3) slashing damage. The target is grappled (escape DC 13) if the Queen is not already grappling a creature. Until the grapple ends, the target takes 7 (2d6) piercing damage at the start of each of its turns. If the queen uses this attack while a target is already grappled, she may pull the target to her and deal an additional 5 (1d4 + 3) piercing damage automatically.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

Hail of Thorns (Recharge 5-6). The queen launches a volley of deadly thorns in a 30-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of her turn.

Attack. The queen makes an attack with her shortsword or her longbow.

Swift Repositioning. The queen can move up to half of her movement speed without provoking attacks of opportunity.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the queen takes a lair action to cause one of the following effects; the queen can't use the same effect two rounds in a row.

- Vines erupt from the floor and attempt to envelop a creature the queen can see within 120 feet of her. The target must succeed on a DC 13 Strength saving throw or become restrained. A creature can use its action to make a DC 13 Strength saving throw, ending the effect on a success. The vines wilt away when the queen uses this lair action again or when she dies.
- A burst of thorns explodes from the wall and launch at two creatures with deadly precision. Those creatures must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) piercing damage.
- A magical green energy billows around one creature the queen can see within 120 feet of her. The creature must make a DC 13 Wisdom saving throw or be charmed by the queen until she chooses another lair action.

THE SHRIEKING CAVERNS

A DUNGEON CREATED FOR 4 LEVEL 2-5 PLAYERS

SUGGESTED USAGE

This dungeon takes place in a cavern, so a location that would have a cave is the only prerequisite. The hook I use is that the two hags inhabiting these caves each have one half of an ancient artifact/scroll/book that needs to be retrieved. The party is sent to retrieve these two halves by whatever means necessary. You may change the quest or add additional hooks, such as the goblins here raiding local caravans and thus they need to be eliminated, a bounty on the head of the bugbear at the end of the dungeon by a rival tribe, or perhaps a local child has been kidnapped by one of the hags.

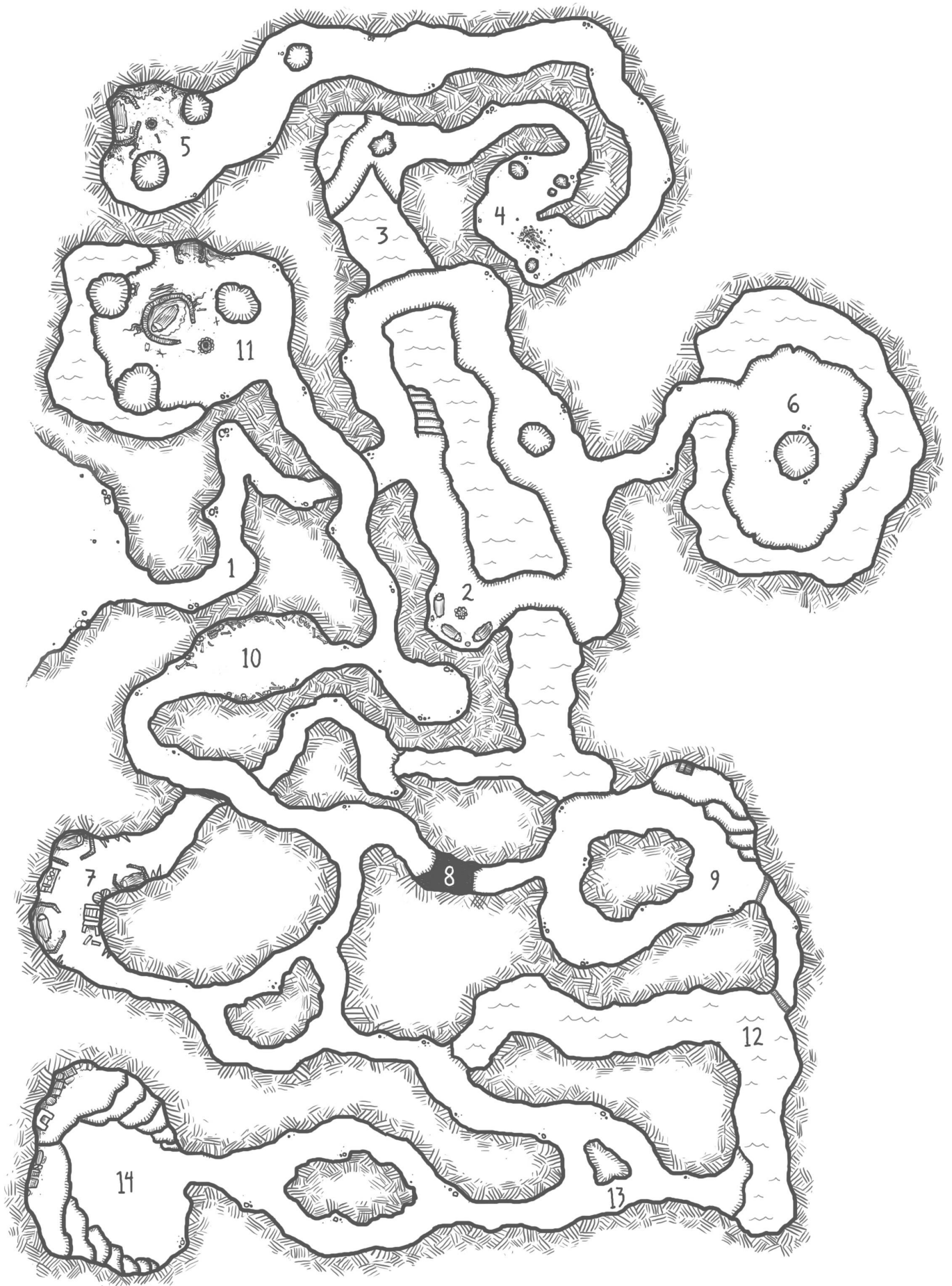
OVERVIEW

Deep in these caverns overrun with all sorts of foul creatures are two sister hags. Once of the same coven, they now have a bitter rivalry but both refuse to leave these caverns they call home. The cave received its name thanks to the terrifying sounds that echo through it. Some say it is just the wind brushing against the stone but the rumors all speak of two horrifying sisters casting curses and performing diabolic rituals with human sacrifices in a never-ending hatred. Heroes will face goblin, hag, bat, hook horror, and other terrifying monstrosities deep within the tunnels of The Shrieking Caverns.

This dungeon does not contain any of the puzzles from the puzzle section, though there are a few situations the players will find themselves in that will require more than physical strength. That being said, this dungeon contains many combat encounters and is expected to take multiple nights to complete.

This module contains custom monsters which are included in the Extended Bestiary (NEB) at the end of the Toolkit. Refer to it to find any monsters noted.

A map of the dungeon is provided on the next page.



NODE 1

JUST DROPPING IN

As the party moves in through the main entrance they can feel a sense of unease. The air is damp and smells sour, the sounds of water flowing echoes faintly, and wind whistles through the cavern creating a shrill and off-putting sound. The path is about ten feet wide, but the ground is slick and rocks are scattered all about the path along with the occasional stalagmite.

As the party comes around the first bend of the cave (**Node 1**), surely being safe and cautious in their approach, they are greeted by a pair of Darkmantles that drop from the ceiling and onto the two weakest looking members of the party. These are not meant to be particularly threatening, but they are meant to set a particular mood of “you never know what might be lurking around the next corner.”

NODE 2

BEAUTY AND THE BEASTS

The party continues their way down the path and find it connects to a much larger space. A DC 12 **Perception check** will reveal the sounds of creatures scurrying off to the right of the passageway. Make sure to have the players overhear the following (in goblin): “Need more goblin if attack bugbear! He strong! Only thing hate more than goblin is hag!” These goblins are off by **Node 2**.

The area opens up to an elevated path that wraps around the entire exterior of the room. There is a bed of water roughly fifteen feet below that flows into tunnels leading out of either side of this room. A stone ramp leads down to these waters, clearly carved away by some creature rather than formed naturally. On the opposite side of this room is another passageway, but the party will need to tread along the wrapping pathway to get there.

To the right is a small goblin camp with a few tents, a campfire, and bones scattered about. As the party moves out into the open, the goblins will attack, but if the players are clever they should be able to get the drop on the goblins and make a preemptive strike before the tiny savages can return fire. The types of goblins and the amount of goblins depends on the average party level (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 2** - 1x Cave Goblins (**NEB**), 3x Goblin
- **Level 3** - 2x Cave Goblins, 3x Goblin
- **Level 4** - 2x Goblin Boss, 3x Cave Goblin
- **Level 5** - 1x Goblin War Shaman (**NEB**), 2x Goblin Boss, 3x Cave Goblin

NODE 3

THE WATERS BELOW

The water below is six to twelve inches deep, ice cold, and crystal clear. Movement through this water is considered difficult terrain.

A giant tortoise slowly wanders these waters. He is non-aggressive, but his shell is embedded with gemstones. If the players attempt to take him gems or if they attack the turtle, it will become aggressive and fight back. Use the stats of a Tortoise (**NEB**). Once the tortoise is dead, they may harvest the gemstones on his shell. There are 3d6 total gemstones worth 10g each.

From here the path diverges a bit, so move to the appropriate section as your party continues along.

NODE 4

IN A PINCH

This is the path down in the water near where the tortoise roams. After going around a bend, the path begins to slope up and around through many stalagmites and clusters of rocks. Around the first corner, the group can see a group of Giant Crabs off on the far side of the room (8 of them in total). The crabs are feasting on the corpse of another not-so-lucky adventurer and will remain docile unless the party approaches. If the crabs feel threatened they will swarm and attack. The adventurers will have some gold and weapons on his body though, so it may be worth their time.

NODE 5

MEETING NEPHINZA

The path continues without any other signs of aggression, up and around the bend and curling back down to the south via a gentle slope. At the end of this slope is a large open cavern and within is a beautiful woman sitting atop a makeshift throne of shells and stone. She wears tattered garments but the woman herself has unnatural levels of beauty. There are other goods and supplies scattered about the area, but it is hard to look away from the woman on her throne.

This is the first of the sister Hags - she is named Nephinza and while her true appearance is nightmarish, she disguises herself to appear gorgeous and seduce victims. As the players approach, she greets them with a dazzling smile and invites them to take a seat at one of the wooden benches she has spread about the area. It is spacious and rather luxurious considering it's inside of a cave. There's finely crafted wooden furniture and incense that gives off a nice, calming aroma.

“Hello, my name is Nephinza. Who are you?” If the players explain the situation to Nephinza, she will agree to give them her half of the item they seek in exchange for destroying her sister, Nephira, who lies deeper within the caverns. Her sister is also a Hag, but typically retains her natural hideous form. The two sisters have been at war for some time, but their shared blood prevents them from killing each other in the usual means as their magic doesn't have any effect on those of the same coven.

NO THANKS!

If the players talked to Nephira first or just wish to rid these caverns of the hag, they can attack Nephinza. She may summon some allies as a bonus action on the first round of combat depending on the party's level.

- **Level 2** - 1x Sea Hag, 1x Mud Mephit
- **Level 3** - 1x Green Hag, 1x Mud Mephit
- **Level 4** - 1x Night Hag, 1x Mud Mephit
- **Level 5** - 1x Night Hag, 2x Mud Mephit

If the party kills Nephira (or already has), Nephinza will hold up to her end of the bargain and give the players the item they seek and allow them to leave with no further conflict. She is a hag, but a woman of her word. If the party killed Nephira without her asking, she may even throw in some additional rewards (such as a wand, valuable gemstones, or a creation of your own).

If any players fall asleep in the cave before any arrangement is made, Nephinza will haunt their dreams and feed off of their life force.

NODE 6

THE GLOWSTONE

The party travels down a narrow winding path for about a hundred feet before it opens up to a large, rounded chamber. The outer twenty feet of this area is filled with water up to ten feet deep in some areas, while the inner portion creates a quaint stone platform. At the center of this platform is a five foot wide pillar of stone that extends from floor to ceiling. Halfway up this pillar (roughly fifteen feet) is a four inch wide stone that glows a faint orange color.

If the players move towards the stone to remove it, a bullywug leaps up out of the water and shouts for them to stop. "Magic stone! Special stone!" he croaks with fear while thrusting his spear into the air. "Stone make sure cave no collapse!" He is frantic and panicked as he runs over to protect the stone. More bullywugs appear from the waters and join him. The types of bullywugs and the amount of bullywugs depends on the average party level (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 2** - 1x Bullywug Tortoise Knight (NEB), 1x Tortoise (NEB), 2x Bullywug
- **Level 3** - 1x Bullywug Brute (NEB), 4x Bullywug
- **Level 4** - 2x Bullywug Tortoise Knight, 2x Tortoise, 2x Bullywug
- **Level 5** - 2x Bullywug Brute, 2x Bullywug Tortoise Knight, 2x Tortoise, 2x Bullywug

In reality, this stone functions as a Stone of Good Luck. It does nothing to help the cave, but when the last of the Bullywugs took it, the area came under the effects of a minor earthquake and now they are convinced it has divine powers. If the players try to take the stone, the bullywugs will attack, but otherwise they simply remain vigilant against these intruders, protecting the stone at all costs.

NODE 7

THE GOBLIN VILLAGE

Much further down the path of water to the east is another small encampment of goblins. This group is larger with a few boxes of supplies scattered about, a burning fire, and actual homes built from stone, mud, and sticks. The party can hear the goblins clearly from down the hall as the little fiends are having an argument over who gets which part of the large bat they are currently roasting over their fire. The goblins are heavily distracted, so it should be fairly easy for the party to get the drop on them. The types of goblins and the amount of goblins depends on the average party level (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 2** - 3x Cave Goblin (NEB)
- **Level 3** - 4x Cave Goblin
- **Level 4** - 6x Cave Goblin
- **Level 5** - 2x Goblin War Shaman (NEB), 4x Cave Goblin

These goblins will take cover behind their homes and behind crates of goods. They use their bonus action to hide from the players and give themselves advantage. This alone should make them a much more difficult encounter than the last goblins.

Once the goblins are defeated, the players can raid their supplies which mostly consist of items from a raided wagon. There are many candles, some blankets, bolts of cloth, basic farming tools, etc... but amongst all of this is also a map that looks to be of one of the rooms in the cave. It depicts a stairstep of stone and just off to the right of it there is a large 'X' marked on the map along the wall. This is the location of a secret passage that the party can discover later on. **Also be sure to mention a particularly long piece and flat piece of wood behind one of the houses (this can be used to help the party later on.)**

A bit further up, the path splits into a few different tunnels. All of these have encounters along the way, but the rest of this walkthrough will proceed through Nodes alphabetically. Consult the map to determine which paths your players are following and give light descriptions of wild mushrooms, rocky outcroppings, and perhaps a few harmless cave creatures along the way.

NODE 8

THE JUMP

This is simply a large gap in the pathway. It is 15 feet wide and 30 feet deep. High strength players may be able to make the jump with a running start, but others will need to be more creative. The easiest solution is to go get the long board back in the goblin village. It is long enough to cross the gap, but if multiple people try to cross at once the board will break. The rocks along the side of the cave can be scaled with Athletics or a rope could be lassooed around some of the stalagmites on the far side of the gap. Make sure to give the players options when they ask about the area.

NODE 9

MIMIC AND FRIENDS

There is a near perfect staircase of stone on the far side of this room that goes up about twelve feet where there is a decent sized platform. Atop this platform is a Nothic and a Mimic. The mimic is in its traditional shape of a treasure chest. The Nothic uses his large eye to scope out the room as the players enter. Make sure to describe this stairwell in details as this is the room with the secret passage from the goblin map. The center of the room is a pool of water only 3 feet deep at the deepest point.

EXTRA CHALLENGE

If you want to add some additional challenge to the fight, have this water filled with some dangerous fish that will bite the players if they step through for some light piercing damage.

The nothic tries to remain in the shadows as much as possible, using the domed shape of the room to echo its voice and give it no true point of origin. It may even begin to crawl along the ceiling to get the drop on the players once it has spent enough time taunting them from the shadows and wishes to engage them in combat.

Once the nothic is dead, the players can climb the stone stairs and find his treasure, but hopefully be in for a surprise when they try to open it. When the players have successfully dispatched the mimic they will find a Ring of Mind Shielding. You can choose to have it contain a lost soul, perhaps have an easter egg for your players given the creature they just killed, the item, and their current location.

THE SECRET PASSAGE

Off to the right of the stone stairs is a secret door. It is incredibly difficult to find (**DC 20 Investigation**) unless someone is specifically looking for it via the map in which case they automatically succeed. There is a piece of stone that juts inward and if someone reaches into this indentation they will find a button. When the button is pressed, the wall slides open and reveals a passageway carved into the rock.

Feel free to put some gold in here, perhaps an abandoned campsite with a corpse still in the sleeping bag, or another hook into your world such as a diary with a final request to have it returned to their parents. Or this can simply be a shortcut over to **Node 12**.

NODE 10

I'M HOOKED

The cave walls leading up to this area are covered in paint clearly put there by a goblin. It has warnings to turn back with crude depictions of goblins being impaled or corpses with X's over their eyes. There are even a few bones scattered along the base of the walls - a gruesome sight to behold.

The room around the corner has multiple goblin corpses scattered throughout and skulking amongst them is a Hook Horror (or two Hook Horrors if your average party level is higher than 3). The players can appease these monstrosities by throwing in a few fresh goblin corpses, which may be required for the lower level parties if they hope to survive. The hook horror(s) will flock to the bodies and begin feasting, allowing the party to pass by without harm, otherwise they will have to be dealt with through combat.

NODE 11

NEPHIRA'S HIDEOUT

In this room is the other sister Hag, Nephira. While Nephinza wore a face of magnificent beauty, Nephira prefers her true form. She wears dark-blue, tattered clothes that are shredded to bits, revealing grey, boil-covered skin beneath. Rather than nails, her fingers seem to end in vicious claws. Her teeth are razor sharp and the irises of her eyes are as black as the pupil, making her appear even more menacing. Her black hair hangs down near her knees and is filled with knots, bits of moss, and even a few leeches. She is certainly not pleasant to look upon.

Her home matches her appearance. It is far more sinister in nature than her sister's. The content is roughly the same, but the presentation is far more visceral in nature. Voodoo dolls sit upon various stands all around the room, but they are hanging from their necks, impaled, disemboweled, or torn in two. Animal carcasses are scattered but preserved with needles and bits of stone jutting out of them.

If the players do not immediately attack, she will introduce herself (similar to Nephinza) and ask the party kill her sister, citing the same reasons of blood not being able to kill blood and offering the same reward.

NO THANKS

If the players talked to Nephinza first, they may be inclined to attack even though Nephira doesn't seem immediately aggressive - more curious than threatening. They may also choose to attack her simply based on the nature of her lair and her appearance, which is also just fine. Nephira will do her best to defend herself in this case. She may summon some allies as a bonus action on the first round of combat depending on the party's level.

- **Level 2** - 1x Sea Hag, 1x Steam Mephit
- **Level 3** - 1x Green Hag, 1x Steam Mephit
- **Level 4** - 1x Night Hag, 1x Steam Mephit
- **Level 5** - 1x Night Hag, 2x Steam Mephit

If any players fall asleep in the cave without making an agreement, Nephira will haunt their dreams and feed off of their lifeforce.

NODE 12

WE CAN'T STOP HERE

This area contains a large pool of shallow water. Underwater, along the edge of the cave, there is evidence of rare mineral deposits. The players could try to harvest these themselves or give this information to someone in exchange for gold when they leave. This is right next to where the secret passage from **Node 9** comes out. This side of the passage has a hidden button as well that will open the door from this side (Also **Investigation DC 20** to find without knowledge of its location).

There's also a few strange glowing mushrooms that sprout up out of the water. They are a light pink in color. A **DC 12 Nature check** reveals that this are curative mushrooms. If one of these is crushed down and added to an ordinary healing potion, it heals for 10 hit points rather than 2d4 + 2. Only someone proficient with an Herbalism Kit or Alchemist Tools is capable of such a process, however.

As the players travel along through this passage, a few Piercers fall down upon the party and along with them the party is attacked by Swarms of Bats. The types and amount of creatures that attack depends on your average party level:

- **Level 2** - 1x Piercer, 2x Swarm of Bats
- **Level 3** - 2x Piercer, 2x Swarm of Bats
- **Level 4** - 4x Piercer, 2x Swarm of Bats
- **Level 5** - 4x Piercer, 2x Swarm of Bats, 2x Giant Bat

NODE 13

OOZING WITH FUN

As the players move down this corridor, they will receive another surprise visitor from the ceiling. A Grey Ooze waits, nearly invisible against the stone ceiling of the cave. It will drop down on the first party member that goes under it and is wearing metal armor, making an attack immediately as a surprise action before combat initiates.

EXTRA CHALLENGE

If you want to be especially cruel, you can add a Gelatinous Cube blocking a nearby passageway, so as the party collides with the cube, the ooze will drop down on their heads.

NODE 14

THE BUGBEAR BUNKER

This portion of the cave is well lit by torches burning along the walls. The mud here is packed down and it is clear there is heavy foot traffic through this area. Unfortunately for the party, the path to the room ahead gives about 50 feet of space where they will be clearly visible to the creatures lurking. The types of creatures and the amount of creatures depends on the average party level:

- **Level 2** - 1x Bugbear, 4x Goblin
- **Level 3** - 1x Bugbear Chief, 2x Goblin
- **Level 4** - 1x Bugbear Chief, 3x Cave Goblin (**NEB**)
- **Level 5** - 1x Bugbear Chief, 2x Goblin Boss, 4x Cave Goblin

This area has two more stone stairwells at the back that meet roughly ten feet up and form a stone platform atop which a bugbear is perched, sitting on a makeshift throne of cave rocks. On either side of him is a goblin guard with ranged weapons at the ready. They are always on alert because sometimes an arrogant group of goblins will think it wise to try and take this part of the cave back from the bugbear. None have been successful thus far.

This area also has some small makeshift beds on the ground as well as a finely crafted one up on the high ground that the bugbear uses. There are many pillaged crates scattered about the room and a small pile of human-crafted weapons off to the side. There are a few sets of skeletons splayed out, meat picked clean off the bone. Skulls are used as decorations along the walls and pillars of the areas, giving a sinister atmosphere, though not nearly as twisted as Nephira's Lair.

NO TRESPASSING

The bugbear and his guards do not take kindly to visitors and when the party make themselves visible around the corner, arrows will begin to rain down as combat begins. The bugbear himself will wait in hiding behind his throne until someone gets close, at which point he will come crashing down with the full force of his immense weight, dealing extra damage as he drops into battle from the high ground.

The only way these creatures will not be immediately aggressive is if the party presents the heads of both of the hags. The bugbear hates them both (as the players should have heard from the goblins at the beginning of the cave.) In this case, the bugbear welcomes them and even offers them a reward. Have this be a magical weapon that they found while pillaging that is too fancy for the likes of bugbear or goblin. This weapon reward can also be retrieved if the party simply kills all of the creatures in the room, but this is the method to do so without further violence.

Add whatever loot you feel is appropriate to this room, for it is the final room of the dungeon.

THE TOWER OF TRIALS

A PUZZLE/COMBAT FOCUSED DUNGEON FOR ANY PARTY

SUGGESTED USAGE

This dungeon is presented as a challenge to players to see if they are worthy of a cause of your choosing. Perhaps they are meeting with a king, joining an elite organization, or met a powerful entity looking for entertainment. This dungeon is less specific in details than the others as it is a much simpler concept, but it also fits to any group, regardless of party size or level, with only a small amount of preparation. The tower can be a physical entity in the world, but my personal favorite implementation is a small metal figurine roughly the size of a chess piece that grow into 150 ft. tall tower on command. It has many puzzles, so be prepared for challenges of the mind and of the blade.

OVERVIEW

This tower is said to be as old as time itself. It is also said to be sentient, ready to challenge any group that passes through its doors to determine if they are worthy. While brute strength is enough for some floors, others require a bit more elegance and cleverness, so diversity is as much a strength as anything else. The spiraling top of this tower looms high in the sky, waiting for the right group of adventurers to climb to the top and claim victory.

When the party finds this tower it is clear there is magic at play here. At the base level is a simple oak door with glowing words inscribed on the front: "The Trial Awaits". The door is not locked, but prevents passage of anyone who is not part of the trial itself. The tower is made of fine white stone similar to marble but with a harsh texture. It is free of any wear and tear and holding strong despite the immense height. The tower is topped with a cone shaped roof with a balcony that overlooks the land, but the balcony itself is well over a hundred feet up. If anyone flies up to the balcony they will find the door that leads out to it locked and sealed with magical runes.

The party must ascend to the top floor of the tower to successfully complete the trials. There are a total of 8 floors, half of which contain themed combat encounters and the other half containing puzzle challenges. Do your players have what it takes to complete the trials?

FLOOR 1 - PLIGHT OF THE DEAD

As the players enter the tower they find themselves in a large, well-lit room of that same white stone. There is a small sign sticking out of the floor directly in front of the entryway that reads "Plight of the Dead" in large text and in small text below that, "(Read aloud the name of the trial to begin)". When the players say the phrase aloud, the lights in the room flicker off for a moment and when they come back on half of the room is cast in shadow and the rest is glowing a dull red. There are sounds of feet scraping against the floor and the party will need to roll for initiative. The room that was now open, is now filled with barriers, walls, and other decoration and obstructions the party can use.

The theme of this floor is the undead. Select a group of monsters that are appropriate to your party's level. Suggestions include: Zombies, Zoblins (**NEB**), Glacial Raptors (**NEB**), Mummies, Skeletons, Ghosts, Revenants, Wights, Banshees, and perhaps even a Death Knight if your party is very high level.

EXTRA DECOR

You may also choose to add some extra theming to the room to make it more difficult or easy for your players. Perhaps there are spike traps scattered about or shallow pools of blighted water that deal necrotic damage when stepped in. Consider adding cauldrons filled with boiling hot water that would sear the flesh off a zombie if tipped over. This is your opportunity to make an interesting, unique battleground with every single floor of the tower.

When the creatures are all defeated, a trap door will open and a ladder will slide down. Moments later, a treasure chest drops down with a loud thud. In this chest is a **large fang** that your players will need to take for the puzzle on the final floor.

FLOOR 2 - A STONE'S THROW AWAY

The party will need to complete the A Stone's Throw Away puzzle from the Puzzles section to continue to the next floor.

When the party completes the puzzle, another trap door will open and a ladder will slide down. Once again, a treasure chest will drop to the ground with a loud thud. Inside of this chest there is a **blank book**.

FLOOR 3 - THE DISPLACEMENT PROBLEM

This floor has another plaque similar to the first floor but reads: "The Displacement Problem" instead. When the players say the words allowed, the lights once again flicker and each member of the party is teleported to a random location within the room. The opponents appear as well, scattered throughout the room. These enemies are ones that specialize in moving the players or quickly repositioning themselves.

Suggestions for monsters include: Roper, Marilith Demon, Nalfeshnee Demon, Quasit Demon, Yochlol Demon, Cube of Anomalies (**NEB**), Hobgoblin Iron Shadow.

EXTRA DECOR

Have the room filled with panes of thick glass that is difficult to see and will stop a single projectile attack and then shatter. Glowing teal squares are spread throughout the room and if stepped on will teleport the creature to another unoccupied square. Perhaps strips of moving tiles on the floor that automatically move the player 20 feet if they end their turn while standing on one of these.

When the creatures are defeated and the ladder appears for the exit, a chest drops down containing a **dagger**.

FLOOR 4 - GNOME MAN'S LAND

The party will need to complete the Gnome Man's Land puzzle from the Puzzles section to continue to the next floor.

When the ladder appears for the exit of this room, a chest drops down containing **an arrow**.

FLOOR 5 - THEY'RE WATCHING YOU

This floor has a plaque that reads: "They're Watching You". When the players speak the words, walls rise up throughout the area and create a battleground with many small areas to hide away. The enemies that spawn for this battle are ones that have characteristics focused around their eyes or sight in general.

Suggestions for monsters include: Cyclops, Basilisk, Death Tyrant, Gibbering Mouther, Medusa, Nothic, Light Devourer (NEB)

EXTRA DECOR

Portions of the room are shrouded in magical darkness, giving a place to hide where even most of these creatures cannot see. A few large mirrors hang on the walls that could be torn down and used to potentially redirect a hypnotic effect back at the opponent. Large, animated portraits on the wall show different areas within the room and the creatures that are currently in those locations, allowing someone to potentially act as an overseer for the fight.

When the creatures are defeated and the ladder appears for the exit of this room, a chest drops down containing a **strange gold coin**.

FLOOR 6 - WHAT'S IN A NAME

When the party enters this room they will see a strange robed man standing out in the open. Attempting to attack him reveals that he is ethereal in nature, so trying to kill him seems to have no effect. **The party will need to complete the What's In a Name? puzzle from the Puzzles section to continue to the next floor.**

When the ladder appears for the exit of this room, a chest drops down containing **a compass**.

FLOOR 7 - BIGGER IS BETTER

This floor has a plaque that reads: "Bigger is Better". The ceiling in this room is much larger than the others, nearly 50 ft. high and twice as large as wide as the others (even though this should not fit within the walls of the tower). When they speak the command words, a series of massive creatures warp into the room and attack. The enemies they fight in this fight are ones of size large or greater.

Suggestions for monsters include: Ogres, Giants, Demons, Devils, Fomorians, Minotaurs, Trolls, Hydra or even a Crabstrosity! (NEB).

EXTRA DECOR

The room was empty, but after the lights flicker it is as if they are teleported out to a mountainside. There are trees extending from floor to ceiling and massive boulders scattered about. The ground beneath their feet becomes uneven soil and stone. The walls and ceiling are painted to make the room appear as if it continues further than its bounds. There are a series of tunnels hidden beneath the grounds in this area that the players can use to find a moment of respite or to travel undetected, but these large creatures are more than capable of making them collapse if the party uses hit and run tactics.

When the creatures are defeated and the ladder appears for the exit of this room, a chest drops down containing **a vial of poison**.

THE VICTOR'S RISE

The party reaches the top floor and see it is empty except for a few items. On the far side of the room is a set of double doors locked with a magical seal. This door is impossible to open until the following puzzle has been solved:

There are three chests along the left wall, each with a small plaque above them. They display the following riddles and are clues for which of the collected items should be placed in the respective chests below.

Chest 1

Have a drink, just a sip
From the dagger does it drip.
Sometimes black, sometimes green,
The weapon of choice for a killer unseen.
Used with hate or used in passion,
Coat your blade, my quiet assassin.

A Vial of Poison

Chest 2

What's that speck at the corner of your eye?
Could it be a bird simply flying by?
Merely a leaf aloft on the breeze?
This shadow drifts towards you relative ease.
Then comes a thud, a scream, a last breath.
Now prepare thyself, for the sky soon rains death.

An Arrow

Chest 3

Unleash a snarl and fill them with fear,
Their world is terror - your objective is clear.
Puncture and tear, drive them to the ground.
Go for the throat, make sure they stay down.
A tool for both man and man's best friend,
Just one bite and your prey meets its end.

A Fang

THE REWARD

Once the items have been placed in the appropriate chests, the seal on the door on the opposite side of the room fades to grey and the doors can now be opened. It reveals the balcony that could be seen earlier from outside, but now there is a chest sitting in the middle of it that was not there before.

There is an inscription on the front of this chest that reads: *"This chest can provide power to the other items you've collected, but only two of them. Place them in the chest and close it to make your choice. Choose wisely."*

Below this inscription are two rectangular pieces of metal that are currently blank, but as players drop items into the chest they fill with messages corresponding to the text below:

- The compass represents guidance. This compass will lead you towards glory, even when you are unsure of where you are going.
- The book represents knowledge. This book can answer questions that even the greatest historians or scholars cannot.
- The coin represents wealth. Wealth is often synonymous with power and the coin provides a great deal of power.
- The dagger represents choice. A choice of who lives and who dies - for better or worse.

COMPASS OF GUIDANCE

Wondrous item, very rare

You may spin the needle on this compass and when it stops it will be pointing you in the direction you need to go to complete your current objective. Your objective may not be obvious, but the compass shall not lead you astray. Once this feature has been used, it requires a fortnight to recharge.

BOOK OF KNOWLEDGE

Wondrous item, very rare

This book has two hundred pages, but all of them are blank. You may write a single question within the book and the next morning it will be answered. Unfortunately, the book is clever and will often give answers in the forms of riddles or challenges. Once this feature has been used, it requires a fortnight to recharge.

DAGGER OF ASSASSINATION

Wondrous item, very rare

While holding this dagger, you may speak aloud the name of any humanoid while picturing their face in your mind. If that creature is of equal strength or weaker than you, they will die in the next twenty-four hours in a horrible accident and the dagger will crumble to dust. If the chosen target is stronger than you, it will remain intact and they are not killed.

If the players chose the coin, when they open the chest it will be filled with gold, gemstones, and jewelry worth a great deal of wealth (depending on the current level of your party), but make sure it is significant.

ONE-SHOTS

One-shots are adventures that, as the name suggests, are intended to take a single session to complete (an estimated 3-5 hours of content depending on your player's actions). If you are a new GM, these are a great way to try your hand at the craft with a bit of guidance. If you are an experienced GM, these can provide a low-prep night of entertainment for your table or perhaps even incorporate into your own campaign.

Unlike dungeons, these will typically take place out in the world and around NPCs. They may require a bit more improvisational work for the GM, for even though there is a guided story that your players will be following, you never know what they might attempt when the time comes, but that is when you get to flex your creative muscles. The details noted in this section will provide you with all you need to run a successful story for your players and have a wonderful night of fun.

OVERVIEWS

THE AIRSHIP INCIDENT [LEVELS 1-3]

The party starts this one-shot falling from the sky aboard an airship. It lands atop a dense cluster of trees, unable to fly, but not destroyed. Now it is up to them to traverse the nearby wilds in search for the parts that fell loose so they can get back to the skies and continue their journey. Unfortunately, they will have to face ogres, apes, bears, blights, and more to retrieve these missing mechanisms.

THE GREAT COCKATRICE RACE [LEVELS 1-3]

Everyone in the town of Larksville looks forward to the Fall Festival and the cockatrice races! It is always a spectacle to behold and is an opportunity for anyone to earn some wealth and fame in town. One boy named Thomas is ready to rise up to the challenge with his pet cockatrice, Rocky, but after a run-in with some bullies he needs some new equipment if Rocky is going to be ready for the race. It is up to the party to do what is right and make sure Rocky has everything required to be a champion!

IJ'NAMUJ [LEVELS 3+]

This adventure is an exploration in creativity for the GM as the players are invited by a stranger in the center of town to play a board game called Ij'Namuj. With a devilish smile he promises a grand reward if they can complete it successfully. Unfortunately, the game unleashes chaos onto the world around it, causing terrifying weather phenomena, death knights to appear and hunt players, or even causing all of the chickens in town to go rabid and attack. The only way to return things to as they were is to complete the game, so best get to rolling those dice!

THE ROADWAY OF WRATH [LEVELS 3-10]

This one-shot takes place in a post-apocalyptic, steam-punk style of world. Steam-powered vehicles of bronze, iron, and steel are used by most civilizations and competition over areas containing water is heated and frequent in the middle of this expansive desert. In this adventure, the party finds themselves involved in the plot of a woman named Therra to kill off the oppressive overlord of one of these desert villages. The party must steal a group of vehicles - choosing to split themselves between the massive fourteen-wheeled Ravager, the flamethrowing Firestarter, the spike-covered Skewer, and the bomb lobbing Sidewinder, as they flee across the wastelands. They will fight off goblin, kobold, and orc vehicles as the overlord gives chase and eventually faces off against them in a final battle of steel and steam.

THE ZOMBIE GOBLIN OCCURRENCE [LEVELS 1-3]

The people of the town of Kovickstan have been under relentless assault by zombie goblins (which the locals refer to as zoblins) for over a week. The guards are exhausted and drained from constant fighting and the town militia can only hold out for so long. No one is quite sure what is causing this onslaught of zombies, but the townsfolk are hoping this brave new group of adventurers can figure it out and save their town for certain destruction.

THE AIRSHIP INCIDENT

A ONE-SHOT ADVENTURE FOR LEVELS 1-3

OVERVIEW

Our adventurers are aboard an airship by the name of The Veloces Ventus traveling a few thousand feet above the densely forested lands below when they feel a sharp jolt and smoke explodes into the air. "Everyone strap in!" the captain shouts as he does his best to maintain control of the ship, but it is clear they are falling out of the sky.

As the ship starts its fall, pieces are torn free and fall into the forest below. As the rudder breaks free with a loud tearing sound, the ship goes into a spin. The entire crew is holding their breath, gripping so tightly to the railings that their knuckles turn white, but the captain seems to be remaining relatively calm even as they plummet towards the trees below.

Just as it seems their doom is inevitable, the captain reaches over and pulls a large lever, using the full weight of his body just to move it. As he does so, four massive blue balloons explode out of the side of the ship with a powerful explosion and immediately the ship's rate of descent is slowed to a crawl.

The ship snaps through the tops of a few trees before finally settling, sitting atop the canopy of the forest. There is still smoke billowing out of the back of the ship, but it appears that everyone is ok. "A bit bumpy, but I think we are all unharmed, eh?" the captain shouts. "That is, except for my ship!"

BROKEN BUT NOT DEFEATED

The captain, a half-orc named Jorr Scarfang, takes a quick scan of the ship and the engine before returning to the deck to address the crew and passengers. "Looks like we lost some critical components in the descent . . . but if we can get them back, I should be able to get her back in the sky. The aero-magic compression chamber sprung a leak and when that happens it means no more flying! Luckily I always keep a spare!"

"If y'all can give me a hand by collectin' all of those missing parts, I will get to work puttin' on the new compression chamber." He tells the party that the ship lost its rudder, the primary steam valve, the engine's mithril gear, and the condenser orb. He hands the party a spyglass and gestures up to the crow's nest on the ship. "We are still up in the trees, so if you look around you may be able to determine where the debris fell."

The party can spot the following locations:

- A cluster of darkened trees of the northeast whose canopy has been damaged.
- A set of heavily splintered branches to the southeast and another set of similar branches directly south.
- The final item of interest is a rocky outcropping to the west that appears to have recently suffered a rockslide as some pebbles are still tumbling.

The crew of the ship tosses a rope ladder over the edge for the players to use to get down to the ground. They tell them that they can haul anything they bring back up to the ship via a pulley system. The captain wishes them luck and promises a reward if they can pull this off!

THE RUDDER

The rudder is the item off to the northeast in the dark cluster of trees. The party will have to navigate their way there from the ship, but it is a fairly straight path for the first few hundred yards. After that, the forest floor turns soft and dark. It squishes underfoot and the air smells acrid. Off in the distance they see a massive piece of wood and metal that is the rudder sticking up out of this bog.

As the party approaches, the canopy grows thicker overhead, casting the area in deep shadows. Frogs croak and watch from a safe distance, gnats zip around with an annoying density, and there is a deep sensation that they are being watched. The ground turns softer still and sinks in such a way that they cannot progress with any speed - it becomes difficult terrain.

BOGGED DOWN

If the players continue on a straight path towards the rudder, the player up front will place a foot down and feel themselves immediately sink down into the muck. The ground itself seems to jump to life and try to consume them as it pulls them deeper and deeper. The rest of the party will have to maintain a safe distance and pull them free, otherwise they are pulled completely under where they will suffocate.

IF IT LOOKS LIKE BLIGHT AND SMELLS LIKE BLIGHT, IT IS PROBABLY BLIGHT

As the party nears the rudder, movement catches the corner of their eye. There is nothing but dense, thorned, plantlife and small critters in the area, but everyone in the party noticed something move. The party can make a group **Perception check** against the stealth roll of a Needle Blight.

- On a group success, they will realize there is more to this plant than meets the eye. The players can choose to strike first or they can start to back up, at which point more of these living masses of plantlife will make themselves known and attack.
- On a fail, they see no additional movement and something lashes out at a player near the back of the party (facing the other way) and they will need to roll for initiative as they are attacked by Blights!

THE BLIGHT FIGHT

The creatures to fight depends on the average party level.

- **Level 1** - 1x Needle Blight, 3x Twig Blight
- **Level 2** - 3x Needle Blight, 1x Vine Blight
- **Level 3** - 4x Needle Blight, 2x Vine Blight

Once the blights are defeated, the party can move over to the rudder. It is stuck in the muck, but with some **Athletics checks** or the use of some equipment, they can pull it free and take it back to the ship.

THE VALVE

The valve is off to the southeast. It plummeted through a cluster of thick branches, snapping many of them on the way down before crushing into the ground below. The valve is strong, bright steel so it is undamaged and still shining, which has attracted the attention of a few apes living in the nearby trees.

DIAMETRICALLY OPPOSED FOES

As the party approaches, they can hear hooting and hollering and the sounds of branches being broken under foot. A **Nature check** of DC 10 will reveal that these are the sounds of apes and they are clearly excited about something. Soon after they spot the source of these sounds through the trees, two large red haired Apes. They are circling the valve which is laying on the forest floor, pounding their chests and jumping up and down.

There are a few other apes watching from the trees, but they are much smaller than the two down on the ground. They are watching the fight, but have no real interest in participating. The two combatants strike each other, back away, taunt, and repeat. Clearly this is a face-off for ownership of the gear.

GUERRILLA WARFARE

The players can approach this problem however they want. It is possible to retrieve the valve in a number of methods, but I will cover a few options

- Kill them - This is the pretty straight forward option. More apes will leap down from the trees and jump in the fight depending on the average level of your party:
 - **Level 1** - 2 Apes
 - **Level 2** - 3 Apes
 - **Level 3** - 4 Apes
- Bargain - The apes are both protective of the valve, but if the party offers a gift to each of them and uses basic non-verbal communication, they can take the valve. Such gifts include foreign food or other shiny objects, even if they are mundane.
- Trickery - The apes can be deceived quite easily through the use of magic or music. A bard or the like could play some delightful tunes, get the apes distracted, and a rogue can swipe the valve. Or perhaps they create some illusions of bright lights that enchant the apes and allows them to take the valve unnoticed.
- Other options are possible as well. If the players antagonize too much, don't be afraid to have the apes go on the offensive.

Once the valve is retrieved they can return it to the ship and move on to the next task.

THE GEAR

A BROKEN SHIP AND A BROKEN HEART

As the party makes their way directly south they overhear the sound of crying, but not that of a child, of something much, much larger. As they move in closer, they spot an ogre sitting on the ground and trying to smash pieces of wood together. He has tears streaming down his face. "Ick sorry, Ick no mean to!" he wails.

Sitting on the ground just in front of the ogre is the Mithril Gear they need to fix the ship. The party can choose to attack the ogre, getting off a round of surprise as the ogre is focusing on nothing but the pieces of torn up wood in front of him. If they do, have them roll for initiative.

Otherwise, the party can engage the ogre. He looks to the party, not with aggression, but with hope. "Smart people! Help Ick fix!" he says excitedly and holds out the pieces of wood. "Ick give shiny if help!" and points to the gear.

OGRE EXCITED

See Ogre Excited! in the Puzzles section for information on how to help poor Ick!

After the party has helped Ick put his love letter back together, he gives them the gear and goes happily running off to the south. The party can take the gear back to the airship and move on to the next task.

THE ORB

The Condenser Orb fell off to the west near a rocky outcropping. The orb is protected by powerful magics so fortunately it did not shatter on impact. Unfortunately, it seems to have rolled into the mouth of a nearby cave. As the party approaches the cave, they can see the orb giving off a faint blue aura as it absorbs water from the air around it. It is about twenty feet into a cave and the glow it produces sheds light on a set of bears that are also within the cave. The creatures appear to be asleep, at least for now.

The number and type of bears changes depending on the average party level:

- **Level 1** - 2x Black Bear
- **Level 2** - 2x Brown Bear
- **Level 3** - 2x Brown Bear, 1x Black Bear

Now depending on your party's skillset this could go a numbers of ways. It could be as simple as a rogue sneaking up, grabbing the orb, and sneaking out. Doing so will require a Stealth check against each of the bear's Perception checks. Have the bears make these checks with disadvantage since they are asleep. Players can also try to grab the orb with a spell such as Mage Hand, which will require them getting close enough to the cave that they too will need to make a stealth check against the bear's **Passive Perception**, but they won't need to get so close that they are in immediate danger should the creatures wake up.

The other obvious option is to attack the bears from a distance as they sleep and simply kill them. The bears will certainly be surprised by an arrow to the side, so the party should have the advantage if they prepare correctly. They could even use such clever tactics as preparing a large boulder over the mouth of the cave, luring the bears out, and dropping it down on them. Reward your players for any such creative strategies they use to retrieve the orb.

Once they have successfully retrieved the orb and/or dispatched the bears, the party can take the orb back to the airship and move on to the next task.

SOME ASSEMBLY REQUIRED

(If your party took longer than expected to accomplish the other 4 tasks and you are running out of time, feel free to skip this section of the adventure.)

Once all of the pieces have been collected, the party's work is unfortunately not yet finished. As they climb the rope ladder, they can hear the captain swearing from the engine room. Captain Jorr stares at the engine grumbling to himself scratching his thick beard in confusion. "I don't get it, the confounded thing should be working. All of the parts are there." He gives the Condenser Orb a quick tap and watches the energy pulse through the air.

He waits for a moment then throws a hand into the air and shouts, "The mephits!" He spins, runs to the side of the ship, and looks over the edge. "I knew it! The damned devils broke free!" The captain turns to the party and gives a bit of a nervous shrug. "So, my ship is the fastest around, but it is not necessarily because of advanced technology. We use a... well... let's say a technique that is frowned upon in some circles to give our craft a little extra kick. We managed to wrangle a couple Steam Mephits after their nearly destroyed my family's ship. At first we were just gonna kill 'em but then I had the idea to use their abilities to power the ship instead of the old fashioned way. Looks like they busted free of their chamber in the crash. We are stuck in these trees until we get 'em back!"

The captain tells the party to wait a moment and runs below deck. He returns a few minutes later with a few small cages, a strangely shining compass, and a blowgun with some darts. "I got one last task for ya'll if you don't mind!" The compass points in the direction of elemental anomalies, which in this area is just the mephits. The cages have antimagic barriers placed around them that will stop the mephits from using their magics, and the darts have some powerful tranquilizing capabilities. "Knock 'em out or hit 'em with a dart, but don't kill 'em, whatever ya do! We need those blasted little things! I should have the damages to their chamber fixed by the time you return."

THE GREAT MEPHIT HUNT!

The number of Steam Mephits that got free and the number of cages given depends on the average party level (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 1** - 3x Steam Mephit
- **Level 2** - 1x Imbued Steam Mephit (**NEB**), 2x Steam Mephit
- **Level 3** - 2x Imbued Steam Mephit, 2x Steam Mephit

Jorr gives the party 15 darts no matter their level. These darts fire the same as ordinary ones from a blowgun, but on a hit the target must succeed on a DC 13 Constitution saving throw or fall asleep for 1 minute or until damaged or shaken awake by an ally.

The compass leads the party to the northwest. After about a half mile of walking they come up on a rocky outcropping near a cliff. They can hear the sound of running water and thick plumes of steam are rising up into the air, but it is not being produced by the mephits. A quick peek over the edge of the rocks reveals a natural hot spring. Some of the mephits are hovering with the steam, others are relaxing in the waters themselves, and some are even jumping off of a small cliff and splashing into the water.

Show them being cruel little creatures. Perhaps one of them catches a fish and is laughs as it flops about on the ground next to the water trying to breathe. Maybe one has a frog and is causing it to bloat as he fills it with steam. Or possibly they have captured a fairy and are taunting it. You want them to seem deserving of being locked away in a prison powering an airship.

The party can approach this any way they'd like - by trying to pick a few off with darts from a distance before the others notice, forming a circle around the mephits to ensure they can't escape easily, or perhaps ascending the cliff and dropping down on them from above. Either way, it will likely result in battle of some kind.

The party can choose to make their attacks deal nonlethal damage and simply knock out the mephits rather than killing them and causing them to detonate. Once the mephits realize what is going on, they will start to flee from the battle. To be successful in getting the airship off the ground, the party only needs to catch 2 mephits, but the captain will give a larger reward if they manage to capture them all.

(THEY KILLED ALL THE MEPHITS)

The captain is very upset, but is not going to give up on his crew. He will ask where the party found the mephits and when they mention hot springs his eyes will open a bit as an idea forms. He walks out of sight once again as he rummages off in a storage room and returns with three glimmering vials. He says that they will harvest the pure essence of the spring and that will be enough to get them back to civilization at the very least.

BACK TO THE SKIES

Once the mephits have been captured, the party can return to the ship. The captain has repaired the damaged to the Mephit Steam Room. He takes the cages and dumps the mephits in through a hole and laughs as they fly around and try to escape. The mephits use their powers to blast steam at the captain, but the magics in place around the room merely absorb the attack and the party hears the engines sputter to life.

The captain gives a cheer and gives each member of the party a hardy handshake as he thanks them for the help getting his ship running. He asks them to wait up on the deck as he runs downstairs for a few minutes. He comes walking back up with a few rewards for the party. Use the items below or feel free to roll on a random table to distribute loot!

REWARDS

- 50g per player per level
- 4x Bottled Mephit Essence
- 1x Cloak of the Accident Prone

BOTTLED MEPHIT ESSENCE

Wondrous item, uncommon

This magical jar look to be filled with rapidly churning smoke. The edge of the bottle always feels wet, but there is never any liquid present. You may use your action to throw one of these bottles at a point within 30 ft. When the bottle collides with a solid object, it shatters and explodes out with a burst of hot steam. All creatures within 10 ft. of the point of impact must make a DC 12 Dexterity saving throw, taking 2d8 Fire damage on a failed save, or half as much on a successful one. As the bottle explodes, you can hear the distinct laugh of a mephit ring through the air.

CLOAK OF THE ACCIDENT PRONE

Wondrous item, uncommon

This billowing black and green cloak hangs almost to the floor, no matter your height. Whenever you experience a fall of more than 20 ft., this cloak automatically balloons outward and slows your fall to a gentle descent and prevents all fall damage. Once this effect has triggered, it will not occur again until dawn of the next day.

SUGGESTED TOTAL EXPERIENCE

- **Level 1** - 300xp per player
- **Level 2** - 600xp per player
- **Level 3** - 1200xp per player

THE GREAT COCKATRICE RACE!

A ONE-SHOT FOR PLAYERS LEVEL 1-3

OVERVIEW

Your adventurers are in luck! They are stumbling into the town of Larksville just a day before the Annual Cockatrice Race! This event and the revelries surrounding make up a week of pure entertainment for anyone passing through the area.

The town is of medium size with a population close to one-thousand, but during their Fall Festival that number is nearly tripled as people from all around flood in. The air is constantly filled with music and the smell of delicious foods. There is a bard in every tavern and a drunk passed out in every street. Most buildings are hanging red, gold, and orange decorations (the official colors of the festival) and anyone wearing those colors receive discounts on goods!

THE HOOK

As the players are taking in the city and all of its wonder, they spot a group of children taunting a younger boy (twelve years old). The victim is curled up on the ground protecting something as the larger kids throw food, spit, and even kick. They hear the boy scream, "Please, just leave us alone!"

The party can intervene and the kids will back off quickly, otherwise the largest of the group of bullies will give one last kick to the boy and walk away with a laugh, "Like you ever had a chance anyways".

The boy is left curled on the ground, rocking back and forth, and cradling something in his arms. As the players approach they realize it is a cockatrice that he was protecting. There are scraps of cloth, leather, and chunks of metal strewn around the boy. He looks at the party and tries to keep himself from crying in front of these adults.

The boy's name is Thomas and he had no choice but to protect his pet cockatrice: Rocky. Those other children are bullies and destroyed all of his cockatrice equipment! Thomas was finally going to show them all what he was made of at the race, but now he doesn't have any of the necessary gear for Rocky to even race! Perhaps the party is willing to help him? If he wins he will split the prize money with the party - 100 gold for him and 100 for you! (The prize is 300g for a party of level 2 adventurers and 500g for a party of level adventurers).

THE REQUIREMENTS

- A Cockatrice Racing Helmet from the blacksmith
- A Colorful Plume for the helmet from the hat vendor
- A Cockatrice Racing Vest from the tailor
- Nitro-Boost Cockatrice Feed from the town's breeder

Thomas gives them directions to his house and tells them to meet him there tonight if they manage to collect any or all of the items on the list. Even if they don't get everything, Rocky will still have a chance!

THE HELMET

The blacksmith's name is Gerald Firgath and he loves the cockatrice race more than anything in the world. He looks forward to it all year round and loves to root for the underdogs, so if the party tell him about Thomas and Rocky he is willing to help for free... but he is a bit low on some of his special ingredient. It is what allows him to craft such flawless gear every time - Magmin Powder. It is the residue left over after defeating small elemental creatures but he is completely out due to the festival.

Now normally they are only found on the elemental plane, but Gerald has a good relationship with the town Wizard - Hyrocyte. Roughly once a month Gerald will pay a fee for Hyrocyte to summon a squad of these creatures into existence and he will hire a group of guards to slay the beasts and collect the powder for him. Unfortunately, demand has been higher than expected and all of the guards are working overtime already just keeping things in order! Hyrocyte should be at his store near the center of town. Gerald hands them a bag of fifty coins to cover the fee of the summoning ritual.

LARKSVILLE MAGICAL GOODS

Hyrocyte's store is packed with customers and every single one of them wearing a combination of red, orange, and gold to get the ten percent discount plastered all over the windows. There is a smell of gunpowder and sulfur from the small fireworks that he has been selling and children have inevitably set off in the store. Guards are scattered about to prevent those who might otherwise have sticky fingers.

NO CUTTING!

The party can get in line to speak to Hyrocyte who is using some Unseen Servants to check out customers as well, but about halfway through the line a group of people will cut in front of the party and wave more friends over to join them. They all have arms full of goods. The players can either let this happen and stand in line for another fifteen minutes or try and intimidate/persuade these cutters!

DO IT YOURSELF CONJURING

When the party reaches the front of the line and talks to Hyrocyte, he will tell them he has no time to actually cast the ritual at the moment, but he does have a crystal that should do the trick assuming they have the required payment. If they hand over the bag of coins, Hyrocyte will toss them a jagged red crystal and slide a key across the counter.

"Use the key on the door over there," he says gesturing to a stone door at the opposite side of the store. "There is a stairwell leading underground that opens up to a large open pit. Smash the crystal in there and the little vermin will burst right through into our realm. Make sure you fight them down in the pit - I can't risk them breaking any of my equipment!" He turns to help another customer. "And bring my key back or I'll have to kill you!" He says it with a smile but it is very unsettling because it is impossible to tell whether or not he is joking.

YOU'RE MAGMIN ME CRAZY!

Down below is the arena that Hyrocyte spoke of. It is roughly forty feet wide and set ten feet down below the floor and has some faintly glowing runes around the outside. There is a set of handholds to get in and out of the pit. Smashing the crystal will summon Magmin depending on your party's average level. All of the Magmin will spawn down in the pit but they do not have to stay there, so if the players start out of the arena the Magmin will scramble out! If the players break the crystal anywhere but within the arena, it will shatter without summoning because it needs the runes within the arena to focus the magics.

- **Level 1** - 2 Magmin
- **Level 2** - 3 Magmin
- **Level 3** - 4 Magmin

REWARD

Afterwards the battle, the party can get plenty of powder which they can take back to Gerald. He will accept with a smile and gives the party 50 gold for their troubles. He tells them to come back first thing in the morning to pick up the best cockatrice helmet they've ever seen.

THE PLUME

Fiora is the owner of the hat store in town. She is a large, boisterous woman who treats every customer who enters the store as if they were the single most important person she has ever met. She pushes sales using tactics such as "Oh, you really think that one is good enough for someone such as you?" and then offering a more expensive model at a "discount". She is wearing a magnificent Fall-themed outfit with a victorian style black hat with gold ribbons tied around it. She is quite likable and well known throughout the town.

Despite being a smaller town, Fiora has quite an exotic collection of apparel at the ready. She has a few ordinary plumes still available for 10 gold each - the ordinary colors of red, orange, and gold ... but she did just get a plume from a mysterious man that rolled through town for the festivities. It is a massive, plume that looks as if it is ablaze. It shifts between all of the colors of the festival and looks quite impressive. "It is certain to catch the eyes of anyone in the crowd and the judges certainly won't pass it up when it comes to the appearance portion of the competition!"

She tells them that a plume such as this would normally sell for 150, maybe even 200 gold ... but she thinks she could make a deal if the party is interested. She tells them of Kelen, the butcher, and how he just received an incredibly rare slab of owlbear steaks. They are Fiora's absolute favorite, but Kelen is saving all of it for when the nobility comes into town on race day so he can sell it for a massive profit. She wants one of those steaks, as a status symbol as much as a meal to let everyone in town know she is good enough. If they can convince Kelen to give them one of the steaks, the plume is theirs for free! Otherwise, the party can talk her down to a minimum price of 125g and simply buy the plume (*but where's the fun in that?*)

KELLEN'S BUTCHER SHOP

The party walks in and finds the Kelen tidying up a currently empty store. Kelen is a muscular man with a magnificent mustache and a bald head. He stands at 6' 6" tall and wears a bloodied apron (which is totally normal attire for a butcher). The party immediately notices that there are a number of music boxes playing in the store, all with conflicting songs. It is a bit harsh on the ears actually, certainly not something a typical customer would want to hear.

Have the members of the party who are proficient in Perception make a DC 13 **Perception check**. On a success, the party hears some strange squeaking sounds coming from beneath the floor. This is the sound of the rats that infest Kelen's basement, the rats whose presence he is hoping to keep a secret via the music boxes - at least until after the festival. If the party asks about the steak he will decline, saying he needs to see what the nobles are willing to pay for such exotic meat tomorrow. They often set a high starting price and the others offer to pay more for "better steaks" to prove their wealth. He can't miss out on that kind of business.

If the players failed the first **Perception check**, have them make another (also with DC 13). On a pass, they spot a rat in the corner of the room that quickly disappears through a hole in the wall. The party will have to exploit this rat problem for their own gain. Kelen breaks down and tells them that there is an infestation ... big rats, swarms of them ... but he can't get anyone to clean them out with things so busy. He offers the party 100 gold if they can go down to the cellar and take care of them and keep it quiet, but if they request an owlbear steak he will gladly give one of those instead. **He emphasizes they need to keep all the mess down in the cellar so they will need to hurry down and he will close the door behind them!**

AW, RATS!

The cellar isn't particularly large, roughly 30 ft x 30 ft, so the players will be quite confined. As they descend into the darkness they see the first of the vermin skittering off to the sides of the room, but as the first of the party member reaches the bottom of the steps, the rats make themselves well known and strike in packs! They are attacked by Giant Rats, Swarm of Rats, and Monstrous Rats (see below). The variety and amount of each depends on the average party level.

- **Level 1** - 1x Monstrous Rat, 1x Swarm of Rats
- **Level 2** - 2x Monstrous Rat, 2x Giant Rat
- **Level 3** - 2x Monstrous Rat, 3x Swarm of Rats

MONSTROUS RAT

Small beast, unaligned

Armor Class 13

Hit Points 22 (3d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	2 (-5)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages ---

Challenge 1/2 (100 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw. On a failed save, the target is poisoned until the end of their next turn.

REWARD

When all of the rats are taken care of, the party can return to Kelen who will give a quick look around the cellar, give an approving nod, and hand over their reward. Afterwards he will reach under the counter and offer them a large spoon. "This is a Spoon of Purification. Any food you consume using this food will not harm you even if it is poisoned! A gift for taking care of my little problem and incentive to keep quiet about it!"

When the party gives the steak to Fiora she is ecstatic! She will give them each a big hug, enveloping them in her large arms. She runs over, grabs the plume, and gladly offers it to the party and wishes them luck on the rest of their endeavors.

THE NITRO-BOOST FEED

The cockatrice breeder is on the outskirts of the town, directly across the street from the flower store. The party comes up on a small wooden building with a large fence around it and a pasture out back with a dozen cockatrices running around. They spot a seventeen year old boy leaning on his elbow and staring out the window. He seems lost in thought. If the party looks across the street they can see a beautiful, young, red-haired woman watering flowers out in front of the flower shop wearing a yellow sun dress.

It is a quaint little store. As the party approaches, the boy at the window straightens up and moves over to greet them. "Hello, welcome to the Garshin Family Cockatrice Farm! My name's Alfred, how can I help you?" He goes over behind the counter and tries to make himself presentable. "I'm afraid none of the cockatrices we have on hand are for sale right now. All we have left at festival time are the breeders!"

If they ask, his parents are helping prepare the track for the tournament and left him in charge of the shop (mostly to politely send people away). The only thing they have on sale are books labeled "So you're thinking of buying a cockatrice?" and "Don't Worry, It's Temporary!?" as well as vials of anti-petrification powder in a bundle deal with the book.

When the party asks about the Nitro-Boost Feed, Alfred sighs and says, "Sorry folks, the only Nitro-Boost we got left is for our own cockatrice." Like with most of these events, a sufficient amount of gold can solve the problem. If the party offers a significant sum of money (75g or more), he will cave and have no choice but to take the offer. Otherwise, as they are walking away he will call out to them, "Maybe there is something else you could do for me if you want the food!"

NARSELLA - THE GIRL NEXT DOOR

Alfred is in love with Narsella, but he isn't sure if she feels the same way. They have lived next door to each other their entire lives and he is tired of watching her go through all of the wrong potential suitors. He wants some grand romantic gesture to win her heart! Her favorite color is yellow and he knows she has been asking her father for a pet. Alfred and her used to chase lizards around the garden which is what led to his idea - he wants to get her a yellow faerie dragon!

Alfred knows there are some that come around the farm... they enjoy playing pranks on the cockatrice and sometimes even his family... but they are usually invisible so he has no idea how to catch one. If the party could figure out how to capture a faerie dragon he could give them the feed and deal with the consequences from his father.

HOW TO TRAIN YOUR FAERIE DRAGON

Alfred knows faerie dragons are magical creatures so he suggests that the town wizard or perhaps one of the druids or rangers passing through town for information on them. Any member of the party with proficiency in Nature can make a DC 15 **Nature check** to see if they know anything about faerie dragons. Or the party could go to the library in town and find some books on them. There are plenty of ways to find the information, but what they find is the same despite the source:

- Faerie dragons are playful creatures. They enjoy using their innate magics to play tricks on people, but are not typically cruel.
- A faerie dragon is still related to dragons distantly so they are enticed by treasure, though treasure can mean something as simple as a flaky biscuit to a faerie dragon.
- If a faerie dragon takes to liking you, they will make themselves visible.
- The faerie dragons often travel in packs and if they feel threatened they *will* attack.

To obtain a faerie dragon, the players will need to find some sort of treasure, but preferably one that smells good to lure them in. The faerie dragons are out in droves as of late with all of the unsuspecting visitors to prank. It may take longer depending on the kind of treasure the party offers, but eventually a few faerie dragons will show up to investigate. One and only one of them will be yellow.

The party can capture the faerie dragon with a net, cage, or similar trap... but that will cause the others to attack. Be sure to give your players ample warning as to what will happen if they try to use a trap based on their information. The color and number of other Faerie Dragons changed based on the average party level.

- **Level 1** - 1x Red Faerie Dragon
- **Level 2** - 1x Red Faerie Dragon, 1x Orange Faerie Dragon
- **Level 3** - 1x Indigo Faerie Dragon, 1x Red Faerie Dragon

The alternative to trapping is simple friendship. They can offer more food and water to the dragon and eventually it will take a liking to the party. Have the players make a DC 12 **Animal Handling check** once they have started bonding, giving advantage if they did a good job with incentives for the creature. If they fail, the dragon grows suspicious but does not leave and the players can try again after some more interaction. If they fail yet again, the dragons will flee and the players will either have to give up on the food or pay the premium price.

It is possible the party attracts the attention of more than just the yellow faerie dragon. Make the **Animal Handling checks** a bit more difficult, but on a success the party gets itself a pet!

CAN YOU FEEL THE LOVE TONIGHT?

The players can take their new faeries dragon friend back to Alfred who is overjoyed. He gives the dragon a piece of jerky and asks if the party if they can look over the store for just a moment as he presents the dragon to Narsella. The creature hops to his shoulder and he runs out the door.

The party can watch from the store as he goes across the street and gets her attention. He gestures to the dragon and her eyes light up. Narsella runs over and embraces Alfred and introduces herself to her new pet who leaps to her dress and attempts to blend in. They share a laugh and Alfred takes her hand. The party can't hear the words he speaks, but it is clear he is confessing his feelings as Narsella starts smiling and nodding rapidly. Moments later the two share a kiss amongst the flowers.

Alfred comes running back to the store with an ear-to-ear smile that won't go away. "I can't thank you enough! Let me go get that food for you!" He runs to the back of the store and the party hears him shout, "Yes!" loudly from the next room before coming back out with the feed, still smiling. As the party is about to leave he calls out, "If you talk to Narsella she will probably be able to give you a few flowers for free. I told her you helped with her new pet. The judges love being lavished with nice things so it should help you in the competition... or with a romance of your own."

THE RACING VEST

The tailor is an elf by the name of Gyllarion, but he simply goes by Gyl unless in the company of other elves. He has a store called The Silver Needle near the town square. He is incredibly professional, but he knows he is the best at what he does and is not afraid to tell others. He dresses immaculately from head to toe and carries himself with an air of confidence. He also dabbles with magic. Whenever he goes to work he simply conjures up the required tools.

He is fine with making the cockatrice vest as it is one of his specialties, but if they truly want an outfit worthy of a champion they need something that pops; something that will leave the judges and other spectators in awe. They need a yeti-fur vest! Unfortunately, Jarrog, the local hunter, refuses to sell any of his furs to Gyl. Evidently it is "an insult to the animal's ferocity" to be made into fashionable clothing. Gyl shakes his head and this and mutters "half-orcs" under his breath.

He tells the party that if they can get a yeti pelt from Jarrog, he will make them the vest free of charge. He tells the party he will reimburse them for the full cost of the fur assuming it isn't more than 250 gold. If they don't have that much, he will give them a loan but will demand collateral. "Jarrog is a rough and tumble sort of man. He doesn't do well with those who are polite or who seem like they are unwilling to get their hands dirty, so treat him with... I suppose what I would consider disrespect. That being said, do be subtle... he is not my biggest fan."

THE HUNTER'S DEN

The Hunter's Den is a store for all things needed by your friendly ranger. The heads of many animals are mounted on the wall, various types of arrows are scattered about, and general exploration supplies are all available here. It has a dark and primal aesthetic with furs along the ground, a roaring fireplace, and deep brown wooden walls.

Jarrog is a half-orc whose best descriptor would be intimidating. He stands at just shy of seven feet tall and looks as if he could go toe-to-toe with a bear without much effort. His body is covered in scars, his fingernails are embedded with dirt, and his right tusk is broken. Even though he is in the middle of town, he carries a throwing axe and battleaxe with him at all time.

If the party goes right in and immediately asks for the yeti fur, Jarrog will roll his eyes and stomp the floor loudly, "So the elf sends another pet to retrieve his supplies! I have already told the last three of his pawns that I will not see such a powerful creature disgraced by being made into... bedsheets or whatever it is he creates!"

THE FISH WAS THIIIIIS BIG!

The party can browse the items and ask about a few things, perhaps even try a few out. If they wander around for long enough, Jarrog will open up to them and ask them about some of their proudest kills and after a story or two he will proudly announce that he recently managed to take down a yeti out in the forest to the north, using strong exaggeration of detail and making himself out to be the greatest hunter to walk this planet.

If the party lets Jarrog bring up the yeti before asking about purchasing the fur, his suspicions are not present. He does however tell the party that he isn't sure he could part with such a trophy... unless he knew it was going to a set of worthy hunters of course. He looks them up and down and nods. "Tell you what, there is a tiger I have been trying to take down for months now. He is even sneakier than the yeti and I have a customer begging me for a pelt for his lodge. If you bring me that tiger's pelt, we can do a straight trade for the yeti pelt."

Jarrog explains the location of the tiger, how he has been putting out traps and bait for the tiger, but when he arrives the bait is gone the trap isn't even sprung. "He's smart... knows he is being hunted and wants to toy with his prey! A fine beast to best in combat!" he says with a hearty laugh. He gives the party directions to the dense forest just north of town and wishes them luck and tells them to keep their eyes to the treetops.

MORE THAN ONE WAY TO BE SKINNED BY A CAT

When the party heads out to the woods they can pretty easily spot the area Jarrog spoke of. There is a complex net trap setup on the forest floor with a large chunk of meat hanging above it. There is blood scattered all about the area and it is clear the tiger has been here many times as there are also bloody pawprints throughout the area.

The tiger is already here and at the ready, so the party will need to approach with caution. Have the group make **Perception checks** against the stealth roll of the tiger to see if they can spot the beast, but only do so when they get close enough to the clearing that the tiger is possible to see at all. If it is successful is its hiding, it will pounce on a party member from the treetops and the battle begins.

If you have a party level higher than 1, additional foes will arrive on the second round of combat as the tiger calls for help. The enemies they fight depends upon based on the average party level. If the party is level 2 and ends up fighting panthers as well, just have them appear as slightly smaller tigers in game to show that they are not as strong as their primary target.

- **Level 1** - 1x Tiger
- **Level 2** - 1x Tiger, 2x Panther on second round
- **Level 3** - 1x Tiger, 1x Tiger on second round of combat

As soon as the largest of the tigers dies, the others will go running off into the forest, but be sure to give your players full experience for the fight even if all of the cats aren't defeated.

REWARD

When the party returns to The Hunter's Den, Jarrog is impressed with their strength. He agrees to trade them for the tiger skin and also give them their choice of two bear traps, a pair of bolas, or a net trap of their own - a reward for the new up and coming hunters. If the players ended up killing multiple enemies, they can bring those skins in as well and Jarrog will buy them. He will buy the small tiger (panther) skins for 30g each and the second large tiger skin for 80g.

The party can now take the yeti skin over to Gyl who is thrilled. He tells the party that he will get to work immediately and they can return tomorrow morning for the best cockatrice vest they have ever seen!

THE RACE!

NIGHTTIME FESTIVITIES!

The party doesn't need to go directly back to Thomas's house. If you still have time in your night of one-shot adventuring, try to entice them with some carnival games - knocking down the stacked cups with a ball, firing arrows at balloons tied off in the distance, or perhaps they are lured in by a man that simple asks for the party to tell him which cup has a red ball under it after scrambling them. Have your party make whatever skill checks are necessary and give them some fun prizes if they win.

TIME FOR REST

Once the errands are done for the day, they can return to Thomas's house whose family is so grateful for the party's help that they will make them a big meal and offer them their two spare bedrooms. Thomas is a member of the Young family. His father is named Robert and his mother is Meridith. They have been in Larksville for many generations as farmers. They have all kinds of information about the history of the town and the nearby area. If you are dropping this adventure in part of your own campaign, use this to introduce new potential plot hooks.

THE BIG DAY!

Thomas wakes the party up bright and early if they are not already awake. He is already dressed in his finest outfit and has Rocky in a harness attached to a rope. "The big race starts in just a few hours! We need to go get the rest of Rocky's outfit!" he urges the players. His parents already have breakfast at the ready for the players and thank them once again. Rocky runs over and finishes off a bowl of Nitro-Boost feed. The entire family will go with the party to retrieve the finished products.

The party can now travel to Gyl's store - The Silver Needle - to pick up the racing vest and to Gerald the blacksmith to pick up the helmet. Both of these items are incredibly well made, this is clear even to someone unfamiliar with the sport. When everything is assembled, Rocky is looking quite fierce. He wears a dark iron helmet with a fiery plume. The blacksmith even etched an R into the side of the helmet. The vest is sleek and stylish - white with accents of red, orange, and gold. The colors seem to dance as Rocky moves thanks to the incredible long fur of the yeti hide. It makes the cockatrice appear as a blur of speed when running.

RACE TIME!

If the party assembled everything they needed to get, Rocky will win without a doubt. If they could not get all of the items, roll a d20 to determine the outcome. Take the number of missing items x 5 and use that as your target number. If the d20 is lower than that value, Rocky does not win, but Thomas will still be thrilled that he did so well. Hopefully Rocky takes the win, though!

The race itself takes place through half of the town (roughly 300 meters in total length). The streets are all blocked off with short fences and patrons of the festival are crowded up against every inch as the raceway leads through all of the major structures and locations. As the cockatrices approach in the distance, the party sees Rocky distinct above the others with his bright, almost shining plume, and his wavering vest. His helmet looks heavy, but protects from any unwanted pecking attempts from his competition.

Feel free to add some flair to the race - one cockatrice pecking another and turning it to stone, some brave festival goers hopping the fence and jumping out of the way at the last moment, one of the fences giving way under the force of the crowd, etc... but in the end we make it to the far end of town where Rocky (hopefully) emerges the victor. Thomas is there waiting and holds his pet proudly. Everyone is cheering and screaming and he will wave the party over to join him in celebration in front of the entire town. It is hard to hear over the roar of the crowd, but Thomas says through tears, "Thank you so much!" Thomas receives his prize money and he hands half of it to the party without hesitation.

THE AFTERMATH

The party that follows the race is loud, energetic, and fun. The party can engage in dancing and drinking. As the celebration is going, they see Alfred and Narsella dancing together and having a wonderful time. They also see the bullies who were taunting Thomas with they first arrived to town approach the new town champion. Feel free to have this pan out how you see fit:

- Forgiveness between the two groups. Thomas never wanted to fight and is glad to have their acceptance.
- Thomas laughs and sends Rocky after them. They run screaming through the crowd as everyone laughs.

SUGGESTED TOTAL EXPERIENCE

- **Level 1** - 300xp per player
- **Level 2** - 600xp per player
- **Level 3** - 1200xp per player

IJ'NAMUJ

A ONE-SHOT ADVENTURE FOR LEVELS 3+

OVERVIEW

Your adventurers are invited to step up and play a game by a mysterious stranger in the center of town. A seemingly human man is dressed in extravagant clothing - bright yellows and reds with many buttons and flourishes. He has fiery red hair and almost ghostly white skin. His smile is devilish in nature, his eyes a piercing grey, and his skin is without flaw. He is adorned with expensive jewelry and tattoos including three eyebrow piercings, a small flame tattoo on his neck, and earrings bound together by a gold chain. No one in town seems to be surprised by this incredibly out of place individual and if asked they merely brush off the question as if he has always been there (even though he was not there the previous day).

The man has a small tent setup and many tables covered with trinkets and strange talismans. Some look valuable while others appear to be garbage, but they seem to have no particular order of value or purpose. When the party walks by he calls out to them, asking if the brave adventurers would like to partake in a game. He promises it will be quite the good time and if they win he will award them with some fine goods from his shop free of charge! He will not give his name, insisting that they are unneeded in his place of business, same as coins and gems. The only currency he deals in is excitement and risk. He finds entertainment in simply watching adventurers try their hand at his games. With that, he pulls out a board game from under the counter and sets it down - Ij'Namuj is engraved in gold across a fine wooden case.

LET'S PLAY A GAME

He opens the case and places it in front of the party. A set of ivory six-sided dice rest and six game pieces are placed in felt cutouts along the side of the board. The figures are carved out of various rare stones into the shapes of exotic creatures: A coatl, a bullette, a dragon, a golem, a treant, and a kraken. They are small but detailed, likely worth a decent amount of money each. The board itself has six starting points that wrap over one another in a delicate, but beautiful pattern that all lead to a strange black dome in the center of the board. Clouds of dust appear to be swirling within this dome.

"The winner will get a special prize, but you will all be rewarded just for playing... that is unless you all lose," he says with a wide grin and disturbing grin. If the players ask what happens if they lose he will give vague answers and avoid the question as best as possible, simply encouraging them to take a piece from the gameboard and live a little.

When the players select their pieces and put them on the individual starting locations, he speaks again. "One final rule. Once you start the game, you cannot stop until someone reaches the center and says the game's name aloud. Once this happens, all of the excitement of the game shall fade and one of you shall be declared a winner. Are you ready?" He holds out the dice to the nearest player, eyes glowing with excitement.

PLAYING THE GAME

The game is essentially Jumanji. The players select a piece and place it on the board, at which point it becomes attached and will move automatically when the dice are rolled. The first player to move 25 total spaces wins the game and receives a bonus prize. Any attempt at cheating will result in no movement and a punishment to that player (of your choosing).

If the players try to roll in rapid succession to avoid the consequences of the game, the dice disappear as they are about to hit the table and something strange will happen. Perhaps the dice turn gigantic and float up to a nearby ledge, forcing the players to push them down. Maybe they begin glowing and fly in separate directions where they must be retrieved. Perhaps they simply refuse to leave the board for a little while as the excitement unfolds.

After each roll, something new will occur to the world around the characters (based on the table of events below). This event will be shown in the black dome as the dust forms words. While the game is going, the townspeople react how they normally would in the instance of such chaos. Many of them will die, some of your players may even die, but that is all part of the fun. The mysterious shopkeeper watches with a smile the entire time, but refuses to act.

When the game ends, the players will find themselves standing in the center of town with their rewards already in their bags/pockets and no one else having any memory of what happened (since the town / encampment may have been destroyed). Even party members and citizens that died appear perfectly fine, though the party members may be traumatized from returning from death. The tent and the shopkeeper are nowhere to be seen.

Keep track of player's rolls and let them know of their progress. You can make a game board if wish to go above and beyond, but it is certainly not necessary.

RANDOM EVENTS

Either choose random events from the list (marking them off as they are completed) or choose a specific order for the events to occur. It may be more fun to throw environmental effects early on to spread out the party and make it a constant scramble to pass the dice along to the next person, but the fates may also create a scenario equally as entertaining. Feel free to add your own items to the table!

Make sure to be cinematic with your descriptions. Play it out as if it were a scene in a movie and your characters are the star, since that is essentially what is happening. Put them at great risk, make them choose between friends, kill townsfolk in front of them - whatever it takes to keep the game interesting. Create desperation to get the next dice roll and force them to use their unique skillsets to handle the various situations. Split the party, both literally and figuratively.

And be sure to have fun tearing asunder your finely crafted city and killing off your player's favorite NPCs!

RANDOM EVENTS

Rhyme

Event

See them slither, hear them hiss. The venom is vile, keep away from their kiss.	Swarms of snakes appear from every direction, slithering from beneath tables, out of cracks in the street, and even out of the clothing of citizens.
The furniture trembles and structures shake. Avoid the cracks, for the ground now quakes.	The area comes under the effect of a powerful earthquake.
Now you see me, now <i>you</i> don't. I know where I am, but where did you go?	Teleport all players 1d10 x 20 feet from the game in a random direction.
Surrounded by heat, panicked and terrorized, it all burns to the ground, as flame rains from the skies.	The town is afflicted by a firestorm.
Fear their flapping as they mock you and murmur. This blotch of black defines the word murder.	A murder of crows attack any and all. They crash through windows and swam relentlessly. Their pecks deal light damage, but their numbers are great.
A mark on your head from the roll of the dice. The assassin is skilled and your head is his prize.	A skilled rogue assassin hunts the rolling player. An arrow will fly into a nearby structure moments after the message appear and reveal this foe. He will hunt his mark until killed or the game ends.
Not with malice and not with spite. These playful tricksters unleash their might.	A swarm of pixies come into existence and bring chaos. They cast no damaging spells, only things like sleep, color spray, fog cloud, etc... They will also do their best to steal the dice from the players.
Their sting is deadly, the pain is immense. The swarm is upon you, and their hate is intense.	Wasps burst from nearby buildings and begin to swarm. They primarily go for citizens, hunting them and trapping them in terror and pain. The party can try to help or let them be subjected to this awful death.
The sky turns black, the rivers run high, once the downpour's upon you, nowhere is dry.	The area comes under the effects of a powerful monsoon. The area is flooded in mere minutes so the players will have to find high ground. The rain is thick enough to lightly obscure all vision.
From the shadows he skulks with his sword and his shield, his armor is dark and it's death that he deals.	A mighty knight in black armor arrives and challenges the rolling player. He will hunt them until he is defeated or the game ends.
Get to high ground and keep the fire bright, for soon the ground will be covered in white.	The area comes under the effects of a blizzard. It stacks up multiple feet in minutes. All areas become difficult terrain and players may need to make Constitution checks or take levels of exhaustion as they travel through the snow.
Skin turns to fur, form your fear for the cat; for soon you'll resemble both a man and a rat.	The rolling player turns into a wererat over the next minute.
You're next on his list, of souls he's the keeper. One look at his scythe, and you shall fear the reaper.	A reaper with a massive scythe steps through the shadows and attempts to harvest the soul of the rolling player. He will hunt them until he is defeated or the game ends.
Structures offer security when they stand safe and stand sound, but defenses deal death when the walls tumble down.	All buildings in the area begin to collapse in on themselves. Some have their walls fall outwards, some sink into their basements, some simply have the roof crash in. Perhaps a nearby church has its tower come crashing down and the players have to roll out of the way or be crushed.
Free from the coop and its vengeance they need, now its poultry's turn to bite the hand that feeds.	All of the chickens in town go rabid. They attack anything and everything nearby with unnatural persistence, going for the eyes first if possible.
Silent they stand, sentient but still. Now they can dance, what a joy what a thrill!	Nearby objects come to life and attack as per the Animate Objects spell. Chairs are not happy about people sitting on them, tables don't care for all of the spilled drinks that soak into their wood, and beds . . . they have endured unspeakable things. Attack!
Out of the Hells he wields the whip and the flame. One swipe of his sword and several lay slain. A god, an immortal, the ender of men. All names are accurate - Now rise, great demon!	A balor crawls out of a fiery fissure that tears open in the center of town. It seems to have no real quarrel with the players, but he will begin a rampage, destroying everything in his sight. Use him to cause environmental dangers for your players or to force them to run as he approaches their area.
Free from the force that facilitates falling, soon you shall soar from the floor to the ceiling.	Gravity is reversed within a 30 ft of the game's current location for the next minute. (The area does not move with the game).
Freedom's a fallacy . . . confinement is fine, but the game grows angsty and fast can it fly.	The game grows wings and attempts to fly away. These last for the rest of the game or until they are removed.

RANDOM EVENTS

Rhyme	Event
They grind through the ground, grand and gigantic. Allied and aggressive, avoid these ant's antics.	A swarm of giant ants appear with their only purpose being to take the game back to their queen. They will escape into intricate tunnels beneath the town if they get the game and will defend it with their lives.
Entombed an eternity, now enraged and awake. His body is bandaged but your bones he'll still break.	A mummy lord rises and begins to haunt the rolling player. He will hunt them until he is defeated or the game ends.
From this deck you draw doom, draw dreams, draw desire. Cards create chaos, create confusion, create crossfire	A Deck of Many Things appears in the hand of the rolling player. They must draw at least one card before the game can continue.
The looming storm may seem mysterious and exciting, but along with the clouds come thunder and lightning.	If the active player is outside, they are immediately struck by lightning. Have them make a Dexterity saving throw against the damage of the spell (using a DC and damage appropriate for the party's level). If they are inside a building, they are struck the next time they go outside.
This may seem manageable, but minds are most meek. When its workings are wrenched, what wreckage you wreak.	The game unleashes a Confusion spell on all players (with a DC appropriate for your party's level).
See your surroundings, soak in your perspective, for soon you shall shrink, your strength ineffective.	All players decrease in size by one size category until someone rolls doubles.
Communication is key, but quickly it quits. Can you keep your composure sans questions or quips?	The rolling player is silenced until someone rolls a 7.

THE REWARDS

Given that this is an open ended one-shot, it is difficult to make suggestions, but given the nature of the creature that asked them to play, I would suggest items that are inherently random or cause chaos. Perhaps even an item rolled with both positive and negative benefits from the first Toolkit. Of course give all of the players gold (whatever is appropriate for your party). Finally, when the it's all over, all players have a necklace with the piece they used during the game attached to it as a reminder.

THEY DIED

If the players died (which should be a strong possibility depending on their luck), they will all awake on the floor of a local tavern. If they ask someone what happened, they will be informed that they came in, started drinking the strongest alcohol in the house, then all passed out around the same time. They will have full memories of what happened and in the game and will all be wearing a necklace with their game piece attached and a red 'X' painted upon it.

There is no other punishment beyond the shame of defeat.

UNLEASH YOUR CREATIVITY

There are twenty-five events listed above, but larger groups do have the possibility of going through them all without finding a winner (though they would likely be dead after such an onslaught), but if you feel the need for more events then add to the list! Perhaps one player has a deep fear of bullywugs, well an army of them can come storming through the gates! Perhaps you want to recreate the stampede scene from the movie or the giant attacking plantlife. The only thing that matters is that your players have fun and no one knows what makes a good session better than their own GM!

THE ROADWAY OF WRATH

A ONE-SHOT FOR PLAYERS LEVEL 3-10

OVERVIEW

This one-shot takes place in a post-apocalyptic, steam-punk style of world. Steam powered vehicles of bronze, iron, and steel are used by most civilizations and competition over areas containing water is heated and frequent in the middle of this expansive desert. In this adventure, the party finds themselves involved in the plot of a woman named Therra to kill off the oppressive overlord of one of these desert villages. The party must steal a group of these vehicles - choosing to split themselves between the massive fourteen-wheeled Ravager, the flamethrowing Firestarter, the spike-covered Skewer, and the two-wheeled vehicle known as the Sidewinder, as they flee across the wastelands. They will fight off goblin, kobold, and orc vehicles as the overlord gives chase and eventually faces off against them in a final battle of steel and steam.

There will likely be a great deal of chaos - people leaping onto vehicles, being rolled under them, or performing risky but entertaining maneuvers... make sure to embrace these and turn them into amazing scenes. It is more about having a great time than it is about following the rules, especially in this particular one shot.

THE HOOK

The party starts out in the middle of a desert city called Millerton, a massive expanse of buildings with citizens who live a wretched lifestyle. Water is needed to power the steam vehicles, meaning less and less for folks to drink as prices get higher as the resource becomes more scarce. Most people here are on the brink of dying of dehydration, often going over a day without water. Many die from this - slow, agonizing deaths. Showers are a concept only for the incredibly wealthy, so there is a potent smell in the city as well.

The party wanders the town for a few minutes, going past beggars and street urchins until a woman fully wrapped in desert garb pulls them into a side alley. She is finely dressed compared to most others in this town, a set of thin clothing with multiple belts wrapped around her waist and chest. She has fiery red hair in tight braids that are twisted into a bun. Thick brass goggles cover her eyes and she has a crossbow slung across her back. Unlike many who are sunburnt with cracked skin, she is pale and covered in freckles, though these are mostly covered by her garments.

"Listen, there is about to be an incident in town and we need some strong fighters and good drivers. You lot seem capable unlike most of the people in this town who are at death's doorstep. How would you like to help take down Overlord Orbis and free the city of his tyranny?" She explains that most people are weak and fragile, so she has been waiting for a few days for a group of adventurers to roll through town - someone who can actually fight! She is a fierce woman, not hesitant to talk about those she has slept with or those she has killed. She doesn't accept hesitation or cowardice and will berate anyone who seems to express weakness.

She introduces herself as Therra. She is one of the drivers who goes out to find new oases out in the desert and bleeds them dry of their water, which means she has access to keys and the garage where the vehicles are kept. "Orbis has a pet iguana he calls Koros, loves it more than anything in the world. It might be the only thing he loves... more than all of his concubines, his wealth, and his vehicles. We are going to steal it. We can lure him out of the city using the lizard. He will ride out for his pet personally, I know it. He will be vulnerable... we can kill him!" she says with a smile. "Probably a good deal of gold and power in it for you as well."

CATCH A RIDE!

Therra leads the party further down the alley and opens up some large clay pots. Within are some disguises to make them appear as ordinary drivers so they will go unnoticed in the garage. She has them follow her to a massive metal building, passing by a dead body lying out in the heat as they do so. She leads them through a side door and walks up to a titan of a vehicle with a smile on her face. If anyone asks why there are no guards in the garage, she informs them that she had some of her friends stop by to "distract" the guards for a while when she saw new potential drivers approaching.

"I swiped the key to this earlier. It's for that monster of a vehicle over there: The Ravager." The vehicle has fourteen wheels and is just over fifty feet long and twelve feet high. The entirety of it is covered in thick metal plates, including a doubly reinforced cabin. About two-thirds of the vehicle is a large cylinder filled with water - worth close to a thousand gold here. It is attached to the actual vehicle by a pivoting piece of metal, allowing for a bit more maneuverability, though not much. Above the driver's cabin is an armored platform with a large sparking orb on a pedestal at its center. On the back of the water tank is a arbalest with plenty of ammo in a nearby compartment. Collapsible walkways go all around the edge of the tanker, allowing for defense against bandits. At the front of the vehicle is a massive wedge to crush through any obstacles that dare stand before this beast of steel and iron. The Ravager also comes with harnesses for passengers to wear and on the top of the truck are thick chains they can hook up to so they don't go flying off if the truck hits a sand dune.

"The Ravager can hold up to ten, but requires at least two to operate effectively. We will need it if we want to take down Orbis. It is the biggest, baddest vehicle in his fleet. Hell, in the entire desert as far as I know." She looks around the area and points to the other types of vehicles. "Couldn't hurt to take a few others though." Give the party general descriptions of the other vehicle types (*listed below*) and let them choose how they want to assemble their caravan. Therra will drive The Ravager but it needs at least one person on back to fire the weaponry. Give each player a printout of their vehicle's abilities. Make sure to have multiple printed out for each vehicle type so the drivers and passengers will all have access to their abilities at all times.

"The vehicles are all linked up with magical communication spheres. You spin them until they are a certain color and each other vehicle with a matching color can speak with you freely. We will communicate using teal. They should each have a repair kit in them as well so we can patch up our rides if they get damaged." *(Each vehicle comes with a one-time use repair kit that can restore 50 hit points to a vehicle during a short rest. The Ravager has three kits.)*

PRECIOUS CARGO

As the party is inspecting the vehicles, another woman comes running into the building, breathing heavily and looking terrified. She is a beautiful woman with bleach blond hair. Her entire body is a canvas for tattoos and they cover over half her body it seems. She is grasping a large blanket tightly in her arms. "Viana, did you get her?" Therra asks, running over to this woman who nods frantically and pulls back part of the blanket to reveal the head of an iguana. "Excellent work! Go put her in The Ravager and get out of here!"

SMALL PARTY?

If your party has only 3 players, Viana will choose to tag along as well, driving one of the secondary vehicles and giving the players the opportunity to do most of the combat oriented roles. Have the party choose one player to control her actions and another player to control Therra's actions. She has AC 14 and 25 hit points. She is a daredevil and loves explosions, so make sure she lives up to those desires and make the players want to keep her alive.

VEHICLE COMBAT

Vehicles operate fairly similar to normal combat. The driver of the vehicle rolls for initiative and each occupant of that vehicle acts simultaneously. To keep things streamlined, determine an order of action for each vehicle (i.e. driver, passenger #1, passenger #2) and stick to that for the entire adventure if possible.

The driver is the one who decides where the vehicle moves. They expend all of their own movement to move the vehicle a distance up to its speed. Given that this is exciting vehicle combat, it is assumed that a vehicle is always moving forward and this extra movement is used for maneuvering and repositioning on top of that. The only time a vehicle would not be moving is after being flipped or destroyed, at which point they will quickly be left behind in the desert. If a vehicle wishes to come to a complete stop, it requires some distance to do so. This distance is equal to 100 - vehicle's speed, so a small vehicle like the Sidewinder can stop in 30 feet while the Ravager needs 70 feet to stop. This matters when things like traps are thrown in front of a vehicle.

Unfortunately, many vehicles are so large that they cannot perform precision maneuvers. A vehicle with a Max Turn value of 360 degrees can perform a full circle of turning during their movement, whereas a vehicle with 90 degrees of movement can only turn a quarter circle. Because of this rule, it is important to denote orientation of your vehicles if you use a battle map since mobility is one of the most powerful components of the smaller vehicles.

Unfortunately, the smaller vehicles are more susceptible to being shoved or flipped. This is indicated by the Reposition DC. When another vehicle uses an ability that requires a Reposition check, the driver of that vehicle rolls a d20 (with no modifiers) and must match or exceed the Reposition DC or have their vehicle moved against their will. Drivers of the small vehicles should consider this when deciding how to attack and where to end their turn.

INTO THE DESERT

Once everyone has selected their vehicles, Therra hops up into the Ravager and straps herself in. She looks over to her passenger and gives a nod before pressing an oversized red button. Moments later the main door to the garage begins to swing open. The Ravager roars to life, deafening everyone else in the area with its power. Steam erupts into the air and the sound of churning metal rings out to accompany screaming engine. A smile crosses Therra's face as she slams a foot on the pedal and the titan of a vehicle goes storming out into the street as peasants scatter out of its path.

As the vehicles fly through the streets, the party spots Orbis for the first time. He is standing on the edge of a massive sandstone structure, wearing clothing far too thick for the heat of the desert, and pointing a long spear at The Ravager. On the ground, dozens of soldiers in dirtied leather armor sprint towards the garage. The party makes it safely out of the city and into the blistering heat of the desert.

HOT PURSUIT

They drive into the desert at top speed, but a massive cloud of dust rises behind them as a fleet of vehicles take chase. Therra gives instructions to the group via the communication sphere. "We can't take them all on, even with The Ravager. We are going to lead them through some of the local tribes. First up is the Pools of Black - goblin territory. Make sure not to run into the pools and be careful with any flames."

THE POOLS OF BLACK

After half an hour of driving, the cloud of dust still looms. Up ahead, black pools of liquid begin to scatter the landscape. These are pools of oil. Therra speaks through the orb. "It's a useless substance as far as we can tell. Burns fast but that's about it. Hopefully their less experienced drivers will get stuck!"

A small village appears off to the east. The huts are small but plentiful, at least a hundred of them in total. Therra smiles at this sight and pulls a chain in the cabin of The Ravager that lets out a deafening whistle, "We are going to have some company soon!" and sure enough, nearly thirty vehicles appear from behind the sand dunes. For a moment things look grim, but nearby all of them turn to engage Orbis and his caravan... but not all.

GOBLIN RAIDERS

These are goblin vehicles. They are all fairly small, holding one to two passengers. They are also quite simple. It is clear that they are primarily assembled from the scraps of other broken down vehicles that the goblins scavenged. They did however feel it necessary to decorate their vehicles with hundreds of spikes. Each and every one is completely coated in sharpened iron, making any boarding attempts an incredibly painful endeavor.

The types and number of goblin vehicles depends on your party size:

- **3/4 Players** - 2x Hedgehog, 3x Fire Beetle
- **5 Players** - 3x Hedgehog, 3x Fire Beetle
- **6+ Players** - 3x Hedgehog, 4x Fire Beetle

BATTLE TACTICS

The goblins are incredibly aggressive and not the smartest group around. Their vehicles are small and mobile and they will use that to their advantage. The goblins will stay as close to the player vehicles as possible, trying to surround The Ravager if possible. The passengers in the Hedgehogs will jump onto The Ravager and fight from atop the tanker. The goblins are not afraid to give their own lives to cause mayhem if it is for the good of the tribe.

THE CHASM

Once the goblins are dispatched, Therra turns the vehicle a bit more to the east. "Hopefully the goblins will have taken out some of their forces, but certainly not all of them. Our next stop is the chasm up ahead! The place is riddled with kobolds. The chasm is quite narrow so Orbis's numbers will give them no benefit. We still have a ways, so get comfortable." By the time they arrive it is the edge of nightfall, so the kobolds have come out of their caves and go on the hunt without fear of the sunlight.

As the party enters the ravine, a large rockslide comes down upon them. Have each driver make a DC 13 **Dexterity saving throw**. On a successful save, they manage to steer their vehicle clear of the falling boulders. On a failed save, the rocks come crushing down on their vehicle, dealing 18 (4d8) bludgeoning damage but they are fortunately not buried beneath them.

THE KOBOLD SWARM

As soon as the rocks have settled, the roar of other engines begins to surround the party on either side. Strange vehicles begin moving along the cliffs. There are some short and slender vehicles with two wheels, similar to the Sidewinders. Inside each of these appears to be a single kobold laying on its stomach, hands upon the controls in front of it. These appear incredibly mobile and leap through the cliffs with ease. They are covered in armor that takes the appearance of scales and are painted blue, white, red, green, and black. The front of them are also decorated with eyes and teeth, so each of these cycles have the appearance of small dragons. As one of these cycles ramps up over a portion of the cliff, a set of wings burst from the side of it and helps slow the vehicles fall so it lands gently on the road below.

Along with these two-wheeled vehicles are some small four wheeled vehicles as well. These each appear to contain two kobolds, but one of them is sitting on a smaller elevated seat that hangs off the back of the vehicle. They have armor plating and paint jobs that match the other vehicles, but their arsenal of weaponry is different. The front of these vehicles form a ramp that could flip another vehicle quite easily if they approach at the correct angle. There is a crossbow mounted next to the kobold in the backseat and two small flamethrowers mounted on either side of the front of the vehicle. It is clear they were also going for the aesthetics of a dragon and they certainly succeeded.

The types and number of kobold vehicles depends on your party size.

- **3/4 Players** - 3x Salamander, 2x Red Dragon
- **5 Players** - 3x Salamander, 3x Red Dragon
- **6 Players** - 3x Salamander, 4x Red Dragon

BATTLE TACTICS

The Salamanders stay up close and personal, spraying vehicles and players with their flamethrowers and using their kamikaze ability to deal massive damage. The Red Dragons stay a bit further back, launching their passenger kobold onto the Ravager on the first round of combat as they appear. The others stay back, using their crossbows to pepper down the vehicles until someone moves in to engage. The vehicles are weak, but they make up for that by swarming the passengers of the Ravager with a small army of kobolds.

WE CAN'T STOP HERE, THIS IS ORC COUNTRY!

Once the party is clear of the ravine they are back into the desert, but the sand through this portion is much darker, almost black in some areas. "One last hit and they will be weak enough for us to take out the rest of their fleet! There is no way they can call for backup this far out!" Therra shouts over the communication sphere, clearly getting excited now that victory seems to be a real possibility. "I will spill Orbis's blood tonight!"

After ten minute of driving the cloud of pursuers once again appears behind them, and even though their numbers have been heavily reduced, there is still far too many for their small group to go up against. Up ahead Therra points to a large cluster of trees, quite the rarity in this portion of the world. "The Orcish Oasis. We pass by there and they will send an entire fleet! We turn around up there and drive straight back toward Orbis and his men. The enemy of my enemy is my friend!"

As the party approaches, they see flashes of colors explode in the sky, clearly some sort of magical alert. First blue, then green, and finally red. And as soon as the first of the red flashes erupts in the sky, the roar of new engines screaming to life also fills the air and Therra screams through the sphere - "Now! Turn as hard as you can!" as she starts to whip around The Ravager with enough force that it lifts on two wheels for a moment.

A look out the window reveals the full horde of orcish vehicles emerging from the comforts of the oasis. These are much more advanced and impressive than the goblin and kobold vehicles and their numbers are also much more plentiful. They have vehicles that hold four full grown orcs with six wheels, roll cages, thick armor along the sides, and pivoting large crossbows on the back. On the side of some of these vehicles are large metal baskets that each hold an orc. As the vehicles approach these side seats extend up to eight feet out, allowing the orcs to swing their powerful greataxes while another portion has a protected platform that holds an orcish spellcasters who rains fire down on their foes.

None of these things compare to the vehicle at the back of the pack, however. Therra looks over her shoulder at the orc onslaught and her eyes go wide. "Well... that's new!" It is a vehicle that appears to be an orcish equivalent of The Ravager. Its size is a bit smaller, but only by a few feet. It is holding a small army of orcs. The front of this vehicle is a pair of twisted metal jaws with plenty of power behind them. A large harpoon launcher is mounted on either side of the vehicle. There are small walls for cover along the top walkway and dozens of javelins can be seen resting in strapped down barrels with explosives tied to the end of them. There are also strange mechanical contraptions mounted that seem to be holding rapidly spinning discs. It is a terror to behold.

CLASH OF THE TITANS

They fly through the desert, kicking up dark sand in waves as enemies close in from both sides. Finally, when the party is less than a minute from running into Orbis and his drivers, Therra turns the vehicle hard to the left. She looks back to see if he plan worked, and sure enough, almost all of the orcish vehicles continue straight towards the larger swarm of vehicles. Unfortunately, the Orcish Demolisher curves to follow the party. "Guess they think they need the big guns to take out The Ravager... not ideal but we will have to make it work." A few vehicles from Orbis's squad also turn to follow them, but many of them also drive to meet the orcs head on.

The orcish vehicles slowly catch up to the party, their wheels designed to handle this sand better than the human vehicles. The types and number of orcish vehicles depends on your party size.

- **3/4 Players** - 1x Raider, 1x Marauder, 1x Demolisher
- **5 Players** - 2x Raider, 1x Marauder, 1x Demolisher
- **6 Players** - 1x Raider, 2x Marauder, 1x Demolisher

COMBAT TACTICS

The orcs are relentless in their assaults. The Raiders will get ahead of the enemy and use their axes to cut them to shreds, or use their oil slicks to allow their more powerful vehicles to catch up and do some damage. The Marauders will stay as close as they can, using their extending basket to try to attack passengers directly and waiting for an opportunity to hit the vehicle broadside and cause it to flip. The Demolisher goes after the weaker vehicles first, attempting to clamp down on them with its fearsome steel jaws and destroy them utterly.

NO REST FOR THE WEARY

Once the orcs are dead, the party doesn't have any time to relax, as the human vehicles are right behind them and as powerful as The Ravager is, it can't outrun smaller vehicles. They look back and see Orbis in his personalized vehicle: The Monarch. It isn't nearly the size of The Ravager, but it is still larger than most. The wheels are the most notable portion, as they are five feet high and allow the vehicle to handle any terrain with ease. These wheels also have spinning blades protruding from their center, so if Orbis presses up against another vehicle it will brutally shred through their armor. The vehicle is heavily defended except for one portion of the window which is made of thick glass and through this they can see Orbis's death stare.

As Therra sees his vehicle close in, she takes the iguana and throws it out the window, causing it to splatter against the windshield of the Monarch which sends Orbis into a complete rage. "Come and get me, you bastard," whispers Therra.

Of course, Orbis does not travel alone. He has some other drivers alongside him as he approaches. The types and number of human vehicles depends on your party size. All of these vehicles are piloted by creatures using the stats of Thugs except for Orbis who uses the stats of a Veteran. (If your players are much higher level, feel free to adjust these creature types to be more appropriate and give a challenge.)

- **3/4 Players** - 1x Sidewinder, 1x Firestarter, 1x Monarch
- **5 Players** - 2x Sidewinder, 1x Firestarter, 1x Monarch
- **6 Players** - 1x Sidewinder, 1x Firestarter, 1x Skewer, 1x Monarch

COMBAT TACTICS

These vehicles are almost all the same as the ones the players are driving and will employ many of the same tactics. The kicker is that the players have The Ravager, which is still the biggest, baddest vehicle in the desert. The Monarch will constantly deploy barricades to interrupt the movement of the players vehicles so the others can swarm in and attack while doing its best to harm the Ravager enough to get to Therra in the driver's seat.

THE AFTERMATH

When Orbis dies, the other drivers will give up immediately if they are not already dead. Therra will scream with joy as she leaps from The Ravager and runs over to Orbis's body (probably laying in the sand at this point) where she spits on it and delivers a sharp kick to his ribs, though of course he does not react.

When the party returns to Haven, the people of the city are overwhelmed with joy. Therra is declared the new ruler as all of the other goons of Orbis are beaten and murdered in the streets (these people are as ruthless as the person who ruled over them). She opens up the tank of The Ravager and begins distributing water to everyone as the cheers of the now free people ring throughout the city. The players are honored as heroes amongst the people and are invited to stay. It is a one-shot, so have them end things how they see fit - stay and live in luxury or continue to journey through the desert in search of others in need of aid.

PLAYER VEHICLES

THE SIDEWINDER

Medium vehicle

Armor Class 15

Hit Points 50

Speed 80 ft.

Max Turn 360 degrees

Occupants 1

Reposition DC 16

Quick Maneuvers Thanks to the incredible speed of this vehicle, the driver has advantage on all Dexterity saving throws.

Unprotected The driver of this vehicle does not have cover from attacks and has vulnerability to damage from flipping.

Actions

Multiattack. The driver of the vehicle can make two bomb and/or flashbang attacks.

Launch Explosive Bomb (at vehicle). Fire a bomb in a 30 ft. line directly in front of The Sidewinder. The driver of the first vehicle in that area must make a DC 12 Dexterity saving throw. On a failed save, their vehicle takes 7 (2d6) bludgeoning damage and 7 (2d6) fire damage, or half damage as much on a successful save.

Launch Explosive Bomb (at creature). Fire a bomb in a 30 ft. line directly in front of The Sidewinder. The first creature in that area must make a DC 14 Dexterity saving throw. On a failed save, they take 3 (1d6) bludgeoning damage and 7 (2d6) fire damage, or half damage as much on a successful save.

Launch Flashbang. Fire a bomb in a 30 ft. line directly in front of The Sidewinder. The first creature in that area must succeed on a DC 12 Constitution saving throw or be blinded until the end of their next turn.

Steam-Powered Piston Jump. The Sidewinder is launched 10 ft. in the air. You may use this ability as a bonus action.

The Big One (1/Day). Release a massive bomb into a vehicle directly below The Sidewinder that detonates after a few seconds. This bomb obstructs the vehicle if released while on the ground so can only be used mid-jump. All creatures in the target vehicle must make a DC 14 Dexterity saving throw, taking 27 (5d10) bludgeoning damage and 27 (5d10) fire damage on a failed save, or half as much damage on a successful one. Vehicles take double damage from this attack.

THE FIRESTARTER

Medium vehicle

Armor Class 13

Hit Points 80

Speed 60 ft.

Max Turn 180 degrees

Occupants 1

Reposition DC 13

Ejecting Seat. Whenever the vehicle is destroyed or whenever the driver uses their reaction to eject, the driver's seat will be launched into the air. The seat flies 50 ft. straight up and deploys a parachute. If the vehicle has another vehicle grappled, the driver's seat will remain attached via a cable and the seat will continue to float 30 ft. above the ground. Otherwise, the driver will descend safely to the ground after two rounds.

Driver Armor. The creatures operating this vehicle has half cover from all attacks.

Extra Armaments. Under the driver's seat is a light crossbow and 20 bolts.

Actions

Multiattack The driver of the vehicle can make one attack with the flamethrower and launch or retract the grapple.

Flamethrower. Let out a powerful burst of flame in a 15-foot cone directly in front of the vehicle. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Vehicles caught in the flames always take 10 (3d6) fire damage.

Launch Grapple (at creature). *Ranged Weapon Attack:* +5 to hit, range 50 ft., one creature. *Hit:* 9 (2d8) piercing damage and the target is grappled (escape DC 13). Hit or miss, the grapple must be retracted before it can be used again.

Launch Grapple (at vehicle). *Ranged Weapon Attack:* +5 to hit, range 50 ft., one vehicle. *Hit:* The firestarter becomes attached to the target vehicle and is unable to move more than 50 ft. away from it. Hit or miss, the grapple must be retracted before it can be used again.

Retract Grapple (from creature). The grappled creature must make a DC 13 Strength saving throw. On a failed save, the target is ripped from their location by the grapple and pulled directly into the front of the firestarter. They take 27 (6d8) bludgeoning damage as they smash against the front of the vehicle. On a success, the target is not pulled, but the grapple rips from their body as it retracts, dealing 14 (4d6) piercing damage.

Retract Grapple (from vehicle). The grapple closes and pulls free from the currently grappled vehicle and returns to the firestarter.

Floor It! The vehicle can move double its normal speed in a straight line this turn.

Reactions

Eject. The seat and driver are ejected from the firestarter.

THE SKEWER

Large vehicle

Armor Class 15
Hit Points 120
Speed 40 ft.
Max Turn 90 degrees
Occupants 2
Reposition DC 8

Roll Cage. The Skewer cannot be flipped.

Driver Armor. Passengers of this vehicle have three-quarters cover from all attacks.

Spiked. Any vehicle that strikes this one from the front or back takes 10 points of piercing damage.

Driver Actions

Spiked Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one vehicle. *Hit:* 16 (3d10) piercing damage. If this attack hits an enemy vehicle from the side, that vehicle must make a Reposition saving throw. On a failed save, the target vehicle is shoved 10 ft.

Maneuver Piston. Attempt to ready a flip maneuver against a vehicle within 10 ft. of the right side of The Skewer. The driver of the target vehicle must succeed on a DC 12 Dexterity saving throw or the piston is moved into place underneath the target vehicle until the end of your turn.

Floor It! The vehicle can move double its normal speed in a straight line this turn.

Driver Reactions

Hooked Nets (3/Day). Launch a large hooked net in a 30 ft. line directly behind The Skewer. The driver of the first vehicle in this area must make a DC 12 Dexterity saving throw. On a failed save, the vehicle is enshrouded by the net which digs into the ground and halves that vehicle's speed until a passenger of that vehicle uses their action to cut themselves free.

Passenger Actions

Multiattack. The passenger of The Skewer makes a poisoned dart attack and a flip piston attack if possible.

Poisoned Darts. Launch poison darts in a 30 ft. line on either side of the vehicle. The first creature in this area must make a DC 12 Dexterity saving throw, taking 3 (1d6) piercing damage and 14 (4d6) poison damage on a failed save.

Flip Piston. Active the piston and attempt to flip any vehicles currently above it. The target vehicle must succeed on a Reposition saving throw or it is flipped. Each creature in the vehicle takes 13 (3d8) bludgeoning damage and the vehicle takes 22 (4d10) bludgeoning damage. A vehicle that has been flipped requires 2 turns to upright.

THE RAVAGER

Gargantuan vehicle

Armor Class 18

Hit Points 300

Speed 30 ft.

Max Turn 90 degrees

Occupants 2 in cabin, up to 8 on tanker

Reposition DC N/A

Monstrous Vehicle. The Ravager cannot be flipped or moved.

Thick Armor. Any passengers in the cabin of The Ravager are immune from all damage as long as its hit points are above 75.

Wedged Nose. Whenever a vehicle comes into contact with the front of The Ravager, it must succeed on a Reposition saving throw or be flipped.

Driver Actions

Deploy/Retract Platforms. Raise or lower the platform around the outside of the tanker. Any creatures standing on the platform must succeed on a DC 12 Dexterity saving throw or fall.

Floor It! The vehicle can move double its normal speed in a straight line this turn.

Cabin Passenger Actions

Multiattack. The cabin passenger of The Ravager can act as normal (*spellcasting or ranged weapon attacks*) and deploy a landmine as a bonus action.

Deploy Landmine (8/Day). Deploy a landmine directly behind The Ravager that is all but impossible to notice. Any vehicle that drives over this mine detonates it, taking 11 (2d10) bludgeoning damage and 11 (2d10) fire damage.

Deploy Rust Monster (1/Day). Drop a Rust Monster onto a vehicle directly behind The Ravager.

Tanker Passenger Actions

Select Weaponry. Each passenger atop The Ravager's tanker must choose from the options below. All options except *Act Freely* can only be taken by one passenger per round of combat.

Anti-Vehicle Ballista (20 shots). *Ranged Weapon Attack:* +7 to hit, range 120 ft., one vehicle. *Hit:* 22 (5d8) piercing damage.

Explosive Bolt Ballista (20 shots). *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 9 (2d8) piercing damage and 14 (4d6) fire damage to a creature or 21 (6d6) fire damage to a vehicle.

Orb of Lightning (Recharge 5-6). Place one hand on the orb and launch a bolt of lightning out of the other in a 120-foot line that is 5 feet wide. Each creature and vehicle in that line must make a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on failed save, or half as much damage on a successful save. If the target is a vehicle it must succeed on a Reposition saving throw or have its speed halved until the end of its driver's next turn.

Act Freely. Use no special vehicle actions. Use spells and weapons as normal to attack.

GOBLIN VEHICLES

THE HEDGEHOG

Medium vehicle

Armor Class 13
Hit Points 50
Speed 40 ft.
Max Turn 180 degrees
Occupants 2
Reposition DC 13
Passengers 2x Goblin Boss

Defensive Spikes. Anyone who tries to leap onto The Hedgehog takes 7 (2d6) piercing damage from the spikes that cover the vehicle.

Driver Armor. Passengers of this vehicle have half-cover cover from all attacks.

Driver Actions

Multiattack The driver of The Hedgehog makes two spike attacks.

Launch Spike. *Ranged Weapon Attack:* +4 to hit, range 50 ft., one target. *Hit:* 7 (2d6) piercing damage.

Floor It! The vehicle can move double its normal speed in a straight line this turn.

Passenger Actions

Multiattack. The passenger of The Hedgehog makes two light crossbow attacks.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

THE FIRE BEETLE

Medium vehicle

Armor Class 10
Hit Points 30
Speed 50 ft.
Max Turn 180 degrees
Occupants 1
Reposition DC 15
Passengers 1x Goblin Boss

Defensive Spikes. Anyone who tries to leap onto The Fire Beetle takes 7 (2d6) piercing damage from the spikes that cover the vehicle.

Volatile Explosives If The Fire Beetle is struck by a fire attack, the driver must succeed on a DC 12 Dexterity saving throw or its bombs are lit and the vehicle explodes at the beginning of the driver's next turn.

Roll Cage. The Fire Beetle can't be flipped.

Driver Actions

Multiattack The driver of The Fire Beetle makes two bomb attacks.

Hurl Bomb. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 3 (1d6) bludgeoning damage and 3 (1d6) fire damage if targeting a creature, or 10 (3d6) fire damage if targeting a vehicle.

Floor It! The vehicle can move double its normal speed in a straight line this turn.

KOBOLD VEHICLES

THE SALAMANDER

Medium vehicle

Armor Class 14
Hit Points 30
Speed 80 ft.
Max Turn 180 degrees
Occupants 1
Reposition DC 16
Passengers 1x Dragon Blood Kobold (NEB)

All Terrain Vehicle. The Salamander is equipped to drive in any terrain without slowing its pace.

Gradual Descent. Whenever The Salamander is falling, a set of wings deploy and carry it forward at the same speed while drifting downward at a safe rate.

Driver Actions

Small Flamethrower. Let out a burst of flame in a 15-foot line directly in front of the vehicle. Each creature in that area must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. Vehicles caught in the flames always take 10 (3d6) fire damage.

Kamikaze. The driver crashes The Salamander into another vehicle, causing it to explode violently in a 10-foot radius sphere. Each creature in that area must make a DC 12 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one. Vehicles caught in the flames always take 17 (5d6) fire damage.

THE RED DRAGON

Medium vehicle

Armor Class 16
Hit Points 40
Speed 40 ft.
Max Turn 90 degrees
Occupants 2
Reposition DC 8
Passengers 2x Dragon Blood Kobold (NEB), 1x Winged Kobold (w/ 30 hit points)

All Terrain Vehicle. The Red Dragon is equipped to drive in any terrain without slowing its pace.

Wegged Nose. Whenever a vehicle comes into contact with the front of The Red Dragon, it must succeed on a Reposition saving throw or be flipped.

Driver Actions

Breath Weapon. Let out a powerful burst of flame in a 15-foot cone directly in front of the vehicle. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. Vehicles caught in the flames always take 14 (4d6) fire damage.

Floor It! The vehicle can move double its normal speed in a straight line this turn.

Passenger Actions

Multiattack. The passenger of The Red Dragon makes two crossbow attacks .

Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Deploy. If there is a kobold in the catapult attached to the back of this vehicle, it is launched towards a point 60-feet in front of The Red Dragon.

ORC VEHICLES

THE RAIDER

Large vehicle

Armor Class 13
Hit Points 50
Speed 50 ft.
Max Turn 180 degrees
Occupants 2
Reposition DC 12
Passengers 2x Orog

Passenger Armor. The passengers of this vehicle have half cover from all attacks.

Driver Actions

Steam-Powered Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one vehicle directly behind The Raider. *Hit:* 19 (3d12) slashing damage.

Release Slick Gravel. Drops a 10-foot wide square of slick gravel on the ground directly behind The Raider. Any vehicle that passes through this gravel must succeed on a Reposition saving throw or their vehicle is turned around and loses half of its remaining movement.

Floor It! The vehicle can move double its normal speed in a straight line this turn.

Passenger Actions

Harpoon. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one vehicle. *Hit:* 9 (2d8) piercing damage, and The Raider becomes attached to the target vehicle and is unable to move more than 50 ft. away from it. Passengers of that vehicle can use their action to cut the rope.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

THE MARAUDER

Large vehicle

Armor Class 16
Hit Points 100
Speed 40 ft.
Max Turn 90 degrees
Occupants 4
Reposition DC 6
Passengers 4x Orog

Back Spikes. Any vehicle that strikes this one from the back takes 10 points of piercing damage.

Passenger Armor. The driver of this vehicle has three-quarters cover from all attacks and the spellcaster has half cover.

Driver Actions

Battering Ram. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one vehicle. *Hit:* 21 (6d6) bludgeoning damage. If this attack hits an enemy vehicle from the side, that vehicle must make a Reposition saving throw. On a failed save, the target vehicle is flipped.

Extend/Retract Basket A basket carrying a passenger is extended 10 feet to the left of the vehicle or is pulled back to the vehicle if already extended.

Floor It! The vehicle can move double its normal speed in a straight line this turn.

Passenger Actions

Multiattack. The passengers of The Marauder each perform their attack action below.

Arbalest (Front-seat passenger). *Ranged Weapon Attack:* +5 to hit, reach 90 ft., one vehicle. *Hit:* 18 (4d8) piercing damage.

Greataxe (Orc in extending basket). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Firebolt (Spellcaster in back). *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

THE DEMOLISHER

Huge vehicle

Armor Class 17
Hit Points 180
Speed 30 ft.
Max Turn 90 degrees
Occupants 6
Reposition DC N/A
Passengers 1x Orc War Chief (Driver), 1x Orc Eye of Gruumsh, 4x Orog

Monstrous Vehicle. The Demolisher cannot be flipped or moved.

Thick Armor. Any passengers in the cabin of The Demolisher are immune from all damage as long as its hit points are above 50.

Bladed Wheels. Any vehicle that strikes this one from the left or right takes 10 points of piercing damage.

Driver Actions

Clamp Vehicle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one vehicle directly in front of The Demolisher. *Hit:* The target vehicle is locked in place by the steel jaws of The Demolisher. The driver of the trapped vehicle can use their action to make a DC 15 Dexterity check. On a success, they maneuver their vehicle and break free of the jaws.

Crush Vehicle. The steel jaws of The Demolisher crush down on a captured vehicle, dealing 45 (10d10) piercing damage.

Floor It! The vehicle can move double its normal speed in a straight line this turn.

Passenger Actions

Multiattack. One passenger operates the hook, two use spinning blade launchers, and the rest attack with explosive spears.

Launch Spinning Blade. *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target. *Hit:* 13 (2d12) slashing damage.

Launch Hook. *Ranged Weapon Attack:* +7 to hit, range 30 ft., one vehicle. *Hit:* The target vehicle is hooked by a thick chain and cannot move more than 30 ft. from the Demolisher. Hit or miss, the hook must be retracted to be used again.

Retract Hook. The hooked vehicle is pulled to the Demolisher. That vehicle is unable to move freely until it is released from the hook and all attacks made by passengers of that vehicle are made with disadvantage as the vehicle is tilted and bouncing heavily.

Explosive Spear. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) fire damage.

OTHER HUMAN VEHICLES

THE MONARCH

Large vehicle

Armor Class 16
Hit Points 150
Speed 50 ft.
Max Turn 90 degrees
Occupants 3
Reposition DC 3
Passengers 1x Bandit Captain (Orbis - Driver), 2x Thug

Thick Armor. The driver of The Monarch is immune to all damage as long as the vehicle has at least 50 hit points.

Driver Actions

Multiattack. One driver makes two attacks with the ice shard cannon.

Ice Shard Cannon. *Ranged Weapon Attack:* +8 to hit, range 120 ft., one target in front of The Monarch. *Hit:* 5 (1d10) piercing damage plus 11 (2d10) cold damage.

Launch Barricade (3/Day). Hurl a deployable barricade 90 ft. in front of The Monarch. When the barricade hits the ground, it deploys to a 15-foot wide spiked barrier. If a vehicle collides with this barricade, it takes 22 (4d10) piercing damage and loses the rest of its movement that turn.

Floor It! The vehicle can move double its normal speed in a straight line this turn.

Passenger Actions

Multiattack. One passenger makes a shot with the cannon and the other makes an attack with the sand displacer.

Cannon. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one vehicle. *Hit:* 22 (4d10) bludgeoning damage.

Sand Displacer. Launch a burst of high speed sand in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (4d4) bludgeoning damage on a failed save, or half as much damage on a successful one. Vehicles caught in this area automatically fail and have vulnerability to this damage.

THE ZOMBIE GOBLIN OCCURRENCE

A ONE-SHOT ADVENTURE FOR LEVELS 1-3

OVERVIEW

The party finds themselves in a town being plagued by goblins, but not ordinary goblins - these goblins are zombified. Many of them are missing limbs and dripping with rot, but they still march to town with powerful intent. The party must help track down the origin of this plague - a Necromancer whose Blight Stone has been stolen by a group of mischievous kids who thought it would be fun to mess with the strange old man out in the woods.

WELCOME TO KOVICKSTAN

Our adventurers arrive on the north edge of a small town by the name of Kovickstan after hearing about a call for aid. It is a rather small town of roughly three hundred citizens in total. They are simple folk - farmers, bakers, carpenters, and they are not well suited for a siege. They don't have a stone wall for their humble town. Instead, they have put up makeshift barricades made from wood posts, stacked up furniture, and even boulders. They also have a few trenches that have been filled with metal debris.

The town is on full alert as the party arrives with guards at every entrance as well as local militia posted along their "wall". These folks all seem to be sleep deprived and battered. "Halt... Who goes there?" asks a weary man near the front gates. He holds up his spear and almost stumbles when he does so out of exhaustion. He rubs his eyes and takes a closer look at the party.

When the party explains that they are there to help the man seems completely overwhelmed with relief. "Oh thank the gods, we need any help we can get. The goblins... they just don't seem to stop coming despite our best efforts!" The man introduces himself as Yirnov, head of the guard of the small town of Kovickstan.

THE GOBLIN HORDE

Yirnov explains that for the past two weeks they are under constant assault from zombified goblins. They are not particularly fast or strong... but their sheer numbers and persistence has worn them down and caused many deaths. They seem to be marching with unstoppable persistence, but fortunately they have prevented most from entering the city.

He also explains to the party that the goblins seem to be primarily coming from the east. A few funnel in from the other directions, but it is still mostly from the east. They have sent some troops out to track them to their origin, but they were swarmed and forced to retreat after losing a few of their group to attacks. That is when they decided they needed help and sent for aid while keeping the townsfolk safe behind the walls.

The town is offering an ancient set of magical rings that were passed down for many generations as a reward - Rings of Telepathy. These allow those wearing them to communicate telepathically with each other up to a mile away. The number of rings given is equal to the size of the party.

INSIDE THE WALLS

Yirnov invites the party to pass through the town so they can pass through the east gate. As they travel through the streets, Yirnov shares some tales of the town's history in the crafting of fine furnitures and carriages. He also is kind enough to offer a single potion of healing to each member of the party. He describes the many families here and that they need help fighting off this threat if they hope to survive as a community. This is the last of their stock of potions and cost a great deal so they hope the party can put them to use.

A MOTHER'S PLEA

As the party is making their way through the streets, they are approached by a woman with dark rings around her eyes and pale, cracked skin. She looks as if she hasn't slept in days. She grabs hold of a party member and pleads for help, "Please! My daughter is sick and nothing seems to cure her! She needs help! She has the sweats, her skin is pale and cold, she cannot sleep! She is always just so cold... like a corpse!"

Yirnov will turn to the woman, "Rebecca, the doctor has already seen Patricia. If there is nothing he can do then there isn't going to be anything that these folks can do. I know that is hard to hear, but they need to take care of these goblins. The entire town is at stake here." He puts a hand on her shoulder and instructs her to go home and try to eat some food and get some rest. The woman nods and stumbles away towards a house near the center of town.

THE BLIGHT STONE

Rebecca's daughter, Patricia, is in possession of the Blight Stone and is responsible for her sickness as well as the unyielding goblin invaders. They all seek the Stone and will stop at nothing to get it. This item is critical to the resolution of the adventure. Plant the seed of knowledge for this, but try to encourage them to go deal with the goblins before helping the locals who are sick.

INTO THE WOODS

The party heads out the east gate and can easily find dozens of sets of goblin footprints coming from the woods and leading towards town. The paths seem to divert and wander a bit, as if the zombies were distracted or disinterested, but the general direction remains the same. Following the tracks leads the party into a dense forest. Beneath the canopy it is dark and gloomy and made even more so by the bits of blood and chunks of flesh lying around from the zoblins.

As the party enters the forest, a thick fog begins to form. It gets more and more dense the further they travel until eventually they can only see silhouettes of anything more than fifteen feet out. The trees creak and groan loudly in this area, giving constant false alarms of movement.

After about twenty minutes of walking in this fog, the party hears the sounds of twigs snapping and leaves crunching underfoot that is more than just a trick of the trees and their own minds. If they wait, they will soon see shadows lurching towards them through the fog towards town. The goblins are easily avoidable, but it will certainly help the town if they are eliminated.

The number of zombie goblins and types depends on the average party level (All of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 1** - 6x Decaying Zoblin
- **Level 2** - 3x Decaying Zoblin, 3x Zoblin
- **Level 3** - 2x Decaying Zoblin, 2x Zoblin, 2x Zoblin Boss

Once the party fights their way through the zoblins, they can continue to follow the path further into the woods. After another twenty minutes the fog begins to lighten. Ten minutes further and it has disappeared completely. They stumble out of the forest into a field with a quaint little cabin at its center. The home has strange decorations out front and a massive, makeshift graveyard in the backyard. There are 'No Trespassing' signs posted every couple of feet, but it is clear the goblin tracks are coming from the graveyard.

There are a few creepy stone statues sitting out front with eyes that seem to follow, as well as skulls sitting atop pedestals. A fire pit with the remains of a pig still on a spit sits ominously in the center of the yard. Stacked up stones of seemingly random size and height also serve as makeshift decoration - quite strange.

THE CONCERNED NECROMANCER

When the party crosses the threshold of the 'No Trespassing' signs, an audible alarm begins to chime. An older man, but with a well maintained beard and physique, throws open the door. He has a staff at the ready, a large tome under one arm, and wears deep blue and black robes. Hanging at his side are a few vials filled with unknown substances, some of which are glowing. He also has a large bullfrog sitting on his shoulder.

"Back for more, you rotten kids!?" he shouts and holds up his staff in an attack stance.

- If the players chose to hide when the alarm went off he will call out. "I know you took it! You need to bring it back or it won't stop! You are going to be the death of your entire town!"
- If the players remain out in the open when the alarm went off, he will be surprised at the sight of a group of adventurers out here, but quickly beckon them over as he needs help.

A NOT-SO-HARMLESS PRANK

This Necromancer is named Parsov. He moved out here many years ago after stumbling upon an abandoned goblin burial ground with hundreds of potential test subjects for his experiments and magic. He is a reasonable and typically kind man despite his line of work and was concerned with the safety of the town which is why he distanced himself from them and created the wall of fog to discourage visitors.

That being said, he still must make occasional trips into town for resupply and the children all think him to be the strange old man who lives out in the woods. Recently a group of children found their way to his home and drew some hurtful pictures on his outer walls. Afterwards, he started placing an alarm spell out every night and put up his signs, but they came again a just over a week ago. One group distracted him out in the burial grounds while the others snuck into his house through the window. While snooping around they took something they certainly shouldn't have, one of his new experiments: **The Blight Stone**.

It is a seemingly ordinary stone that has been enchanted with powerful necromancy. It harnesses the energies of the living around it and uses those energies to resurrect the dead. It is bound to the goblin graveyard so they have been the ones rising, but if things continue at this rate, it will begin reanimating human corpses as well. He has been working nonstop to hold them back, but his magics require him to be near to take effect... and as a result he has been unable to go to town to retrieve the stone himself. If he were to leave his home, there would be a hundred goblins there within hours and the town would surely be destroyed. He can slow their reanimation, but not stop it all together until the stone is destroyed and the only equipment capable of doing so is in his laboratory in the basement. He needs that stone back so it can be destroyed!

He describes that those under the effect of the stone - constant sweating, skin that is pale and cold, insomnia. They will feel cold as a corpse as their life is slowly being drained. Hopefully this will ring a bell for the players as these are the same symptoms the mother said her sick daughter had back in Kovickstan!

RETRIEVING THE STONE

The party must make their way back through the forest and fog, but this time it is without difficulty. They arrive back at Kovickstan to the sound of fighting. There is a swarm of zombies at the east entrance... but these zombies appear to be humanoid. The guards are being quickly overwhelmed and call out to the party for aid.

The number of zombies and types depends on the average party level (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 1** - 3x Zombie
- **Level 2** - 2x Zombie, 2x Feral Zombie (NEB)
- **Level 3** - 1x Zombie Warrior (NEB), 2x Feral Zombie

THERE'S A ZOBLIN ON YOUR LAWN

Even when these zombies are defeated, there is still the sounds of fighting within the town. The men and women who died holding off the zombie invaders are all rising from their resting places and moving towards the center of town. The party can stop and attack some of these packs of zombies and help the townsfolk or they can move directly to Rebecca and Patricia's house near the town square.

When they arrive at the home, there are a few zombies already scraping at the doors and windows trying desperately to get to the stone that calls to them. It has a blend of ordinary zombies and zombie goblins.

The number of zombies and types depends on the average party level (Some of the creatures in this encounter are found in the Extended Bestiary at the end of the Toolkit):

- **Level 1** - 2x Feral Zombie (NEB)
- **Level 2** - 2x Decaying Goblin (NEB), 3x Feral Zombie
- **Level 3** - 1x Goblin Boss (NEB), 1x Zombie Warrior (NEB), 1x Feral Zombie

Unless someone actively engages the zombies, they will slash at the doors and through the windows. If any zombie is left unchecked for three rounds of combat, it manages to make its way into the house and the players will have to act quickly or Rebecca and Patricia will be killed.

After the zombies are dead, the party can see more of them approaching from the distance - closing in slowly but steadily. The door to the house is locked but can be broken down or they can push over one of the barricades blocking the windows. Patricia and Rebecca are hidden under the bed in Rebecca's room, waiting for the nightmare to pass. If the party calls out to them they will shriek out in terrified relief that they are saved.

When they find the girls, both of them look terrible - all of the symptoms that Parsov spoke of from being near the Blight Stone for an extended period of time. Patricia will reveal to the party it is hidden under a loose floorboard in her room near the dresser. They can go retrieve the stone which appears to be a fairly typical rock in shape and size, but it is glowing a light purple that pulses like a heartbeat.

Non-evil creatures within 60 ft. of the Blight Stone cannot be healed, can only sleep for 4 hours a night (which results in exhaustion given enough time), and have disadvantage against any effects that cause fear.

AND NOW WE GO BACK

The party has to make their way back through the woods to the Necromancer, but the zombies seem to be getting denser and denser - they aren't going to be able to hold them off much longer. Fortunately, as the party leaves with the Blight Stone, the zombies turn to start chasing the party - at least three dozen of the shambling creatures in total.

Halfway through the woods the party can feel the energy draining from them, but that also means the enemies are growing stronger. Make sure to have zombies springing up from every side, perhaps have some constitution checks to see if your party gains exhaustion as they keep ahead of the horde. Build up a sense of urgency and anxiety with your narration.

AN EXTRA CHALLENGE

If your players are having an easy time of things, feel free to throw some more zombies at them but reinforce the fact that they are still being chased. If they are of higher level, face them off against a Horde of Goblins (NEB).

PARSOV'S BETRAYAL

When the party makes their way back to Parsov's home, they spot him out on the edge of his property waving for the party to follow him. In the background is an entire sea of goblin zombies pressing against an ethereal barrier. "Quickly, inside!" he shouts and leads them in through the front door. He slams it shut and throws open a trapdoor to his laboratory beneath the house.

Once they are down in the basement, Parsov asks for the Blight Stone so he can destroy it. He pulls out a dimly glowing hammer and a slab with purple runes upon it. "It is the only way to stop the zombie horde in its wrath," he says with a sigh. It isn't until the moment he sees the Blight Stone powered up that his intentions turn dark. He has seemed so reasonable and kind up until now... but knowing the power that this stone holds... he cannot find the will to destroy it.

When the party hands over the stone he sets it down on the rune and stares at it for a long few seconds... hesitating. "I'm sorry, I can't destroy it," he says and raises his staff to a defensive position as two skeletons rise from the floor off in the back of the laboratory (roughly 25 feet away). "It is so beautiful. I don't think I will ever create something this fine in my lifetime. With this stone I may even be able to control them!" His eyes turn to madness and he attacks the party if they have not already done so.

Use the Necromancer that lines up with your average party level (See below) and two Skeletons. When Parsov is killed, the skeletons crumble to an ordinary pile of bones.

SHATTERING THE STONE

With Parsov dead, the players must take it upon themselves to shatter the stone. As the final blow is dealt to Parsov, zombies burst into the house and the horde of undead is unleashed as his protective barriers fall. Describe the scrapes and pounding on the side of the house as the wood splinters and bursts. Hands begin to explode down through the floorboards as they try to reach the party and snatch the stone. Bile and ichor leaks down onto the laboratory floor, making it slick and smell terrible.

The players simply need to place the stone on the runic slab and smash it with the Parsov's hammer. As soon as they do, they hear the sound of bodies collapsing to the ground above as all of the corpses return to their inanimate state. The players will have to force their way out of the basement as corpses are stacked on top of the trap door, but before that they can search his lab for valuables.

LOOT

- Roughly 500 gold worth of gold, silver, copper, and art objects scattered about.
- A combination of your choosing of 4 potions.
- Parsov's spellbook contains half a dozen necromancy spells that can be copied down by any wizards in the party.

PARSOV'S STAFF

Staff, uncommon (requires attunement by a sorcerer, warlock, or wizard)

This staff has 7 charges and regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff rots away in your hands.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *Ray of Sickness* (2 charges), *Blindness/Deafness* (3 charges), *Ray of Enfeeblement* (3 charges).

PLAGUE DOCTOR'S MASK

Wondrous item, uncommon, requires attunement

This white mask crafted from leather and metal extends out into a horrifying beak. While wearing this mask, you have resistance to Necrotic damage. Whenever you are struck by a creature with a melee attack within 5ft. of you, you may use your reaction to unleash a swarm of vicious insects. The attacker must make a DC 12 Constitution saving throw, taking 10 (4d4) necrotic damage on a failed save, or half as much damage on a successful one. On a failed save, it is also poisoned until the end of your next turn. Once this feature has been used, it cannot be used again until the next dawn.

A TOWN REJOICING

When the party goes back to town, they find the townsfolk helping out survivors the best they can. The town is in ruins, the people are battered and exhausted, and there are still dead laying in the street, but the survivors all seem relieved. The Blight Stone had been affected everyone in town to some extent and it is as if a great weight has been lifted from their shoulders.

Soon after, Yirnov will walk up the party. He is covered in gore, but fortunately little of it his own. He greets the players and personally thanks each of them with a handshake and a relieved sigh. "You did good. We would have lost the whole town had it not been for you. You've definitely earned this." He reaches into his pocket and pulls out a finely crafted wooden box and opens it to present the party their reward - the rings.

RINGS OF TELEPATHY

Wondrous item, uncommon, requires attunement

Each creature attuned to one of these rings can communicate telepathically with each other creature attuned to one of these rings as long as they are within 1 mile and on the same plane of existence.

SUGGESTED TOTAL EXPERIENCE

- **Level 1** - 300xp per player
- **Level 2** - 600xp per player
- **Level 3** - 1200xp per player

CUSTOM ENEMIES

NECROMANCER

Medium humanoid, lawful evil

Armor Class 12

Hit Points 19 (3d6 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	14 (+2)	10 (+0)	7 (-2)

Saving Throws Int + 4, Wis + 2

Senses passive Perception 10

Languages Common, infernal

Challenge 1 (200 XP)

Spellcasting. The necromancer is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *acid splash*, *mage hand*, *prestidigitation*

1st level (4 slots): *ray of sickness*, *witch bolt*, *tasha's hideous laughter*

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5ft., one creature. *Hit:* 2 (1d6 -1) bludgeoning damage.

NECROMANCER

Medium humanoid, lawful evil

Armor Class 12

Hit Points 32 (5d6 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	14 (+3)	10 (+0)	7 (-2)

Saving Throws Int + 5, Wis + 2

Senses passive Perception 10

Languages Common, infernal

Challenge 2 (450 XP)

Spellcasting. The necromancer is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *acid splash*, *mage hand*, *prestidigitation*

1st level (4 slots): *ray of sickness*, *witch bolt*, *tasha's hideous laughter*

2nd level (2 slots): *ray of enfeeblement*, *crown of madness*

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5ft., one creature. *Hit:* 2 (1d6 -1) bludgeoning damage.

NECROMANCER

Medium humanoid, lawful evil

Armor Class 12

Hit Points 45 (7d6 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	16 (+3)	10 (+0)	7 (-2)

Saving Throws Int + 5, Wis + 2

Senses passive Perception 10

Languages Common, Infernal

Challenge 3 (700 XP)

Spellcasting. The necromancer is an 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *acid splash*, *mage hand*, *prestidigitation*

1st level (4 slots): *ray of sickness*, *witch bolt*, *tasha's hideous laughter*

2nd level (3 slots): *ray of enfeeblement*, *crown of madness*

3rd level (2 slots): *animate dead*, *vampiric touch*

Actions

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

PUZZLES

ANIMALISTIC NATURE

(This is a puzzle for a 4 player party.)

This is a very open ended puzzle. I will tell the goal, the obstacles, and possible lines of solution, but there is certainly more than one way to solve these problems if your characters get creative. It is meant to be a narrative and a way for all of your players to interact in different ways, so keep that in mind as you approach what may seem like an intimidating puzzle.

THE SETUP

The party finds themselves in a room with 4 statues sitting on a pedestal at its center. These statues are made of stone and are a Penguin, a Hawk, a Ferret, and a Bear.

Off to one side is a door glowing with magic that leads to their destination. On the other side is a large area that is blocked by an ethereal barrier. It contains a plethora of plantlife, many boulders, some portions coated in ice, a few holes in the ground, etc... It appears a chunk of the forest was transported here. If the players try to pass through this barrier they are stopped unless they are holding one of the four statues, in which case they are transformed into that animal.

Players in animal form can communicate telepathically.

When the players first enter the forest, describe a path of ice off to the left that slides down into a pool of water. Near this ice is a smaller tunnel that leads underground. Many of the plants on the ground floor seem to be aggressive and will lash out at the hawk, ferret, or penguin, but not the bear. As the hawk flies overhead, they can see a large tree with a hive of burning insects, boulders, bushes and flowers, a few metal pipes sticking up out of the ground, and some other small holes in the ground throughout the area.

The players win by collecting emerald versions of each of the animals and placing them on the pedestal where they found the stone versions.

THE FIRST CHALLENGE

The challenge starts out with the penguin sliding down, the ferret entering the tunnels, the hawk flying overhead, and the bear moving out into the forest.

- The penguin sees clear water with a few fish swimming around but most hiding. There is also a pipe with a door drawn upon it and another pipe that has an arrow pointing down. The hawk can see the other end of the pipe with the downward arrow from the surface.
- The ferret sees a small door that shows 3 fish on it. The fish are long and slender with a bulbous eyes. The penguin sees these fish, but they are hiding out under a cluster of rocks. Moments after the penguin spots these fish, a worm falls in the water and one of the fish dashes out, grabs it, and returns to his hiding spot.
- From the sky, the hawk can spot a section of mud hidden behind some thick thorns. A large boulder rests at the center of this area. This area is all but invisible to the bear so only divulge this information if the hawk asks.

- The bear can move this boulder which reveals a large cluster of worms. The bear will need to do some digging, but the worms are plentiful. That player will need to drop these worms down the pipe with the downward arrow which delivers them to the penguin below.
- The penguin will need to take the worms over near the fish and capture 3 of them when they come for the bait. That player will need to deliver the fish to the pipe with the door on it.
- The fish on the door in front of the ferret will glow green as each one is fed into the pipe. The door opens for the ferret to continue after all 3 fish have been fed into the pipe. In the middle of the path is an **Emerald Penguin Statue** which the ferret can stash away.

THE SECOND CHALLENGE

The ferret finds another door, this one with a large vicious looking fish upon it with razor sharp teeth. *The fish is also exploding.* Off to the the right of this door is a stack of bombs roughly three inches in diameter with long fuses. Behind the bombs is a tunnel that leads up to the surface with the bear, while on the other side of the door is a tunnel leading down to the water containing the penguin. Both of these tunnels are roughly the width of the bombs. Just in front of the door is a large square button with a picture of the deadly fish upon it. Underwater, the penguin sees a section of rock slides away and reveals the vicious fish behind a set of metal bars.

- The bombs do not explode on their own, so the party needs to find a way to light them. To do that, the ferret will need to pass them up to the bear through the tunnel.
- The bear can attempt to get to the burning insects, but the tree is covered in large thorns that make it impossible. The hawk will have to fly over and cut the hive from the tree to send it to the ground.
- Once the hive is on the ground, it bursts into flames. The bear will have to roll the bomb over to the hive, wait until it is lit, and quickly rush it back to the ferret hole.
- The ferret will have to drop the bomb in the tunnel to the penguin and run over to the button with the fish on it.
- When the button is pressed, the fish is released from the cage and immediately takes off after the penguin. It has a rather small head but a massively round body. It swims a bit awkwardly but is fast. Even if the penguin tries to lure the creature near the bomb it will not take the bait as it knows what happens. After a period of time, the bomb will explode and the fish will retreat to its cave and the bars will close again.
- The penguin will have to get creative. Options include swimming through a small opening off to the side and the deadly fish will get trapped with its awkward body. The penguin can then carry the bomb over and blow up the fish. Alternatively, the penguin can try to conceal the bomb until it is close to exploding and then launch it at the fish. There are other creative ideas as well. Let your players come up with a clever idea and have it work!
- Once the fish explodes, the next door will open for the ferret and there is an **Emerald Bear Statue** in the tunnel.

THE THIRD CHALLENGE

Down below with the penguin, another portion of the cave is revealed with metal pipes scattered about. Up on the main floor, a fox comes running out of a hole in the side of a rather large tree. He looks over to the bear and reveals an **Emerald Ferret** hanging from its collar.

- The bear is too slow to catch the fox and the hawk cannot swoop in to help because of the plants.
- The ferret continues onward and finds a final door which has a sleeping fox drawn upon it. There is a hole that leads up into the tree the fox came out of on the right. On the left is a stack of potions with little handles that allows the ferret to grab hold. The potions read "Sweet Dreams" on the label.
- In the center of the hollowed out tree is a pool of water that leads down to where the penguin is swimming. A large pipe feeds into the pool. One of the pipes is attached directly to the wall of the cave and is pushing out water at a fairly rapid rate. The penguin will need to adjust some of the other tubes to line them up and it will shoot water into the tree via the large pipe.
- Up roughly ten feet above the pool of water is a round wooden platform with a hole in the middle. When the water is redirected it will launch enough water to send the ferret flying up towards the top of tree where he can land on this platform safely.
- Once on this platform, he can run out of the tree through a hole that leads to a branch and deliver the potion to the hawk.
- The hawk can then drop it on the fox from up above with its deadly speed and sharp eyes.
- The bear can move over to the fox once it falls asleep and take the collar.
- The ferret runs back to the fountain and the penguin was move the pipes again and allow the ferret to sink back down down into the tunnels where it finds the final door is open. Sitting on a platform is an **Emerald Hawk**.

VICTORY!

The players meet back up where they started and replace their stone figurines with emerald versions and are free to continue down the path.

THREE STEPS AHEAD CIPHER

This is a simple code based on replacing each letter with the one 3 places in front of it in the alphabet.

RIDDLE CLUE

"Sometimes you need to be watching your back, other times you need to suspect everyone, but in this particular instance - you are three steps ahead."

REFERENCE

A	B	C	D	E	F	G	H	I	J	K	L	M
D	E	F	G	H	I	J	K	L	M	N	O	P

N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Q	R	S	T	U	V	W	X	Y	Z	A	B	C

EXAMPLE

- **Message:** "The door second from the right."
- **Encoded:** Wkh grru vhfrrg iurp wkh uljkw

CYCLES OF THE MOON

PRE-REQUISITES

Leading up to this puzzles the players will need to receive four orbs. These each resemble the moon in its various states (listed below). I recommend these dropping from some sort of construct as their power source or some sort of druidic gatekeeper. These orbs are crafted of dark, clear glass and opaque, white glass.

THE SETUP

The players step into a large dome-shaped room sixty feet in diameter and height. It is quite dark but the ceiling of the room is lit up to look like the night sky. It is covered in dozens of shining stars in a sea of black, but there is no moon to be seen.

Along the walls, perfectly spaced at 90 degrees apart from one another, are four carvings that show the moon in four states:

- New Moon
- Crescent Moon
- Gibbous Moon
- Full Moon

Ten feet in front of each of these carvings are pedestals with small indentations that appear to be designed to hold the orbs the players found earlier. (*Placing the corresponding spheres in front of the carvings does nothing for now.*)

In the center of the room is a rectangular column that extends all the way into the darkness of the ceiling. Each side of this column has a tube sticking out of it that is pointing directly at one of the pedestals. Just above each tube is a lever. When the lever is pulled, the tube splits open and reveals a very dimly shining orb that is locked in place. It exudes only a single foot of dim light. Each tube has an identical, dim orb within.

THE SOLUTION

To solve this puzzle the party needs to shine lights that match the engravings on the wall. To do so, they will need to do a few things:

- Replace the burnt out bulbs in the tubes at the center of the room. This is done by harvesting the stars from the ceiling which are in fact just more of these orbs that have not lost their charge. The players will need to find a way up to the 60 ft. ceiling (climbing the central column is the obvious method) but the walls of the room should be scalable as well with some effort. Once the players have the new orbs, they simply need to screw them into the tubes and it will project light out to the wall.
- Then the **opposing** Moon Orb will need to be placed on the pedestals. So to project a Full Moon on the wall, they will need to place the New Moon orb in the pedestal, because the darker, clear glass portions of the orb are what allow light to pass through.
- Once all of the opposing spheres have been placed in front of all of the now lit tubes of light, the Full Moon will turn blood red and the wall will slide open and reveal the passageway to the next area.

GNOME MAN'S LAND

This puzzle is really three puzzles that I have placed together for thematic reasons. The Balloon puzzle and the Marbles puzzle can each be used individually if you don't like this setup. It is meant to be more silly than deadly, the sort of puzzle a playful gnome might create.

Balloons!

THE SETUP

The party finds themselves in a fairly large room filled with balloons and a door on the far side. There are a total of:

- 3 Green balloons
- 5 Yellow balloons
- 4 Blue balloons
- 1 White balloon
- 1 Black balloon

There is also a button near the door that reads: **Reset!** and will transform all of the balloons into their original state in a brilliant burst of light and popping.

THE RULES

On the wall there are some rather childish paintings of balloons exploding and other balloons popping out of them. This indicates what kind of balloon(s) are created when a balloon of the corresponding color is popped. **I recommend writing this part out for your players. If you can do it with colored markers, all the better.**

- Green explodes into 1 Yellow and 1 Blue balloon.
- Yellow disappears completely in a burst of confetti!
- Blue explodes into 1 White balloon.
- White explodes into 1 Green, 1 Yellow, 1 Blue, and 1 Black balloon.
- Black explodes into 2 Green balloons.

THE REQUIREMENTS

The opposite wall is painted with 20 individual squares:
5 Green, 5 Blue, 6 Yellow, 2 White, and 2 Black,

These squares glow softly to represent the balloons currently in the room. The players succeed when the entire wall is glowing.

This table shows the steps needed to meet the requirements of the wall.

- **U** is used to represent the color Blue
- The letter in **Bold** is the one being popped.

GGG	YYYYY	UUUU	W	B
GGGGG	YYYYY	UUUU	W	
GGGGGG	YYYYYY	UUUUU		B
GGGGG	YYYYYYY	UUUUUU		B
GGGGG	YYYYYYY	UUU	WWW	B
GGGGGG	YYYYYYY	UUUU	WW	BB
GGGGG	YYYYY	UUUUU	WW	BB

Complete! As soon as the last of the balloons is in place, they each explode and leave behind a single marble!

MARBLES!

THE SETUP

The lights flicker out for a moment, and afterwards the messages on the walls have changed. Now one wall has four boxes drawn in a horizontal line [1][2][3][4]. Each of these boxes contains 10 slots that fit a marble. (40 available slots). The party has 20 marbles available that are still scattered on the floor.

The marbles have a mind of their own and will attempt to roll under the character's feet or bounce to the side, but once they are in a slot on the wall, they remain steady.

THE REQUIREMENTS

There is a message on the opposite wall with the following rules written out:

- All marbles are used and each box holds at least 1.
- More on the right than on the left.
- More in the first than the third.
- The fourth is triple half of the first
- All box values are unique
- Second and Third box values are prime

THE ANSWER

[6], [2], [3], [9]

MEMORY JARS!

THE SETUP

When the last of the marbles are in place, they sink into the wall and the lights flicker once again. When they come back on, there are twelve jars scattered throughout the room labeled one through twelve.

THE REQUIREMENTS

On the wall is written the following "Only one jar that isn't trapped, be sure to choose right or you'll be zapped!"

Below that is a formula that reads (**If you write out the formula, try to just use a square of color rather than the word**):

Green + Yellow + [1] - [4] - White + Black + [3] + [2] - Blue

THE SOLUTION

This formula represents the totals in the solutions for the first two puzzles. It creates the following equation:

$$5 + 6 + 6 - 9 - 2 + 2 + 3 + 2 - 5 = 7$$

So the players must open the Jar labeled 7 and they will find a key for the door! If they choose wrong, the jar will explode with lightning, causing 1d4 Lightning damage to all players in the room.

MAW OF THE DRAGON

This is a very simple puzzle meant primarily to get inside the head of your players. In place of a door handle is a dragon head with its mouth open and angled down. Small rubies are placed on the end of steel teeth to make them appear to be covered in blood. All the players need to do is open the mouth of the dragon (which is on a hinge) and reach all of the way inside its mouth and press a button near the back of its throat.

Be sure to emphasize just how deadly these teeth are and how the dragon's eyes are crafted to almost appear hungry. It is meant to instill hesitation and deep fear since if this dragon mouth would slam shut on their arm it would be mangled, but in the end it is just a decorated button.

If the players attempt to steal the gems embedded in the teeth of the dragon, it sets off a switch and it blasts characters in a 10 ft. line in front of the dragon with fire (damage depending on the level of your party).

OGRE EXCITED!

Ick has written a beautiful love letter for the ogre of his dreams, Blee, but as he thought about her potential rejection to his declaration of love he grew so nervous and anxious that he tore the love letter into pieces. Ick cannot fathom coming up with such lovely words again, but also cannot figure out how the pieces go back together. Perhaps some friendly adventurers can help?

- There are shreds of the poem laying on the ground, many pieces were blank and useless and ogres aren't known for their penmanship, so simply putting the pieces together based on shape is impossible. Astonishingly, Ick is great with his capitalization, so the players can use that to their advantage. Your party will have nothing but Ick's words of romance to reconstruct the letter.
- The only piece he knows for sure where it goes is the first - Ick Love Blee

THE PIECES

ICK LOVE BLEE

IT CLERE

MAEK ICK

B WITH ME!

2 C

HIM FELE

4 HER ICK RITE

LUV SHE

WORLD BRITE

PLS BLEE

SHE ARE

N HART

CUZ ICK

PRITY AN SMART

THE POEM

ICK LUV BLEE

HIM FELE N HART

IT CLERE 2 C

SHE ARE PRITY AN SMART

4 HER ICK RITE

CUZ ICK LUV SHE

MAEK ICK WORLD BRITE

PLS BLEE B WTH ME!

The poem doesn't need to be in this exact order. As long as the individual sentences are together, there are multiple ways to arrange them and still make a working poem. If the poem sounds great (for an ogre), your players did great!

POETRY AND PLATE MAIL

Three stone statues stand of ancient heroes at the ready in an armory. Each has a plaque at their feet with a poem that describes who they are and how they fought. The players must find the equipment that belonged to each hero and return it to its rightful place. When that is done, the central statue will open and reveal a key.

EQUIPMENT LIST

WEAPONRY

- A pair of daggers
- A staff
- A bow and quiver of arrows
- A maul
- A greatsword
- A katana
- A set of longswords
- A warhammer
- A battleaxe
- A glaive

ARMOR

- A set of hide armor made from a wolf pelt
- A chain shirt with a viper painted on the shoulders
- A set of half-plate with a sun painted at the center
- A set of leather armor with a large strip worn down across the back
- A set of studded leather with a deep claw mark across it
- A set of chain mail with rings of gold interlaced
- A set of splintmail with metal spikes hammered into it
- A set of massive plate mail armor

CLOAKS

- A long black and white cape with a symbol of the sun
- A blue cape with silver trim and a "T" in the center
- A pure black cloak with a hood
- A cloak with painted camouflage
- A deep red cloak with an anvil and hammer
- A white cloak with bits of steel laced in the cloth
- A green cape with a flexing arm in front of a gauntlet
- A black cloak with a stack of coins painted upon it
- A short yellow cape with knives hanging from the bottom
- A orange cape with a snake drawn upon it

THE HEROES

HERO 1

- They chant my name into the winds of the night
- Sir Garrinth with his blades, ready to fight
- A sweep to the left, a slash from the right
- They react with reflex for I'm faster than sight
- My twins sing hymns and my cloak displays might
- Sir Garrinth, the Viper, now feel my swords bite

A set of longswords.

A chain shirt with crossed swords on the shoulders.

A green cape with a flexing arm in front of a gauntlet.

HERO 2

- My height is immense, they call me the Titan
- They can't see my eyes, but I see they are frightened
- I do not need speed, for I am in no rush
- One swing of the hammer, and my foes shall lay crushed
- Draped in silver and blue, my strength knows no bounds
- The knight they call Tarroth, leaves his foes on the ground

A maul.

A set of massive plate mail armor.

A blue cape with silver trim and a "T" in the center.

HERO 3

- If I can see you, then you're already dead
- A whistle of wind, then your clothing turns red.
- The Shade of the Forest, the Unfound, the Unseen.
- As silent as mouse, the hunt is routine
- Knock, draw, fire - the anthem of Sir Stark
- Run, hide, weep - and pray you're not my mark

A bow and quiver of arrows.

A set of leather armor with a spot worn on the back.

A cloak with painted camouflage.

A PROBLEM OF POTIONS

The players find themselves in an alchemist's lab. Scattered across the room are a number of items: A notebook is open with details on how certain contents react and the names of their combinations, a few bookshelves, tables of lab supplies and equipment, etc...

To get out of the room, the party must make four specific potions to solve a few different problems - A key frozen in magical ice on the wall, a blank key mould (and a matching keyhole on the wall), an incredibly rusted key, and quickly regrowing vines sprouting out of the slots where the keys go. All three keys are required for the lock to turn and free the players from this place.

SETUP

There are two notes on the table - one with the details for creating **Amorphous Putty**, **Instant Petrification Serum**, **Superheating Powder** on it.

The other note has details for creating **Advanced Stone Cleaner**, **Condensed Rejuvenation Formula**, and **Hyper-Adhesive**.

There is a note pinned to the wall that reads "Ideas for Income" and contains details for creating **Chilling Gel**, the **Water-to-"Wine" Serum**, and **Twenty-Four Hour Hair Gel**.

Sticking out of one of the books along the wall is another piece of paper. At the top is **Personal Project**. It needs to have Revealment Powder poured on it in order to be read but has the recipe for **Heart-Breaking-Back-Stabbing-Wife-Be-Gone Serum**, **Message Concealment Powder**, **Parasitic Gel (DANGER)**

INGREDIENT LIST

- Basilisk Eye
- Fire Mephit Dust
- Serpent of Medusa
- Heart of an Ice Devil
- Gold Dragon Wing Trimmings
- Flumph Juice
- Essence of the Mimic
- Hair of the Nightmare
- Gelatinous Cube Extract
- Preserved Black Pudding
- Slaad Tadpole
- Yuan-Ti Venom
- Sand of the Sphinx
- Dragon Turtle Shell Fragment

ALCHEMICAL SOLUTIONS

Amorphous Putty - Essence of the Mimic + Gelatinous Cube Extract + Water

Easily forms to any shape

Instant Petrification Serum - Diced Serpent of Medusa + Crushed Basilisk Eye + Milk.

As soon as the solution is allowed to settle, it will turn to stone

Superheating Powder - Fire Mephit Dust + Hair of the Nightmare + Whiskey.

Needs to rest for a reasonable amount of time to go to work, but the dust sticks to very few items.

Hyper-Adhesive Solution - Flumph Juice + Gelatinous Cube Extract.

Creates an incredibly sticky solution when heat is applied. Nearly impossible to remove. DO NOT GET ON BODY.

Condensed Rejuvenation Formula - Sand of the Sphinx + Powdered Gold Dragon Wing + Dragon Turtle Shell Fragment + Purified Water.

Creates a paste that can return just about any non-living object to its former glory.

Advanced Stone Cleaner - Preserved Black Pudding + Ground Black Dragon Scales.

Will leave stone shining and clean. Free of any moss or other pesky spills!

Parasitic Gel (DANGER) - Live Slaad Tadpole + Yuan-Ti Venom.

Is absorbed by living organisms. Can be mixed with other solutions to deadly effect...

Twenty-Four Hour Hair Gel (Funding Research) - Gelatinous Cube Extract + Sand of the Sphinx.

Lock and hold in your style without fear for up to twenty-four hours guaranteed!

Message Concealment Powder - Essence of the Mimic + Sand of the Sphinx.

Blow this over a document and the words will scramble until Message Revealment Powder is applied.

Message Revealment Powder - Crushed Dragon Turtle Shell + Sand of the Sphinx + Black Ink.

Reveals words that have been concealed by the Message Concealment Powder.

Chilling Gel (Funding Research) - Crushed Heart of an Ice Devil + Ground Dragon Turtle Shell + Water.

Place in bottom of a bag and the contents are guaranteed to remain cold!

Water-To-"Wine" Serum (Funding Research) - Flumph Juice + 1 Drop Yuan-Ti Venom + 1 Nightmare Hair.

Just add to any cup of water. It will taste awful, burn like fire going down, and probably make you vomit, but by the gods will you be drunk with just a few sips.

Heart-Breaking-Back-Stabbing-Wife-Be-Gone (Personal Project) - Parasitic Gel + Yuan-Ti Venom + Fire Mephit Dust.

For when she cheats on you with your lab assistant for two years and denies it!

PUZZLE SOLUTION

Frozen Key - Needs Superheating Powder mixed with Hyper-Adhesive Solution

Key Mould - Needs Amorphous Putty mixed with Instant Petrification Serum

Rusted Key - Rejuvenation Potion to reverse the aging process.

Overgrown Key Slots - Advanced Stone Cleaner + Parasitic Gel

The players have almost everything they need just by searching the room and finding the notes. They may have to try a few things to realize that certain combinations are required. The examples are below:

- The Frozen Key seems like the **Superheating Powder** should be the easy solution, but the power slides right off give the angle of the key. They will need to find a way to make the Heating Powder have more time to work, which is why **Hyper-Adhesive Solution** is required.
- The key mould needs to have a new key made from it. The **Instant Petrification Serum** seems the obvious choice, but it will run and not make a workable copy without being mixed with some of the **Amorphous Putty** mixed with it.
- The rusted key is straightforward. The party simply needs to pour some **Condensed Rejuvenation Solution** atop it. This will reverse the effect of the rust and return the key to a version that fits in the key slot.
- The Overgrown slot may seem like the **Advanced Stone Cleaner** will help with the plants, but shortly after the plants die off, new ones grow to replace them! The plant must be infected and destroyed on a deeper level and so the stone cleaner must be mixed with some **Parasitic Gel** which makes the solution a bit more aggressive.

A STONE'S THROW AWAY

THE SETUP

The players enter this room via a ladder leading up through a trap door in the exact center of this room.

The room opens up and seems to expand in every direction as far as the eye can see. There is a stone floor and a stone ceiling 25 ft. up... but it goes far beyond the bounds of the structure they are in, extending impossibly far in each direction until it fades to black from lack of light.

The bounds of the structure itself can still be seen as there are faded grey lines that mark where the walls **should** be.

On the floor, halfway between the markings that indicated the "real" edge of the room and the trap door, are four equally spaced buttons - One on the north, east, south, and west sides. These buttons are also reflected on the ceiling of the room. (8 buttons in total)

The stone **inside** the bounds of the room is indestructible. They cannot be broken by any means and even magic doesn't seem to shape their location.

The stone **outside** the bounds of the room is fragile and weak. It can be easily broken even with a hard punch.

When stone is broken on the floor, it falls out of the matching location on the ceiling and if someone jumps through the hole in the floor they will fall out of the matching hole in the ceiling. This also opens up a sort of portal. If someone sticks their hand through a hole in the floor it will come out through the matching location in the ceiling. If they look down through the hole they can even see themselves down below!

THE SOLUTION

In order to open the passage to the next floor, all eight of the buttons must be pressed at the same time. It takes a relatively firm press to hold the button so simply shooting an arrow or other such tactic will not do the trick. The players are expected to use the stone on the outside of the tower as their material. The four on the floor are simple as a single piece of stone can be laid upon them and they are done. The ones on the ceiling are a bit more tricky.

The party can approach the problem from a number of different ways. Some of these include simply building four tall towers of stone on which they can stand (though this takes a long time as the ceiling is 25 ft. high), running rope from one opening to the other that someone could use to crawl across the ceiling and press buttons, or even puncturing the holes on the floor at such an angle that a rope could be placed across two buttons at once and hold them down when pulled tight.

Once all eight buttons are pressed at the same time, the stone on the outside of the room begins to collapse towards the boundary, eventually forming the outer wall and using rubble to form a stairwell that leads up to the next floor.

WHAT'S IN A NAME?

The players meet a guardian that speaks a language that at least one member of the party understands. He will block their path of progression unless they can figure out his name based on a series of riddles.

FIRST NAME - IVEN

If you wish to pass, simply tell me my name.

Very simple are the rules to my game.

Every sentence contains a clue in disguise.

Now look to the front, all you need is your eyes.

The solution to the riddle is simply to take the first letter of each line of the riddle and put them together to form the name Iven. When the party determines his name he will smile and laugh. "A simple riddle to get your minds working, now the middle name to prove you are worthy!"

MIDDLE NAME - CROW

Strange how words can have two meanings.

My middle name is also alive and breathing.

Perched in the trees, shrouded in black.

Intelligence is not something it lacks.

Four letters in total, one syllable is all.

My name can speak but it mostly says "caw".

This one is fairly straightforward, he mere describes the bird that shares a name with his middle name - a crow. "Excellent work, but you're not done just yet. My last name is tricky, guess that and you're set.

LAST NAME - QUINN

For your final challenge look for your cue.

And know that this riddle was made just for you.

Heed these words, look with more than your eye.

For in this message five clues reside.

These clues the characters in my last name.

Made from words and letters that sound the same.

There are 5 words in the riddle above that sound the same as letters when spoken. They are, in order - cue, you, eye, in, in. Put these together and you get the last name Quinn. With this they will have his full name of **Iven Crow Quinn** and are granted permission to pass.

EXPANDED TRINKETS

d100

- 1 An obsidian chess piece.
- 2 A goblin-crafted dagger.
- 3 A chalice that sweetens beverages poured into it.
- 4 A lantern with a handle crafted of bone.
- 5 A tatted book with many censored words.
- 6 A tiny ruby lobster
- 7 A small emerald snake.
- 8 A toy boat with peeling paint and initials carved into the deck.
- 9 A broken arrow with a blood-stained tip.
- 10 A ball of multicolored yarn.
- 11 A large feather that glows in the moonlight.
- 12 A small brass hourglass with blue sand.
- 13 A small wooden treasure chest with a lump of coal inside.
- 14 A pair of glasses held together by tape.
- 15 An apple that never seems to rot.
- 16 A badly burnt diary.
- 17 A small wooden maze and steel ball.
- 18 A ring with the word "Always" inscribed around the inside.
- 19 A candle holder with a dragon wrapped around the base.
- 20 The preserved body of a scorpion in a glass case.
- 21 A large quilt that always folds with ease.
- 22 A music box that plays a common lullaby.
- 23 A set of hand drawn playing cards.
- 24 A potion with a mysterious purple substance inside.
- 25 A rusted hatchet with initials carved into the handle.
- 26 A small jar with a label that reads "Gelatinous Jelly".
- 27 A family portrait with a face torn out.
- 28 A twenty-sided die with a sword in place of the 20.
- 29 A broken clockwork raven.
- 30 A pair of gloves made of werewolf leather.
- 31 The fossilized claw of a griffon.
- 32 A putrid cylinder of cream labeled "Flumph Bait".
- 33 A piece of stained glass with a rune upon it.
- 34 A small glass dome that when shaken shows the weather.
- 35 A necklace made from the beak and feathers of an owlbear.
- 36 An elven dreamcatcher.
- 37 A book labeled "Monsters of the World" with a single unfinished entry.

d100

- 38 Part of a map displaying a large X.
- 39 A tankard with "Dowmir's Annual Dwarven Drinking Contest - 2nd Place" written upon it.
- 40 A grappling hook made from wyvern claws.
- 41 A bookmark with an old wizard's bucket list written upon it.
- 42 A box of beautiful, but mundane, rocks.
- 43 A tea cup with a chip around the top.
- 44 A small glass container with a rose inside.
- 45 A small wooden cricket that hops when wound up.
- 46 A wand that projects the image of a butterfly.
- 47 A bullywug crown made of coral and sticks.
- 48 A highly detailed green dragon puppet.
- 49 A neon pink wig.
- 50 A pair of snakeskin boots.
- 51 A finely-polished steel crescent moon.
- 52 A green candle that attracts Fireflies when burned.
- 53 A small golden orb with white feathered wings.
- 54 A petrified frog.
- 55 A list of names with half of them crossed off. Your name is at the bottom of the list.
- 56 A lovely, foldable kite.
- 57 A footlong tobacco pipe.
- 58 An iron turtle that doubles as a flask.
- 59 A piece of meteorite that still smoulders but is cool to the touch.
- 60 A small swan carved from ice that never melts.
- 61 A chess board with magnetized pieces that prevent cheating.
- 62 A bag woven from the scales of a young dragon. It holds half a dozen dice.
- 63 A pebble that will return to you every morning if lost.
- 64 A lei of colorful flowers that change colors with your mood.
- 65 A two-faced silver coin.
- 66 A leather belt that adjusts to any sized individual.
- 67 A quill that causes words written with it to glow when in darkness.
- 68 A small painted flower pot that grows plants twice as fast.
- 69 A minotaur figurine with a missing eye.
- 70 A 1-inch rubber ball that bounces for far longer than it should.
- 71 A large hooped earring that also functions as a lockpick.

d100

- 72 An eye-patch with a heart sewn on the inside.
- 73 A set of fake tiefling horns that look incredibly realistic.
- 74 A note that simply reads, "Somehow, someday, I will find you again."
- 75 A pouch that seems to contain an endless supply of stale breadcrumbs.
- 76 A seemingly simple bucket that is actually a very complex bucket.
- 77 A 3-inch sphere constructed of a hundred small magnetic stones.
- 78 A potion bottle filled with water that slowly refills throughout the day.
- 79 A clam shell that can only be opened by you.
- 80 A box of various sized metal gears from a mysterious machine.
- 81 A pouch depicting a boat that sails around the fabric.
- 82 A purple crystal that glows when you are having a nightmare.
- 83 A sapling with a tag attached that reads: "Definitely Magical"
- 84 A set of flint and steel that creates blue fire.
- 85 A mithril brooch belonging to a distant royal family.
- 86 A bottle half-filled with water and a small ship inside. The ship always points north.
- 87 A compass with a strange sigil upon it. The needle spins wildly when any of its six sister compasses are near.
- 88 A worn holy symbol that transforms into a deadly knife with the press of a button.
- 89 A finely carved and painted 3-inch tall figurine of a famous hero.
- 90 A horseshoe with the word 'Lucky' engraved on it.
- 91 A decorative fan that when unfolded depicts a children's fairy tail and when waved gives off bursts of color.
- 92 A large spiral seashell. When you hold it up to your ear, you hear the song of the sirens.
- 93 One half of a glass heart decoration that has been split down the center.
- 94 A spool of thread made from the tail of a unicorn.
- 95 An egg the size of a chicken egg. It is silver and covered in small spikes.
- 96 A set of jacks and a small red ball. When the ball is squeezed the jacks turn to caltrops for 30 seconds.
- 97 A black book that automatically records the details of any death that occurred within 50 ft. of you.
- 98 A set of eye drops that randomly changes your eye color for the day.
- 99 A single fragment from an ancient, powerful weapon.
- 100 A deed from a lord for a plot of land. It is completely covered with the words "He lies!"

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ABOMINATION FROM THE DEEP

Standing at nearly six feet tall, the abomination has a head that resembles that of a frog but a mouth filled with razor sharp teeth. Its build is that of a humanoid, but it has skin that is dark, slick, and smooth. It typically walks on two legs, but when it charges after a victim it will go down on all fours, digging into the ground and launching itself forward with its powerful legs. Its webbed hands and feet both end in vicious claws that can tear through flesh and even metal. These combined with the guiding fin on its back allow the abomination to swim at incredible speeds. Being in the water with one of these entities is certain death.

Toxic Bite. The abomination produces a potent neurotoxin that it delivers via its bite, paralyzing victims so that it can drag them back to its lair far beneath the surface of the water. The lucky ones drown helplessly as the abomination pulls them down into the depths. The unlucky ones are feasted upon while still alive, unable to move their vocal chords enough to call out for help or even cry out in pain. When especially hungry, the abomination has been known to bury victims up to their neck in mud and allow them to call for help. The abomination will then devour those that come to the rescue.

Manifestation of Nature. Many believe these abominations are the result of nature retaliating against the misuse of its resources. A human corpse left to decay in the lake is claimed by a wrathful nature spirit, infused with the sinful waste of the villagers, and unleashed back upon them. There is only ever one abomination living in a single body of water at a time and it is always in fresh water that has been heavily polluted. Some villagers will attempt to make things right by cleaning up these bodies of water and imploring others to do the same.

These villagers are typically the first to disappear.



ABOMINATION FROM THE DEEP

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 120 (16d10 + 32)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	13 (+1)	12 (+1)	7 (-2)

Skills Athletics +7, Perception +4, Stealth +5, Survival +4

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal

Challenge 6 (2,300 XP)

Amphibious. The abomination can breathe air and water.

Natural Camouflage. The abomination has advantage on stealth checks in aquatic environments.

Actions

Multiattack. The abomination makes three attacks: two with its claws and one with its bite.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw against being paralyzed. On a failed save, the creature's body begins to go numb and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is paralyzed for 1 hour.

Putrid Water Spray (Recharge 5-6). The abomination unleashes a spray of foul water in a 30-foot line. Each creature in that area must make a DC 14 Dexterity saving throw, taking 16 (3d10) necrotic damage and 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. The abomination can track any creature affected by this ability up to 5 miles away for the next 24 hours.

ALCHEMISTS

Alchemists are often considered to be some of the smartest individuals around, requiring years and sometimes decades of study and practice to create magical potions far beyond the reach of ordinary citizens. An alchemy lab is a dangerous place, however. There are accidents, and the worst amongst these accidents cause the alchemists themselves to become bound to their own ingredients and tools. When this happens, the formerly advanced mind is reduced to that of a feral beast with physical manifestations not ever meant to occur in the eyes of the gods.

CAUSTIC ALCHEMIST

These alchemists work amongst heavily acidic potions or in areas of ingredient disposal. When corruption occurs, the acid combines with their physicality and causes their blood to turn to become caustic. Most of their body adapts to this acid, but other parts are melted and drip corrosive liquids from open wounds. Every moment of life is agony for these creatures and they seek to inflict this same pain on others. They will tear at enemies with hands that have melted away to bone and will lob balls of acidic bile to melt away their flesh as their own has been melted.

CONSTRUCT ALCHEMIST

The construct alchemist is the most powerful of all transformed former laboratory workers. When the accident occurred, these alchemists were in proximity to a golem or similar creation which fused with their body to create a half-man, half-machine monstrosity that maintains some small scrap of sanity. They are given the strength of a machine, with tubes twisting and writhing between flesh and metal and pumping both blood, oil, and other fluids to somehow keep the creature alive.

A Conflicted Mind. This alchemist alone maintains a portion of its conscious mind, but these instances of clarity come in incredibly painful waves of occurrence. Because of this, the alchemist's mind is susceptible to mind altering magics. It may seem like this alchemist could be saved and redeemed, but any attempts to remove the metals latched onto its brain would result in certain death.

Both Man and Machine. Most of the right half of the body has been replaced by metal and wiring - from foot to skull. The left half remains relatively untouched except for a few wires that dig into its skin. Blood flows through a clear plastic tube that juts out just below the lungs and curves up to connect to its brain. Most of its jaw is still human, but some of its teeth have been replaced by jagged metal shards and screws. One of its eyes is a glowing red sensor while the other remains ordinary, though horribly bloodshot. It is the portions where the metal and flesh combine that is truly unsettling though. Metal burrows into flesh with sharpened hooks that pulls and stretches the flesh but doesn't tear it. In other parts, the skin grows over the metal, turning it a deep purple color similar to a bruise. In some portions, the job was not done perfectly and bits of organs are exposed. Bone ribs jut out through the metal panel on the right side of its chest.

It is nightmarish to behold.

ELEMENTAL ALCHEMISTS

Elemental alchemists were those working on making heavily volatile potions involving the use of fire, lightning, and ice. The Scorched Alchemists burn with every step they take and can launch power blasts of flame from their hands. Various parts of their body are constantly ignited, but their skin does not seem to be burnt. Sparking alchemists are infused with lightning. They glow brightly, especially from out of their eyes. These were former casters and can tap into their spellcasting abilities, but they use them seemingly at random, targeting no particular creature but knowing how to defend itself from lingering instinct. The Frost Alchemists are frozen to their core; so cold in fact that it is painful to even touch their skin as the cold will reach out and bite their attackers. The ground freezes with each step they take and water turns to ice in their vicinity.

GLASS-INFUSED AND IRON-INFUSED ALCHEMIST

The glass and iron infused alchemists were those working amongst the alchemy equipment when the accident occurred. As they felt the infection take hold, they began to go wild, smashing vials and throwing their bodies against laboratory equipment... but some of these items took hold. Even as glass and iron dug into their exposed flesh, it became part of them. The Glass Alchemists have bits of broken glass stabbed all through their body making their attacks slice and slash at opponents, while also making them more difficult to target with spells. The Iron Alchemists have portions of their skin replaced with thick sheets of iron, making them highly resistant to weapon attacks.

Greater Entities. Some alchemists took on a more extreme transformation. Those fused with iron having all of their skin replaced with flexible metal. Their weight increases to over five hundred pounds and they become nearly indestructible. They launch shards of sharp iron from their body and can crush opponents with their immense strength. The glass alchemists have their skin take on a shimmering, reflective effect that causes most spells to glance off of them harmlessly. They also have the ability to spray out a blast of shattered glass and slice their opponents to ribbons with deadly claws.

CAUSTIC ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	9 (-1)

Damage Immunities acid

Senses passive Perception 10

Languages ---

Challenge 2 (450 XP)

Acidic Flesh. Ranged projectiles that hit the alchemist are dissolved and cannot be recovered.

Actions

Multiattack. The alchemist makes two attacks with its claws or one with its caustic burst.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) acid damage.

Caustic Bile. *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one target. *Hit:* The target must make a DC 13 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

CONSTRUCT ALCHEMIST

Medium humanoid, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	17 (+3)	10 (+0)	15 (+2)

Saving Throws Str +8, Int +7

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 30 ft., passive Perception 10

Languages Common

Challenge 7 (2,900 XP)

Weakened Mind. The alchemist has disadvantage on Charisma, Intelligence, and Wisdom saving throws.

Advanced scanners. The alchemist uses his mechanical eye to take in intricate details of his environment hidden to the human eye. It has truesight up to 30 ft.

Actions

Multiattack. The alchemist makes three attacks: two with its servo-enhanced strike and one with its poison vial.

Servo-Enhanced Strike. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Poison Vial. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* The target must make a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more is poisoned until the end of their next turn.

Poison Canister (Recharge 5-6). The alchemist launches a canister filled with deadly poisonous gas at a point within 30 feet. Each creature in a 10-foot-radius sphere centered on that point must make a DC 15 Constitution saving throw, taking 38 (7d10) poison damage on a failed save, or half as much damage on a successful one. Creatures that failed the save are also poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.

Reactions

Automated Reflexes. The alchemist adds 3 to its AC against one melee attack that would hit it. To use this feature, the alchemist must see the attacker.

Legendary Actions

The alchemist can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The alchemist regains spent legendary actions at the start of its turn.

Strike. The alchemist makes a servo-enhanced strike.

Poison Burst (Costs 2 Actions). The alchemist opens up a side compartment and unleashes a blast of poisonous gas against each creature within 10 feet. Each creature in this area must succeed on a DC 15 Constitution saving throw or take 16 (3d10) poison damage.

Rapid Repair (Costs 3 Actions). The alchemist performs a swift operation on its damaged component and regains 30 hit points.

CONSTRUCT ALCHEMIST



FROST ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 16 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	8 (-1)

Damage Immunities cold

Senses passive Perception 11

Languages ---

Challenge 2 (450 XP)

Frozen Flesh A creature that touches the alchemist or hits it with a melee attack while within 5 feet of it takes 4 (1d8) cold damage.

Actions

Multiattack. The alchemist makes two freezing strike attacks.

Freezing Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 5 (2d4) cold damage and the target's movement speed is reduced by 10 on its next turn. If the alchemist hits the same target with both of its freezing strike attacks in a single round, the target is restrained until the end of their next turn instead.

GLASS-INFUSED ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 12

Hit Points 27 (6d6 + 6)

Speed 40 ft.

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

Damage Vulnerabilities bludgeoning, thunder

Senses passive Perception 10

Languages ---

Challenge 1 (200 XP)

Shattering Blast. When the alchemist dies, it explodes in a burst of sharp glass. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one.

Reflective Skin. The alchemist has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The alchemist makes two attacks with its slashing strike

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

GREATER GLASS-INFUSED ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 14

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	14 (+2)	10 (+0)	8 (-1)

Saving Throws Dex +6, Int +4

Damage Vulnerabilities bludgeoning, thunder

Senses passive Perception 10

Languages ---

Challenge 3 (700 XP)

Shattering Blast. When the alchemist dies, it explodes in a burst of sharp glass. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much on a successful one.

Reflective Skin. The alchemist has resistance to damage from spells (except for thunder damage) and has advantage on saving throws against spells and other magical effects.

Vicious Cuts. If the alchemist hits the same target with both slashing strikes on the same round of combat, the target takes an additional 11 (2d10) piercing damage as glass shards cut deeply into flesh.

Actions

Multiattack. The alchemist makes two attacks with its slashing strike

Slashing Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Rain of Glass (Recharge 5-6). The alchemist holds out its hands and unleashes a blast of glass shards in a 15 foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) slashing damage on a failed save, or have as much damage on a successful one.

GREATER IRON-INFUSED ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 17 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	8 (-1)

Saving Throws Con +4, Str +6

Damage Resistance piercing, bludgeoning, and slashing damage from nonmagical weapons

Senses passive Perception 11

Languages ---

Challenge 3 (700 XP)

Tough as Nails. The alchemist cannot be critically hit.

Actions

Multiattack. The alchemist makes two attacks with its pummeling strike or two with its iron shard attack.

Pummeling Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

Iron Shard. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

IRON-INFUSED ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 25 ft.

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

Damage Resistance bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses passive Perception 10

Languages ---

Challenge 1 (200 XP)

Actions

Pummeling Strike. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target must succeed on a DC 11 Strength saving throw or be knocked prone.

Iron Shard. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SCORCHED ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 11

Hit Points 42 (5d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	15 (+2)	10 (+0)	7 (-2)

Damage Immunities fire

Senses passive Perception 10

Languages ---

Challenge 2 (450 XP)

Actions

Multiattack. The alchemist makes two attacks: one with its punch and one with its bite.

Flaming Punch. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 3 (1d6) fire damage.

Scorching Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) fire damage.

Flicker of Flames (1/Day). The alchemist launches a stream of fire at a target within 30 feet. This flame leaps to up to two other targets, each of which must be within 10 feet of the first target. A target can be a creature or an object and can only be targeted by one leap of flame.

Each target must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

SPARKING ALCHEMIST

Medium humanoid, chaotic evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	6 (-2)

Damage Immunities lightning

Senses passive Perception 11

Languages none

Challenge 2 (450 XP)

Spellcasting. The alchemist is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following Wizard spells prepared:

Cantrips (at will): *mage hand*, *shocking grasp*

1st level (4 slots): *chromatic orb*, *magic missile*, *witch bolt*

2nd level (3 slots): *mirror image*, *shatter*

Actions

Multiattack. The alchemist makes two attacks with its sparking strike.

Sparking Strike. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 3 (1d6) lightning damage.

ALPHA WAR EAGLE

Atop the highest peaks, all creatures fear the powerful giants which can hurl massive boulders with relative ease. Adventurers come prepared with armor and weaponry to protect themselves from these foes as well as the harsh weathers that accompany high altitudes. What many do not account for, however, is the possibility of an Alpha War Eagle protecting its lands and fellow eagles from intruders.

These alphas have proven themselves above all others in their convocation. They are considered guardians of entire mountain ranges and will dispatch anyone they see as a threat to their kin. These eagles are ancient and wise, often living over three hundred years. Typically the only threat one of these eagles has is a particularly deadly giant or a younger eagle attempting to rise up and take its place in the hierarchy.

Giant Hunters. While giants have been known to train and use eagles as tools for hunting and scouting, the alpha is known for hunting giants and other large creatures of the mountain. In order for a giant eagle to be considered an alpha, it is required that it kill a giant as a proof of its strength. Most eagles do not survive an attempt, which is why there are no alphas or only one alpha in an entire mountain range.

Masters of Wind. The eagle and its massive wings have full control of the dangerous winds that shriek through the mountain tops and can bend them to its will with a single flap. The eagle uses this primarily to assert its dominance over other eagles, preventing them from flying too close by creating a sphere of chaotic gusts. It also uses these winds for combat, especially against giants. These winds are strong enough to toss aside even the largest of hurled boulders, allowing the eagle to move in close and begin its assault. The eldest of these eagles have even been known to conjure up destructive tornadoes capable of tearing through an entire army, but eagles this powerful are quite rare.

Magical Feathers. Being around these innate magics for so long gives the eagle's feathers magical properties. The eagles can use them to disable foes, sending off a single feather that will attach to a target and rattle their mind with a psychic assault. This attack also causes the victim to become immobile, allowing for the eagle to easily pick them up and drop them off a tall cliff if necessary. These feathers are sought after by rare collectors and can be used to make arrows of incredible strength. A single alpha has enough feathers to make a hundred arrows and is worth upwards of ten thousand gold to the right buyer.

ALPHA WAR EAGLE

Large beast, neutral good

Armor Class 15

Hit Points 120 (16d10 + 32)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	15 (+2)	8 (-1)	17 (+3)	12 (+1)

Saving Throws Dex +9, Wis +7

Skills Athletics +8, Perception +11

Senses passive Perception 21

Languages Giant Eagle, understands Common and Auran but can't speak them

Challenge 9 (5,000 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Flyby Attack. The eagle doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Master of Winds. The eagle has perfect control of the air around its body. At the beginning of each of its turns the eagle can choose to gain one of the following benefits until its next turn:

- Ranged attacks against the eagle are made with disadvantage.
- The area in a 20 foot radius sphere centered on the eagle is considered difficult terrain for other creatures.
- All creatures that start their turn within 20 feet of the eagle or enters that area for the first time on a turn must succeed on a DC 15 Strength saving throw or be pushed 15 feet directly away from the eagle and knocked prone.

Actions

Multiattack. The eagle makes three attacks: one with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Talon. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Enchanted Feather (Recharge 5-6). The eagle flaps its wing and releases a cluster of feathers that seek out up to three targets within 90 feet. The targets must make a DC 16 Wisdom save, taking 27 (5d10) psychic damage and becoming restrained until the end of their next turn on a failed save, or half as much damage and not restrained on a successful one.

Create Tornado (1/Day). The eagle gives a powerful flap of its wings that conjures up a 10-foot-radius, 100-foot-high tornado at a point within 120 feet. This tornado travels along a straight line, moving 30 feet a turn, for 1 minute. The area within the tornado is heavily obscured. The tornado sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a DC 16 Dexterity saving throw the first time on a turn that it enters the tornado or that the tornado enters its space, including when the tornado first appears. A creature takes 21 (6d6) bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a DC 16 Strength saving throw or become restrained in the tornado until it disperses. When a creature starts its turn restrained within the tornado, the creature is pulled 10 feet higher inside of it, unless a creature is at the top.

A restrained creature moves with the whirlwind and falls when the spell ends, unless a creature has some means to stay aloft. A restrained creature can use an action to make a DC 16 Strength or Dexterity check. If successful, the creature is no longer restrained by the tornado and is hurled 3d6 x 10 feet away from it in a random direction.

ANCIENT FISHERMAN

Sometimes a man spends so much time at sea that stepping on land is a foreign and unnatural endeavor. Often this is by choice - a sailor who spends months at a time out at sea to provide for their family. Other times it is by misfortune. Ships are not safe from destruction and when the strongest of storms roll through entire crews may end up on the bottom of the ocean. On rare occasions, a small group or even a lone survivor will make it through such an incident, doomed to drift at sea until they die from malnutrition or until they happen upon another ship, but typically the former.

On even rarer occasions, one of these survivors forms a bond with the ocean itself and embraces its power, viewing it in the same way a cleric does their deity. The sailor and the sea come to an understanding - the sea shall provide if the sailor shows it the greatest of respect - the respect such a powerful entity deserves. These sailors become masters of swimming, of fishing, and even receive the power of spellcasting to help them through their endeavors.

Call of the Sea. Even when given the option to return to civilization - their debt to the sea repaid - most choose to stay on tropical islands, far from the rest of the world. Those who do return are never the same. They are often considered mad men as they will spend hours at a time simply staring out at the water, speaking to the waves as one would a lover. If the fisherman is ever taken away from the ocean permanently, they go mad and will either kill the ones who try to keep them from their love or die themselves from the anguish.

Zealous Believers. The fishermen that choose to stay out away from civilization are the most dangerous. Upon meeting them, they seem almost druidic in their respect for nature, constantly speaking of the sea's grace and power. They thank the sea for each and every thing they are given and if anyone questions their convictions... the wrath of the fisherman will be upon them swiftly. For those that support the fisherman, they may be rewarded with the locations of long forgotten shipwrecks or buried treasure, but often these treasures are guarded by creatures of the deep even more dangerous than the fisherman.

ANCIENT FISHERMAN

Medium humanoid, unaligned

Armor Class 16 (mithril chain mail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Str +6, Wis +6

Skills Athletics +6, Nature +4, Perception +9, Survival +6

Senses passive Perception 19

Languages any three languages

Challenge 5 (1,800 XP)

Aquatic Expert. The fisherman can hold his breath for up to 10 minutes and his abilities are unimpeded when engaging in underwater combat.

Innate Spellcasting. The fisherman's innate spellcasting ability is Wisdom (spell save DC 14). The fisherman can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *shape water*

1/day each: *control water*, *tidal wave*, *wall of water*, *water sphere*

Actions

Multiattack. The fisherman makes three attacks: one with his harpoon and two with his hook.

Giant Hook. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Harpoon. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target is grappled (escape DC 14). The fisherman may use his bonus action to pull the target up to 30 feet towards him, dealing an additional 9 (2d8) piercing damage. If the fisherman uses this attack with a target already grappled, the target is pulled up to an additional 30 feet and takes 9 (2d8) piercing damage. Whenever the grappled creature attempts to break free of the grapple, they immediately take 9 (2d8) piercing damage at the harpoon tears at them.

Catch and Release (Recharge 5-6). The fisherman performs a vicious attack on a target grappled by his harpoon within 5 feet. He makes an attack roll with advantage using his giant hook. On a hit, he pierces through the target with the hook, then rips it from their body, dealing an additional 33 (6d10) piercing damage with the attack.

ANCIENT FISHERMAN



AQUATIC STRIDER

One of the leading issues with constructs is their permanence of form... well at least for most constructs. The aquatic strider is crafted from several lightweight metal components that are bound together by enchanted waters. These waters are constantly flowing and give the strider not only its form but also the ability to shift this form when needed. These are typically created as part of a team effort of tinkerer and wizard, though sometimes a particularly bright and skilled gnome will be able to craft such a mechanical wonder alone. Like any other construct, they serve their master's will the best they can and are not afraid to be destroyed upholding these orders.

Best Form for the Job. The strider's typical form is small and quite quick. It has four incredibly thin metal legs that are nearly four feet long and allow the strider to move through the roughest of terrains with ease. These legs hold up a large cylindrical body with a central glowing core that provides the construct its power. While in this form, it will charge at enemies and impale them with a massive spike attached to the front of its body, but normally this form is only used to catch foes escaping the strider's other form - that of a tank. When the strider changes into its tank form, the slender legs come together to form a long cannon that can fire burst of ice cold water at short range. Its maneuverability is reduced drastically as it no longer has its flexible legs, but the strider's stopping power is increased immensely.

Limitless Flexibility. While the strider's two primary forms are strider and tank, it is capable of transforming to many other tasks. It can bring its legs together to form a scoop instead of a barrel to scoop debris, it can combine legs to allow it to reach across large gaps, or even take the form of a small boat and pursue enemies in the water at high speeds while firing a cannon. The adaptability of the strider is restricted only by the mind of its creator.

AQUATIC STRIDER

Medium construct, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

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

Senses passive Perception 10

Languages understands Common and Aquan but can't speak.

Challenge 2 (450 XP)

Shapeshifter. The strider can use its bonus action to transform its body into a tall, swift, four-legged construct held together by streams of water, or into a tough, slow-moving, cannon construct. While in the cannon form, the strider has its AC increased to 16 and its movement speed reduced to 20 ft. The strider falls to pieces when it dies, regardless of its current form.

Actions

Multiattack. The strider makes two attacks with its impale ability.

Impale (Strider Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Water Orb (Cannon Form Only). *Ranged Weapon Attack:* +5 to hit, range 30/90 ft., one target. *Hit:* 18 (4d8) cold damage and the target's speed is reduced by 10 feet on their next turn.

Aqua Cannon (Cannon Form Only) (Recharge 6). The strider unleashes a torrent of powerful water from its cannon in a 60-foot line. Any creature in this area must make a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage and 7 (2d6) cold damage and be pushed 15 feet on a failed save, or half as much damage and not pushed on a successful one. Any creatures behind the initial target hit by this ability have advantage on this saving throw.

ARCANES ENTITY

Arcane magics are often considered to be the most dangerous of the magical elements due to its chaotic and unpredictable nature. Many wizards and scholars spend lifetimes attempting to unlock one more secret, to reveal to the world one more spark of power that has never been discovered in the massive expanse of arcane magic. Some of these scholars unfortunately take this a step too far and pay for their hubris with their lives.

A Failed Experiment. When one attempts to tap into the seemingly limitless pool of arcane magics the world has to offer and does not exercise appropriate precautions, the result may end with death in a simultaneously beautiful and horrifying manner. But there is a small chance that these unleashed arcane magics take hold of the creature rather than destroying it utterly, infesting its body and transforming it into a conduit of magic. These creatures become arcane entities.

Hunger for Power. The entity knows only one feeling - hunger. It craves additional arcane energy above everything else. It will seek out powerful magic and attempt to consume it. The creature floats along, a massive sphere of white, blue, and purple light with the dark silhouette of a humanoid hidden within. It will strike down any who would attempt to stop it from finding more power, using claws and whips formed from arcane energy to lash out at foes. Their most powerful offensive measure involves unleashing a massive surge of energy in a deadly torrent of arcane missiles.

Magical Parasites. Once an entity has found a location it deems suitable, often beneath the streets of an elven city or a local wizard's tower, it will go into a trance as it slowly saps magics away from everything in a three hundred foot radius. Arcane casters within this area take no notice at first, but as time goes on they will develop headaches, lethargy, and sometimes have their attempts to use magic fail entirely. Magically lit torches will cease to burn, magical locks crumble away, and protective runes become useless. This often leads to much larger problems than the entity itself, for this failing magic can cause powerful creatures to break free from their prisons, will cause unrest amongst spellcasters as they make accusations as to the cause of these anomalies, or allow enemies to assault the area uninhibited.

A Mobile Breach. As an entity grows stronger, its influence begins to pierce into other planes, draining from them as well. Sometimes this will draw over enemies from those planes, but more often it calls over creatures similar in nature to the entity, such as arcane wyrms. These tiny arcane elementals will circle around the entity, offering additional protection in exchange for leeching off some of the energies pulled in by the entity. If these breaches dig too far into other planes, a Mysterious Starcaller may be dispatched to deal with the problem first hand.

ARCANES ENTITY

Large elemental, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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7 (-2)	16 (+3)	14 (+2)	18 (+4)	12 (+1)	10 (+0)
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Saving Throws Int +7, Wis +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 11

Languages Primordial

Challenge 7 (2,900 XP)

Magic Resistance. The entity has advantage on saving throws against spell and other magical effects.

Magic Weapons. The entity's weapons are magical.

Arcane Aura. The entity sheds bright light in a 15-foot radius and dim light for an additional 15 feet. Any magical items that are within this area become mundane. This effect wears off when the entity dies or when the item is taken out of the aura. Enemies that end their turn in the bright light take 5 (1d10) force damage.

Actions

Multiattack. The entity makes two attacks with its claws or two attacks with its whip.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 9 (2d8) force damage.

Arcane Whip. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 7 (2d4 + 3) slashing damage plus 13 (3d8) force damage.

Arcane Barrage (Recharge 5-6) The entity unleashes 10 (4d4) missiles of arcane power at randomly selected enemies within 120 feet. The missiles automatically hit and deal 6 (1d4 + 4) damage each.

ARCANE ENTITY



ARCANE WYRM

These little creatures resemble tiny wingless dragons. They glide along effortlessly atop of a bed of invisible magic that follows them constantly. Their bodies are mostly translucent, allowing them to hide in just about any environment as only those with the sharpest of eyes take notice of their presence. They are composed of pure arcane energy and can also travel by instantaneous reallocation of this energy to another location rather than standard flight. They can call forth blasts of arcane energy to track down and strike enemies, despite any attempts their target may make to hide. They are typically neutral creatures, living long and uninteresting lives until someone comes along and threatens to disturb their home or until it becomes part of a larger cluster of arcane wyrms.

Drawn to Power. Arcane wyrms travel in clusters of 4 to 6 and will always reside near areas of magical significance. This might be an ancient weapon filled with magic from a long-dead wizard, an area scorched from an ancient magical war, or perhaps an arcane entity that leeches on the magics of an entire city. The entities are their favorite place to reside, but not all are willing to accept wyrms as followers and will sometimes slaughter the entire cluster.

Raw Magical Power. Sometimes a cluster of wyrms grows particularly large and become brave enough as a collective to explore the elemental planes. The wyrms will travel and feed, slowly changing their arcane makeup to incorporate these new elements. As they do, the cluster grows stronger and form powerful bonds - eventually developing a hivemind. If this cluster survives for long enough, this bond continues to develop and wyrms will begin to fuse together, changing color and growing larger. Eventually, when enough energy has been gathered, these wyrms will come together in a powerful explosion that is known as Elemental Confluence, destroying everything within three hundred feet. The result is a single entity of devastating power - a Conflux Elemental.

ARCANE WYRM

Tiny elemental, unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	15 (+2)	10 (+0)	7 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages understands Primordial but can't speak

Challenge 1/2 (100 XP)

Arcane Flicker. Instead of flying, the wurm can teleports between locations by expending that much movement.

Translucent Body. The wurm has advantage on Stealth checks.

Actions

Arcane Volley. The wurm unleashes 2 jolts of arcane energy at one or two targets within 120 feet. These jolts automatically hit and deal 3 (1d4 + 1) force damage.

AZER

This section expands upon the azer creature found in other publications. For more information about azer history, their creation, and their motivation please consult these other sources. As for these azer, they show that not all azer are created equally. Some are imbued with the ability to control fire and conjure lava, some have an internal flame that burns brighter and more powerfully than that of other azer, and some are given the ability to spark power in other azer in the midst of combat. These varieties give the azer a powerful and diverse fighting force capable of standing up to just about any foe. Hopefully you can use these additional creature types to make any azer encounters your players may face much more exciting and diverse.

AZER BERSERKER

Medium elemental, lawful neutral

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 30 ft.

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

Skills Perception +3, Athletics +5
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Ignan
Challenge 3 (700 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 4 (1d8) fire damage (included in the attack).

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

Actions

Multiattack. The azer makes two attacks with its maul.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) fire damage.

Rampage (1/Day). The damage from heated weapons increases to 9 (2d8) this round and the azer immediately makes an attack against each enemy creature within 5 feet, making a separate attack roll for each attack.

AZER GUARD CAPTAIN

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	12 (+1)	12 (+1)	10 (+0)

Skills Athletics +6, Arcana +3, Intimidation +2
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 90 ft., passive Perception 11
Languages Ignan, Common
Challenge 4 (1,100 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Superheated Equipment. When the azer captain hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Illumination. The azer captain sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Actions

Multiattack. The azer captain makes two attacks: one with its warhammer and one shield bash.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Ignition (1/Day). The azer captain lets out a powerful rallying cry that increases the internal flames within all allies within 120 feet that can see it or hear it. For the next minute, these azer have the damage of their Heated Body increased by one dice category to a maximum of 1d12 and gain 10 temporary hit points.

Reactions

Flame Barrier. The azer captain adds 3 to its AC against a ranged spell attack that would hit it by raising his shield and creating a protective barrier of flame. If the attack is still successful, the attacker takes 5 (1d10) fire damage as a spiral of flame tracks the spell back to its origin. To use this ability, the azer captain must see the attack and be wielding a shield.

AZER LAVASHAPER

Medium elemental, lawful neutral

Armor Class 13 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Ignan

Challenge 2 (450 XP)

Innate Spellcasting. The azer's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mending*, *produce flame*, *comprehend languages*

1/day each: *burning hands*, *scorching ray*, *enlarge/reduce*, *darkvision*

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

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

Actions

Multiattack. The azer makes two attacks with its warhammer.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZER MAGMA SHAMAN

Medium elemental, lawful neutral

Armor Class 13 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Cha +5, Con +3

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Ignan

Challenge 3 (700 XP)

Innate Spellcasting. The azer's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *mending*, *produce flame*, *comprehend languages*, *mold earth*

2/day each: *cure wounds (elementals only)*, *shield*, *aganazzar's scorcher*

1/day each: *fireball*, *enhance ability*, *invisibility*

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attacks).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet. This feature does not activate while the azer is invisible.

Actions

Multiattack. The azer makes two attacks with its warhammer.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

AZER PROTOTYPE

Medium elemental, lawful neutral

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft.

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 1 (200 XP)

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

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 2 (1d4) fire damage (included in the attack).

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

Actions

Multiattack. The azer makes one attack with its mace and one with its off-hand strike.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 2 (1d4) fire damage.

Off-hand Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 2 (1d4) fire damage.

LORD OF THE AZER

Large elemental, lawful evil

Armor Class 18 (plate mail)

Hit Points 130 (16d10 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Str +8, Con +6

Skills Athletics +8, Arcana +4, Intimidation +5

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 10

Languages Ignan, Common

Challenge 8 (3,900 XP)

Legendary Resistance (1/Day). If the azer fails a saving throw, it can choose to succeed instead. This effect is granted by the Azer's crown, so if it somehow lost, this ability cannot be used.

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 6 (1d12) fire damage.

Heated Weapons. When the azer hits with a metal melee or ranged weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Actions

Multiattack. The azer makes two attacks with its maul or two with its throwing hammers.

Maul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, plus 7 (2d6) fire damage.

Throwing Hammer *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 7 (2d6) fire damage.

Molten Slam (Recharge 5-6) The azer slams his maul down with such devastating force that the ground itself cracks open in a 30-foot cone and releases lava. Each creature in that area must make a DC 15 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful one.

LORD OF THE AZER



BULLYWUG

This section expands upon the bullywug creature found in other publications. For more information about these frog-like creatures please consult these other sources. The creatures below include the powerful, bulky Bullywug Brute. He puts the bull in bullywug with his massive, intimidating form. Often this intimidating form is the result of a bullywug that has learned to inflate its body with air, but sometimes they are truly ferocious fighters. The tortoise knights are the mounted combatants of the bullywug army, charging into battle upon the back of ancient, sturdy tortoises at a blistering pace of 15 feet per round. They use lances carved from tree branches and shields made from large clam shells and are the bravest of all bullywugs.

BULLYWUG BRUTE

Medium humanoid (bullywug), neutral evil

Armor Class 12 (hide armor)

Hit Points 30 (4d8 + 12)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	7 (-2)	10 (+0)	6 (-2)

Skills Athletics +5

Senses passive Perception 10

Languages Bullywug

Challenge 1 (200 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The bullywug makes three attacks: one with its tongue and two with its punch.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target is grappled (escape DC 13) if it is a medium or smaller creature and the bullywug doesn't have a creature grappled. The target must then succeed on a DC 13 Strength saving throw or be pulled to a space within 5 feet of the bullywug.

Punch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 bludgeoning damage.

BULLYWUG TORTOISE KNIGHT

Medium humanoid (bullywug), neutral evil

Armor Class 13 (hide armor)

Hit Points 19 (3d8 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	7 (-2)	10 (+0)	6 (-2)

Skills Athletics +4

Senses passive Perception 10

Languages Bullywug

Challenge 1/2 (100 XP)

Amphibious. The bullywug can breathe air and water.

Mounted Combatant. The bullywug typically fights from the back of a tortoise. The tortoise and the bullywug share an initiative in combat. If the bullywug is hit for 10 points of damage or more from a single attack, it must succeed on an athletics check with DC equal to the damage of the attack or fall from its mount.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. If the bullywug is not riding a tortoise, this attack is made with disadvantage.

TORTOISE

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 25 (3d10 + 9)

Speed 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	4 (-3)	16 (+3)	8 (-1)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages ---

Challenge 1/2 (100 XP)

Amphibious. The tortoise can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Reaction

Withdraw. The tortoise adds 2 to its AC against an attack that would hit it by quickly withdrawing into its shell.

CENTAUR

This section expands upon the centaur creature found in other publications. For more information about these powerful nomads please consult these other sources. The creatures included below give a few more options to your centaur encounters. The marauder charges into battle with a lance at the ready. Being half-horse and half-man, the lance is a natural weapon for a centaur and with it they can make quick work of even the strongest foes. Centaur mystics have harnessed the power of nature to create spells to heal their allies, protect themselves, and to weaken their enemies. The centaur scout is responsible for hunting down anyone that passes through their lands uninvited, using its superior speed and knowledge of the wilds to ensure only the stealthiest of groups can pass through without the permission of the centaur clan.

CENTAUR MARAUDER

Large monstrosity, neutral good

Armor Class 16 (scale mail)

Hit Points 68 (8d10 + 24)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	16 (+3)	9 (-1)	11 (+0)	7 (-2)

Skills Athletics +7, Perception +2

Senses passive Perception 12

Languages Elvish, Sylvan

Challenge 3 (700 XP)

Specialized Combatant. The centaur is considered mounted for the purposes of using a lance in combat.

Impaling Strike. If the centaur moves at least 30 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 10 (3d6) piercing damage and must succeed on a DC 12 Dexterity saving throw or become impaled by the centaur's lance. While impaled, the creature is considered grappled (escape DC 12) and takes an additional 10 (3d6) piercing damage at the end of each of its turns. While a creature is impaled, the centaur may not attack with its lance or longbow unless it chooses to end this effect.

Actions

Multiattack. The centaur makes two attacks: one with its lance and one with its hooves or two with its greatbow.

Lance *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Hooves *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Greatbow *Melee Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

CENTAUR MYSTIC

Large monstrosity, neutral good

Armor Class 12

Hit Points 39 (6d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	16 (+3)	10 (+0)

Skills Nature +2, Survival +5

Senses passive Perception 13

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Spellcasting. The centaur is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following Druid spells prepared:

Cantrips (at will): *druidcraft*, *thornwhip*

1st level (4 slots): *animal friendship*, *faerie fire*, *healing word*

2nd level (2 slots): *barkskin*, *moonbeam*

Actions

Multiattack. The centaur makes two attacks: one with its quarterstaff and one with its hooves or two with its longbow.

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

Hooves *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

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

CENTAUR SCOUT

Large monstrosity, neutral good

Armor Class 12

Hit Points 22 (4d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4, Survival +4

Senses passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Skilled Tracker. The centaur has advantage on Wisdom (Survival) checks while in the forest.

Actions

Multiattack. The centaur makes two attacks: one with its longsword and one with its hooves or two with its longbow.

Longsword *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Hooves *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

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

CRABSTROSITY

These creatures appear exactly as you might expect given the name they were appointed from the first sailors that spotted one of these towering shellfish. Standing at nearly thirty feet tall and wider than a ship, the crabstrosity creates an intimidating presence that causes even the most powerful of creatures to maintain a healthy distance. These crabs are not inherently evil, but will protect their territory with ferocity.

Unparalleled Strength. There are few objects that can stand up to the crushing force of a crabstrosities claws. They have been known to cut a full grown whale in two with seemingly no effort. The same applies to elephants, giants, and even ships. In fact, a ship graveyard far from the water is often the best indication that a crabstrosity resides nearby.

A God Amongst Shellfish. Some creatures view a crabstrosity as a sort of god thanks to its menacing form and unparalleled strength. Certain merfolk tribes, kua-toa, and even some humans will pay tribute to the crabstrosity, thinking that it may protect them from other powerful creatures of the wild. The crabstrosity accepts their gifts, but lacks the intelligence to ever live up to the expectations of these followers.

A Feast For An Army. When the first crabstrosity was destroyed, it was discovered that eating its meat gives a powerful boost to strength and endurance. Since that discovery, they are often hunted in times of war. A man that has feasted on the flesh of the crabstrosity is as powerful as three ordinary men in combat, making it a worthy investment to lose a few dozen (or hundred) men to defeat one. A single crabstrosity can feed five hundred adult men with ease.

Any creature that feasts upon crabstrosity meat has its Strength and Constitution scores increased by 4 for 24 hours. Once a creature has received this benefit, it cannot receive it from eating meat of the same crabstrosity and can only regain this Strength and Constitution bonus if they hunt down yet another of these rare and powerful beasts.



CRABSTROSITY

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	2 (-4)

Saving Throws Str +10, Con +9

Skills Athletics +10, Perception +4

Condition Immunities grappled, prone, restrained

Senses passive Perception 14

Languages ---

Challenge 10 (5,900 XP)

Vicegrip. The crabstrosity can have the same target grappled by both claws. When a creature makes a check to break free of the crabstrosity's grapple, it is freed from both claws on a success. A target grappled by both claws is considered restrained.

Powerful Claws. Creatures may target the crabstrosities claws individually. The large claw has 75 hit points and AC 15 while the small claw has 50 hit points and AC 13. If either claw takes more than 25 points of damage in a single round, it will release any creature it is currently grappling. When the claw is reduced to 0 hit points, it falls limply to the ground and can no longer attack.

Actions

Multiattack. The crabstrosity makes three attacks: one with its big claw, one with its small claw, and one with its stomp.

Big Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage and the target is grappled (escape DC 18) if it is Huge or smaller and the crabstrosity doesn't have another creature grappled in its big claw.

Small Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage and the target is grappled (escape DC 18) if it is Huge or smaller and the crabstrosity doesn't have another creature grappled in its small claw.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Eviscerate. The crabstrosity attempts to eviscerate a target grappled by both of its claws. The grappled creature takes 52 (8d12) piercing damage. If a creature is reduced to 0 hit points from this attack, their body is brutally torn to pieces.

CUBE OF ANOMALIES

The Cube of Anomalies was formed when a deep gnome by the name of Durmekk attempted to recreate the properties of the terrifying multi-eyed entities that live deep underground within a construct. He sought to create a floating, all-knowing guardian that could defend against any assault. The primary intent of the cube was for the destruction of drow, a task for which he received a great deal of support from his fellow deep gnome.

The cube is roughly four feet wide on each side and made of a blend of mithril and iron. The center two feet of each side of the cube is covered by a thick, nearly indestructible tinted glass. Behind this glass are glowing orbs of power that give the cube its capabilities. The colors of these sides are red, blue, yellow, purple, green, and orange. Each color uses a unique ability - conjuring prisons of water, teleporting creatures against their will, or simply unleashing devastating psychic attacks.

Obedient Guardian. The cube obeys the orders of its master; its master being the one that wears a pendant around their neck that matches the design of the cube itself. The cube sees all with its advanced sensors, can interpret any language, and is quite smart in its own right. It is not charming, however. The cube is brutally honest in all responses - calculating and precise as you might expect from a machine. It will let intruders know that they will be killed and then do so without hesitation should they press their luck.

Suppressed Evil. If the pendant that gives a creature control over the cube is ever destroyed, it will become free to act on its own will. Seeing that its life up until this point has been servitude and destruction, it continues down this path but unbounded, annihilating anything and everything in its path - cleansing the world one inferior entity at a time. The cube shows no preferences in race, shows no mercy to the weak or the elderly, and has no remorse for the action it takes.

Susceptibility to Paradox. The cube has incredibly intelligence, but is still a machine at the end of the day. Its actions are black and white and made with complete confidence and certainty. One of the only weaknesses the cube knows is in the face of a paradoxical statement. These give the cube pause as it attempts to determine the proper response, leaving it paralyzed with indecision. Sometimes this will leave the cube in stasis for entire minutes at a time, but if the cube is ever attacked while stuck in this loop, it will break free and begin to defend itself as normal and become immune to such mental attacks for a short period of time.



CUBE OF ANOMALIES

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	18 (+4)	18 (+4)	5 (-3)	1 (-5)

Saving Throws Con +7, Int +7,
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, exhaustion,
frightened, grappled, paralyzed, petrified, poisoned,
restrained, unconscious
Senses truesight 60 ft., passive Perception 7
Languages All
Challenge 8 (3,900 XP)

Legendary Resistance (2/Day). If the cube fails a saving throw, it can choose to succeed instead.

Actions

Cubic Assault. The anomaly shifts itself around and unleashes two effects at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it.

Red. Locational Displacement. The target must succeed on a DC 15 Charisma saving throw or be teleported 50 feet into the air and launched downward. They smash into the ground at the end of their next turn, taking 35 (10d6) bludgeoning damage as they do so.

Blue. Aquatic Prison. The target is surrounded by 10 foot cube of water and is considered grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. At the start of each of the grappled creature's turns, it takes 14 (2d8 + 5) cold damage as freezing cold water churns around them.

Another creature within 5 feet of the prison can attempt to pull the trapped creature free by taking an action to make a DC 15 Athletics check. On a success, they free the target from the prison. On a natural 1, they are pulled into the prison is well.

Yellow. Blinding Beam. The targeted creature must succeed on a DC 15 Constitution saving throw, taking 27 (6d8) radiant damage and being blinded until the end of their next turn on a failed save, or half as much damage and not blinded on a success.

Purple. Mental Onslaught. The targeted creature must make a DC 15 Intelligence saving throw, taking 27 (6d8) psychic damage and rolling their first attack on their next turn with disadvantage on a failed save, or half as much damage and not given disadvantage on a successful one.

Green. Ability Reassessment. The targeted creature must succeed on a DC 15 Charisma saving throw. On a failed save, the target's highest and lowest ability scores are swapped. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Orange. Barbed Bindings. Tendrils of barbed wire burst into existence and attempt to surround the targeted creature. The target must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) piercing damage and become restrained. At the start of the restrained creature's turns it takes an additional 14 (4d6) damage. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BOSS ENCOUNTER

If your players are facing off against a Cube on its own, give it the following Legendary Actions and increase its challenge rating to 9.

LEGENDARY ACTIONS

The cube can take 3 legendary actions, choosing the Continued Assault option below. It can only take one legendary action at a time and only at the end of another creature's turn. The cube regains spent legendary actions at the start of its turn.

Continued Assault. The cube uses one random ability of its Cubic Assault.

CURSED CAT

There is lore going back as long as anyone can remember that warns of black cats being a symbol of bad luck. In most cases, this is merely superstition . . . but not always. Sometimes a cat is born with a unique disposition for causing misfortune in others. The cat is aware of the effect it has and will wander around in public areas to watch others fail, relishing in their struggle (as you might expect from a cat). If the cat is ever killed, it will even leave a curse behind on the person that took its life, causing them to have bad luck in everything they do for a short period of time.

A Hag's Best Friend. Hags often seek out these cursed cats and keep them as pets. The cat's aura of misfortune only affects good creatures, so the hag is unaffected while most of her guests will be left uncomfortable and demoralized. The cat is typically pleased with this arrangement, being left to cause misfortune and given plenty of rats to eat in the filthy lairs of these hags.

CURSED CAT

Tiny beast, neutral evil

Armor Class 12

Hit Points 5 (2d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +4

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.

Aura of Misfortune. Whenever a non-evil creature within 15 feet of the cat makes a skill check, they subtract a d4 from the result. Whenever the cat is killed, the creature that killed it must succeed on a DC 9 Charisma saving throw or be affected by the Bane spell for the next 10 minutes.

Actions

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

DEADLY HUNTER

Wanderers, bodyguards for hire, or perhaps members of a adventuring party, these rangers are skilled in the use of bow and arrow and have some unique capabilities. They specialize in striking from the shadows, hiding in foliage and behind boulders to make enemies wonder where they will fire from next. Their most powerful ability infuses a single arrow with incredible power. By firing it into the sky, they can rain down death in a massive area as the single arrow explodes into a thousand and forms a wave of death so dense that it blocks out vision of the sky for those cause within its destruction.

DEADLY HUNTER

Medium humanoid, unaligned

Armor Class 16 (studded leather)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	11 (+0)	17 (+3)	7 (-2)

Saving Throws Dex +7, Wis +6

Skills Animal Handling +6, Perception +6, Stealth +7, Survival +6

Senses passive Perception 16

Languages any four languages

Challenge 5 (1,800 XP)

Vital Strikes. When the hunter hits a creature with a weapon attack, the creature takes an extra 4 (1d8) damage if it is below its hit point maximum.

One With Nature. While outdoors, the hunter can take the Hide action as a bonus action on each of its turns.

Strike From The Shadows. When the hunter starts its turn with no one aware of its presence, if the hunter takes the Attack action this turn it may make one additional attack with its longbow or shortsword as a bonus action.

Actions

Multiattack. The hunter makes two attacks with its shortsword or two with its longbow.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Rain of Arrows (Recharge 5-6). The hunter fires a magical arrow at a point within 150 feet. When the arrow reaches its destination, it explodes into hundreds of individual arrows that rain down and coat the battlefield in a 30 foot cone directly beneath the initial arrow's location. Each creature in this area must make a DC 14 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, or half as much damage on a successful one.

Hunt Them Down (1/Day). All creatures within 300 feet of the hunter come under the effects of the Hunter's Mark spell for the next 24 hours. After the hunter uses this ability, it makes a longbow attack against each enemy it can see within 150 feet, making a separate attack roll for each attack.

DEMONS

This section expands upon the demon creatures found in other publications. Full details of demons and demon lords are detailed in these other sources, so please use it as reference if you wish to expand your demonic knowledge. This section gives a few new options for demons your party may encounter in their adventures.

GRAVIGAS

Known by most adventurers as a gravity demon, the Gravigas crushes the bones of lesser creatures with its mere presence. It is constantly surrounded by a field of intense gravity that prevents non-evil creatures from moving quickly or even jumping, while the demon continues to move unhindered. Those who attempt to strike from a distance with projectiles are left disappointed as their arrows and bolts quickly fall to the ground far short of their mark.

Gravigas are used on the front lines of battles, as their Gravity Well leaves archers ineffective and forces all but the strongest of melee fighters to their knees. It starts off a battle by ripping in all nearby foes and striking them down in one swift motion. This alone would be enough to intimidate most, but the demon's form is also horrific.

It stands at nearly ten feet tall with massive, webbed wings and a tail lined with jagged spikes. Its claws and tail are imbued with gravitational forces, causing its strikes to be even deadlier than expected. It has horns that are nearly two feet long and from them the demon hangs trophies of his defeated foes. Its skin color ranges from dark purple to black and it bulges with muscle from head to toe. Few are brave enough to go up against a Gravigas.

GRAVIGAS

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	7 (-2)

Saving Throws Str +8, Dex +7, Con +7

Skills Arcana +5, Athletics +8, Intimidation +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Senses darkvision 60 ft., passive Perception 12

Languages Common, Infernal, Abyssal

Challenge 9 (5,000 XP)

Gravity Well. The demon exudes a powerful gravity field in a 30-foot radius around itself. This area is considered difficult terrain for all non-evil creatures. Other creatures within this field cannot jump or fly and have disadvantage on Strength and Dexterity checks. Additionally, all ranged weapon attacks against the demon are made with disadvantage.

Actions

Multiattack. The demon makes three attacks: two with its claws and one with its tail.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) force damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 9 (2d8) force damage.

Crushing Forces (Recharge 6). The demon causes the power of the gravitational field to increase tenfold for a moment. Each creature in the area of the gravity well must make a DC 15 Strength saving throw, taking 44 (8d10) bludgeoning damage and being knocked prone on a failed save, or half as much damage and not knocked prone on a successful one.

Gravity Surge (3/Day). The demon causes the gravitational forces around it to surge with power. Each creature in the area of the gravity well must succeed on a DC 15 Strength saving throw or be pulled to an unoccupied space adjacent to the demon. Afterwards, the demon makes a claw attack against each enemy pulled, making a separate attack roll for each attack.

SOUL HARVESTER

Though the body beneath its armor may seem frail and withered, this demon is certainly not one to be taken lightly. The harvester crafts small black orbs that it uses to capture the souls of good creatures. It then consumes these souls to give itself power in the heat of battle, destroying any possibility of a resurrection beyond the use of a wish spell. The soul harvester will have a maximum of thirteen of these orbs constantly swirling around it, growing more powerful with each.

While many demons are fueled by hatred and rage, the harvester is much more sinister in nature. It will often capture souls of powerful figures and hold them ransom or claim slaves in exchange for releasing the soul of a loved one. In combat it can dispatch orbs to pluck the soul from a creature even as they attempt to fight the harvester. Once a soul has been captured, the harvester will attempt to end the conflict in exchange for the freeing of their soul (with some sort of expected payment of course) and if its enemies refuse, the soul will be swiftly consumed to give renewed vitality to this entity fueled by suffering.



SOUL HARVESTER

Huge fiend (demon), chaotic evil

Armor Class 19 (soul shielding)

Hit Points 240 (23d10 + 114)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+4)	20 (+5)	15 (+2)	14 (+2)

Saving Throws Str + 12, Con +10, Int +11, Wis +8

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Conditional Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Challenge 17 (18,000 XP)

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

Soul Collector. The soul harvester has a collection of 13 souls trapped within 4-inch diameter blood red orbs that spiral around its body and make it stronger. It consumes these souls to empower its abilities. Each orb has 25 hit points and AC 15. These orbs are immune to all damage except that from magical weapons or direct damage spells. If an orb is destroyed, the soul trapped within is freed and returns to its owner's body (if it is still alive) where they will awake after 1d4 hours. The soul harvester may recreate one destroyed orb every 24 hours, but must harvest a new soul to fill them.

Soul Shielding. The soul harvester's AC is increased by 1 for every 2 captured souls (rounded down).

Actions

Multiattack. The soul harvester makes two attacks with its greatsword and one with its soul strike, or makes three soul blast attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus necrotic damage equal to the number of captured souls.

Soul Strike Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage and the target must succeed on a DC 19 Constitution or have their maximum hit points reduced by that amount. This effect lasts until the creature finishes a long rest. The soul harvester may consume 1 soul when this attack hits to cause the target to make this saving throw with disadvantage.

Soul Burst. Ranges Spell Attack: +11 to hit, range 120 ft., one target. *Hit:* 14 (3d8) necrotic damage plus necrotic damage equal to the number of captured souls. The soul harvester may choose to consume 1 soul when this attack hits to deal an additional 27 (6d8) necrotic damage.

Soul Tap. The soul harvest consumes 2 souls and regains 70 hit points.

Capture Soul. The soul harvester sends an empty soul orb to drain the soul from a non-evil creature it can see. The orb hovers in a 10 foot circle around that creature. At the start of that creature's turn, it is affected by this orb based on how many turns the capture soul effect has been active. If a creature under the effects of this ability is reduced to 0 hit points for any reason, their soul is immediately captured. The only way to end this effect is to destroy the orb or travel to another plane.

- 1st Turn - The creature must make a DC 19 Wisdom saving throw, taking 44 (8d10) psychic damage on a failed save, or half as much damage on a successful one.
- 2nd Turn - The creature must make succeed on a DC 19 Constitution saving throw or become paralyzed until the soul orb is destroyed.
- 3rd Turn - The creature's soul is ripped from its body and trapped within the soul orb. They are unconscious, but stable, until the soul orb is destroyed. If the soul harvester consumes their soul to cast a spell or enhance an ability, the creature is instantly killed.

Legendary Actions

The soul harvester can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The soul harvester regains spent legendary actions at the start of its turn.

Soul Assault. The soul harvester makes one soul burst attack or one soul strike attack.

Scatter Explosive Runes (Costs 2 Actions). The soul harvester creates explosive runes on 3 unoccupied spaces within 120 feet. If a creature steps on one of these runes they must make a DC 19 Dexterity saving throw, taking 39 (6d12) fire damage on a failed save, or half as much damage on a successful one. The soul harvester may consume 2 souls to make these runes invisible.

Harvest (Costs 3 Actions). The soul harvester uses its Capture Soul ability.

DRAGON KNIGHT

Typically when one hears of a creature that worships dragons, their mind turns to kobolds or to cultists who tease the line between sanity and insanity. Dragon knights are humanoids that worship dragons out of respect for their immense strength. They admire the power of dragons and hope to achieve that same strength and wisdom, studying them for years on end as they hone their skills to resemble that of a dragon itself.

Walking Shrines. A dragon knight's armor gleams the color of the dragon it worships, always well polished and pristine as a symbol of their dedication and status. They are draped in colored cloaks, have dragonscales incorporated into their armor, and speak draconic as fluently as their native tongue. They often wield shields in the shape of a dragon wing and wear a helmet with large metal horns attached, the shape of these horns unique to each knight. After many years of dedication the knight's eyes will change color to match that of the dragons they worship and they gain the ability to unleash powerful bursts of elemental magic out of their shields.

Good and Evil. Dragon knights represent both metallic and chromatic dragons, the good dragon knights almost exclusively emulating the traits of metallic dragons and evil knights following the ideals of chromatic dragons. Even an evil dragon knight is rarely found accompanying cultists or other such organizations. They are primarily greedy individuals who value power and wealth over the happiness of others - incredibly selfish and lacking of vision beyond their own goals. They would gladly sacrifice the life of another to save their own life, but do not go out on the hunt for blood unless absolutely necessary.



DRAGON KNIGHT

Medium humanoid, lawful evil (50%) or lawful good (50%)

Armor Class 19 (splintmail, shield)

Hit Points 128 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +7, Con +6

Skills Athletics +7, Insight +4, Intimidation +5, Perception +4

Damage Resistance see *Draconic Worship*

Senses passive Perception 14

Languages Common, Draconic, and the language of the race of the knight

Challenge 6 (2,300 XP)

Draconic Worship. The dragon knight worships a metallic or chromatic dragon and uses abilities that correspond to the dragon's breath weapon damage. The knight also has resistance to that type of damage. This worship is made obvious in the knight's armor and weaponry.

Draconic Insight. The knight automatically succeeds on saving throws against breath weapons.

Actions

Multiaction. The knight makes three attacks: two with its longsword and one with its shield slam.

Longsword. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Shield Slam. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be pushed 5ft.

Shield Flare (Recharge 5-6). The knight holds up its shield and channels magical energy through it to release a burst of power in a 15 foot cone. Each enemy in that area must make a DC 14 Dexterity saving throw, taking 27 (6d8) damage (corresponding to the type of dragon the knight worships).

Dragon's Fury (1/Day). The knight makes four longsword attacks this turn and the attacks are considered magical.



DRAGOON

A spellcaster probably thinks themselves safe from melee attacks when they sprout thick, magical plantlife between themselves and their enemies. They may also feel this way when they use their magics to take flight and soar above the battlefield, just out of weapon's reach. The first time these spellcaster's encounter a dragoon they learn the foolishness of their ways and rarely make the same mistake a second time (assuming they survive).

Masters of the Sky. While the dragoon cannot fly, they often give this illusion to their enemies. Their training gives them the uncanny ability to leap high in the air and traverse great distances with ease, performing powerful strikes as they come crashing back to the ground with the full weight of their armor behind them. The dragoons are limited to light or medium armor or heavy armor made of mithril because of this. All dragoons use polearms as their weapons of choice, allowing them to strike an enemy without fear of retaliation from an ordinary melee weapon.

Honorable Warriors. The sheer amount of discipline and training required to become a dragoon leads them to typically them down a path of good and of honor. They are often members of a kingsguard or of a specialized task force thanks to their unique capabilities. They observe the law and uphold it much the same as a paladin and the two are usually paired together because of this. Most criminals know to simply turn themselves in when staring down the duo of paladin and dragoon.

Years of Dedication. Dragoons are far more rare than knights, as it takes three times as long to master both a weapon and the art of leaping with pinpoint accuracy. Few are willing to dedicate such a significant portion of their life to a discipline with the risk of failing and never becoming a fully initiated dragoon. On rare occasions, a student who failed their training and was sent away to become an ordinary knight will turn to a life of crime. These false dragoons still possess great skill, but cannot match the skills of one that has been recognized as ready for combat and to serve their kingdoms.

DRAGOON

Medium humanoid, lawful good

Armor Class 15 (chain shirt)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)

Skills Athletics +5, Acrobatics +4, Performance +2

Senses passive Perception 10

Languages Common and the language of the race of the dragoon

Challenge 3 (700 XP)

Unnatural Athletics. As a bonus action, the Dragoon expends half of its total movement to leap 20 feet vertically and move up to 10 feet horizontally before returning to the ground in an unoccupied space. If the dragoon moves away from an enemy when using this feature, attacks of opportunity against it are made with disadvantage.

Actions

Multiattack. The dragoon makes two attacks with its halberd, or uses its skysstrike and attacks once with its halberd.

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Skysstrike (3/Day). As the dragoon returns to the ground after using its Unnatural Athletics, it performs a special weapon attack using the pointed end of its halberd against an enemy within 10 ft. of the space it landed. On a hit, the target takes takes 15 (1d10 + 2d6 + 3) piercing damage and must succeed on a DC 13 Strength saving throw or be knocked prone.

DRAKES

Obsidian Drake

Using the craters of active volcanoes as its home, the obsidian drake is a creature that embraces the inferno from the moment it is born. Their eggs are laid within the lava itself, the midnight black shells absorbing energy from the molten stone and giving it to the developing drake. Unlike dragons with four distinct legs and a set of wings that fold along their back, the drake's wings have powerful muscles and a large claw attached to them that the drake uses to walk.

When full grown, a drake is only slightly smaller than an adult dragon. Its skin resembles overlapped layers of smooth, black stone rather than the scales of a normal lizard or dragon and is incredible durable. It can withstand the greatest of heat and the sharpest of blades. The drake's eyes are black as dark as its skin, often obscuring exactly where it is looking which works to its advantage as its victims may not even realize it is aware of their presence until a wave of lava is being unleashed upon them.

Lavashapers. The drake has spent so much time in and around lava that it can bend the molten material to its will. Not only can it breathe entire waves of this substance on command, but it can even summon a volcano out of stone in an instant. Its claws are constantly dripping with lava, causing each attack it delivers to potentially burn its victims alive.

God Complex. Obsidian drakes see themselves as greater beings than all others - including dragons. They will sometimes hunt for other large, powerful creatures simply to prove their strength, traveling far from their homes to do so. Unfortunately for civilized folk, a moderately well defended town is the perfect target for a drake wishing to assert its dominance. It will melt their watch towers with a single breath, tear through livestock, and wipe out entire armies. Often all that is left after such attacks are a heap of burning rubble and a small handful of desperate survivors. The largest blow is the fact that these creatures do not even take and hoard treasures as dragons do, they simply wish to be feared and destroy without restraint.

A Valuable Target. Taking down an obsidian drake is a lucrative endeavor. Not only is there typically a reward involved since the creatures ravage cities in a five-hundred mile radius, but their skin, while not actually made of obsidian, is even more valuable for the crafting of protective equipment. It is tough, light, and intimidating - the perfect material to be used in medium and heavy armors. Its fangs and claws have elemental properties and can be used to forge magical weapons that sling flame and lava. Their bones can be used in a number of magical enchantments. Their blood can be used in potent potions. While they may not have a hoard of treasure as a dragon does, they still provide anyone who slays them a great deal of wealth.

Wind Drake

The wind drake is much smaller and weaker than its obsidian cousin, but is still a threat in its own right. As they reach adulthood, the drake is roughly the size of a full grown cow with a wingspan of roughly 16 feet. These creatures spend most of their time aloft, using subtle magics and its large scaled wings to control the wind around itself. They are grey in color, have a twin set of spikes that run down their back all the way to their tail, and have their front claws attached directly to their wings as with all drakes.

Power Hierarchy. Drakes tend to travel in packs, but always follow the drake that has proven itself strongest in aerial combat. They may be challenged by a new rival at any time and thus remain on alert at all times, for if a single moment of weakness or carelessness is displayed it will mean their death. These alphas are first to feast when there is a kill, has first choice of mate, and chooses where the brood will travel. These drakes are also impossible to train as mounts for they know they are too powerful to serve another creature.

Stubborn Mounts. Some bands of warriors use these drakes as their mounts, but not without much difficulty. The drake is smart enough to know it can likely kill the creature trying to ride on its back and will only engage in this subservient relationship with a great deal of friendship and bribing in the form of meat. The alternative is to kill the alpha in the drake brood and show dominance. This causes an instinctive respect and fear to be formed for these potential riders and makes the training process much easier.

OBSIDIAN DRAKE



Obsidian Drake

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	16 (+3)	14 (+2)	15 (+3)

Saving Throws Dex +6, Con + 10, Wis +7, Cha +8

Skills Deception +8, Insight +7, Perception +7, Persuasion +8, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 13 (10,000 XP)

Molten Core. The drake's melee attacks have a chance to set their target ablaze (included in the attacks below).

Actions

Multiattack. The drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and the target must succeed on a DC 18 Constitution saving throw or be set ablaze. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and the target must succeed on a DC 18 Constitution saving throw or be set ablaze. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons.

Lava Breath. The drake exhales lava in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. This area becomes coated in lava and is considered difficult terrain. Creatures that move through an area covered in lava take 5 (1d10) fire damage for every 5 feet they move. A creature that ends its turn in this area takes 16 (3d10) fire damage.

Ashen Breath. The drake exhales a blast of hot ash and flame in a 60-foot cone. Each creature in this area must make a DC 18 Strength saving throw, taking 28 (8d6) fire damage and being pushed 15 feet on a failed save, or half as much damage and not pushed on a successful one. Each creature that failed this save must also succeed on a DC 18 Constitution saving throw or be blinded until the end of their next turn.

Molten Obsidian (3/Day). The drake attempts to turn a burning target it can see to obsidian. That creature must succeed on a DC 18 Constitution saving throw against being magically petrified. On a failed save, the fire on their body turns to lava and begins to envelop them. The creature is considered restrained and takes 55 (10d10) fire damage. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified as they turn to obsidian. The petrification lasts until the creature is healed by the greater restoration spell or other such magic.

Create Volcano (1/Day). The drake slams a claw in the ground and causes a volcano to rise up at a target location within 120 ft. This volcano is 30 ft. high with a 5 foot radius mouth and a 20 foot radius base. The volcano begins to erupt, going dormant after 1 minute. While the volcano is erupting, on initiative count 20 (losing ties), the following effects occur:

- Lava flows out 10 feet in every direction from the mouth of the volcano. This area is considered difficult terrain. Creatures that move through an area covered in lava take 11 (2d10) fire damage for every 5 feet they move.
- Boulders erupt from the volcano and into the sky. One of these boulders flies towards a random creature within 120 feet of the volcano (including the drake). That creature must succeed on a DC 10 Dexterity saving throw or take 44 (8d10) bludgeoning damage.

Legendary Actions

The drake can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The drake regains spent legendary actions at the start of its turn.

Claw or Bite. The drake makes one claw or bite attack.

Detect. The drake makes a Wisdom (Perception) check.

Molten Obsidian (Costs 2 Actions). The drake uses its Molten Obsidian ability.

WIND DRAKE

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	12 (+1)	15 (+2)	11 (+0)	12 (+1)	7 (-2)
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Senses darkvision 60 ft., passive Perception 11

Languages Draconic

Challenge 2 (450 XP)

Wind Barrier. The drake has half-cover against all ranged attacks due to the powerful winds that constantly flow around it.

Actions

Multiattack. The drake makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Imprisoning Winds (Recharge 6). The drake conjures up a storm of powerful winds around a creature within 60 ft. The target must succeed on a DC 11 Strength saving throw or takes 10 (3d6) bludgeoning damage become grappled (escape DC 11) for 1 minute by these winds. Pass or fail, any open flames being held by the target are immediately extinguished.

ELEMENTALS

This section expands upon the elemental creatures creature found in other publications. For more information about their homelands, their origins, and their usage please consult these other sources. This section adds an additional type of elemental - ice, and adds small versions of each of the five types of elementals, allowing you to give your players some encounters with the elements at a much lower level.

ICE ELEMENTAL

Large elemental, neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities thunder, fire

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison, cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Frozen Form. The ground within a 15ft. radius sphere centered on the elemental is considered difficult terrain as it becomes lightly frozen. Whenever a creature enters or moves within this area for the first time on a turn, they must succeed on a DC 14 Dexterity saving throw or fall prone.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Ice Shard. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage and 9 (2d8) cold damage.

Frost Explosion (Recharge 4-6). The elemental sends out a flurry of frozen shards and snow. Each creature within the area of the elemental's Frozen Form feature must make a DC 14 Constitution saving throw. On a failure, a target takes 22 (5d8) cold damage and its movement speed is reduced to 0 until the end of its next turn. If the saving throw is a success, the target takes no damage and has its speed halved until the end of its next turn.

SMALL AIR ELEMENTAL

Small elemental, neutral

Armor Class 13

Hit Points 19 (3d8 + 6)

Speed 0 ft., 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison, cold

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 1/2 (100 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Whirlwind. (Recharge 6) Each creature in the elemental's space must make a DC 11 Strength saving throw. On a failure, a target takes 5 (1d8 + 1) bludgeoning damage and is flung up 10 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 11 Dexterity saving throw or take the same damage and be knocked prone.

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

SMALL EARTH ELEMENTAL

Small elemental, neutral

Armor Class 16 (natural armor)

Hit Points 25 (3d10 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Damage Vulnerabilities thunder

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft.

Languages Terran

Challenge 1/2 (100 XP)

Earth Glide. The elemental can burrow through non magical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Fling Pebble. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

SMALL FIRE ELEMENTAL

Small elemental, neutral

Armor Class 13 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	5 (-3)	12 (+1)	6 (-2)

Damage Immunities poison, fire

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

Senses darkvision 60 ft., passive Perception 11

Languages Ignan

Challenge 1/2 (100 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 takes 1 fire damage.

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 1 cold damage.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) 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 2 (1d4) fire damage at the start of each of its turns.

Blaze. *Ranged Spell Attack:* +3 to hit, range 30 ft., one target. *Hit:* 5 (1d10) fire damage.

SMALL ICE ELEMENTAL

Small elemental, neutral

Armor Class 12 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities thunder, fire

Damage Immunities poison, cold

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1/2 (100 XP)

Frozen Form. The ground within 10 ft. of the elemental is considered difficult terrain as it becomes lightly frozen. When a creature enters this area for the first time, they must succeed on a DC 10 Dexterity saving throw or fall prone.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Ice Shard. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 1 cold damage.

SMALL WATER ELEMENTAL

Small elemental, neutral

Armor Class 13 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	8 (-1)

Damage Resistances poison

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1/2 (100 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Water Blast. *Ranged Spell Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 2 (1d4) cold damage.

ELEMENTAL DEFENDER

Crafted of various metals and given life via powerful crystals, elemental defenders are the ideal guardian for most situations. The crystals are infused with elemental energies and allows the construct to adapt to its enemies even as it fights them. They will gain resistance to specific element types and deal additional damage of that type as well. They stand at roughly six feet tall and from a distance resemble a warrior equipped in full armor wielding a shield and longsword. It is only when they begin to move that it becomes apparent that it is not a human behind the helmet.

Temporary Guardians. Unlike everlasting defenders such as a golem, the defender eventually has its elemental crystal drained and must be replaced to continue functioning. This typically occurs every three years, but will happen much more rapidly if the defender engages in combat frequently. While active, they will only obey commands from the creature that gave them power and creatures specifically given permission by their master. Like a golem, they exhibit blind obedience, having no will of their own. If left without orders, the defender expends the crystal, but remains motionless until it runs out of power. It is possible to create a permanently powering crystal, but the spellcasters who craft the crystals keep that a secret to maintain a constant flow of income.

Affordable. A defender is typically crafted simply from a set of plate mail, a greatsword, and a power crystal. There are a few other components at play, but in general the cost is substantially lower than most other construct servants. The crystals themselves cost around 200 gold to craft and requires a spellcaster to perform the ritual to charge it with elemental power. In total, an elemental defender costs around 1750 gold - a small price to pay for most guilds or aristocrats.

ELEMENTAL DEFENDER

Medium construct, unaligned

Armor Class 16 (natural armor, shield)

Hit Points 65 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	1 (-5)	10 (+0)	4 (-3)

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

Damage Resistances poison, See *Elemental Infusion*

Senses passive Perception 10

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

Challenge 3 (700 XP)

Elemental Adaptation. Each defender is given life from a crystal charged with elemental power. They start off with resistance to either cold, fire, or lightning damage and deal additional damage of the same type. Whenever the defender is damaged by another of these elements, it may use its reaction to shift its elemental properties, changing its resistance and extra damage to the new type instead as well as gaining 10 temporary hit points. The crystal in its chest changes color to reflect this shift.

Panic Mode. When the defender is reduced below 15 hit points, it enters a panic mode. While in this mode, the defender makes an additional longsword attack on each of its turns. The defender must also make a DC 10 Constitution saving throw at the end of each of its turns. On a failure, the crystal in its chest cannot handle the extra stress and explodes, shutting down the defender.

Actions

Multiattack. The defender makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if being wielded with two hands, plus 3 (1d6) elemental damage.

FAN DANCER

Decorated in fine garments, the fan dancer appears a perfect lady to an ordinary citizen. Those with an expertise in combat might notice how her eyes flicker around the room and take in all relevant information, how she carries herself light as a feather but with great confidence, that her fans are made of sharpened metal rather than wood and paper. She infiltrates using her charm and deception to gain access to areas off limits to most assassins. Then, when the time is right, she strikes.

Assassin for Hire. Fan dancers are an elite form of assassin. While this is how they are referred to most often, they do not always use a fan as their weapon of choice. Some choose to use a parasol with a hidden blade, a long scarf that folds over into a whip, or even a weaponized hair pin. When the target is hidden behind walls and waves of guards, the best way to get the kill is to get them alone, which is why seduction is a fan dancer's primary tool. Of course, the more dangerous the mission, the more money they require.

Artistic Combatant. When the fan dancer fights in any extended bout it is as if one is watching a battle play out in the theatre. She moves with perfect grace and elegance, dodging attacks and making strikes as if they were choreographed. She uses her fans to slice through the air itself and launch bursts of slicing wind at foes. She leaps onto rooftops with cat-like grace. Most men fall in love with her even as she takes their life.



FAN DANCER

Medium humanoid, unaligned

Armor Class 15 (leather)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +7, Cha +6

Skills Acrobatics +7, Perception +7, Performance +6, Persuasion +9, Sleight of Hand +7, Stealth +10

Senses passive Perception 13

Languages any three languages

Challenge 5 (1,800 XP)

Swift Repositioning. The dancer can disengage as a bonus action.

Dancing Leap. The dancer uses wind from her fans to aid her in jumping. Her long jump is up to 20 feet and her high jump is up to 15 feet, with or without a running start.

Sneak Attack. Once per turn, whenever the dancer attacks, she can deal an extra 17 (5d6) damage to one creature hit with an attack if she had advantage on the attack roll or if it has an ally within 5 feet of its target that isn't incapacitated.

Actions

Multiattack. The dancer makes two attacks with her bladed fans or with her wind strike.

Bladed Fan. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Wind Strike. *Ranged Weapon Attack* +7 to hit, range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Dance of a Ninety-Nine Slashes. (Recharge 5-6). The dancer performs an elaborate display with her fans, throwing violent winds at all creatures within a 15-foot radius sphere centered on the dancer. Creatures in this area must make a DC 14 Dexterity saving throw, taking 25 (10d4) slashing damage on a failed save, or half as much damage on a successful one. Creatures who failed this saving throw are also pushed to the edge of the dance's radius.

FESTERING TICK

Most consider ticks to be revolting creatures. The thought that a creature would drink in their blood is enough to turn stomachs, but some ticks are far worse than others. The festering tick is one such creature that has grown to an unnatural size, upwards of four inches in diameter across its blood gorged belly. The blood in its stomach becomes boiling hot and takes on aspects of decay, causing awful pain and boils if it is ever exposed to bare flesh.

Patient Hunters. The tick is happy to sit in a tree and wait for a suitable creature to walk by for it to fall upon. It will look for creatures wearing nothing on their heads and attempt to latch on as soon as they land, for unlike smaller ticks, a creature is very likely to notice when one of these falls upon them. It will take hold, attempting to kill the creature with its deadly necrotic bite before feasting on their body and growing even further engorged. Sometimes they burst merely from over consumption. Hats are advised when these ticks are in the area.

A PUTRID PROJECTILE

If you want to give your players an extra turn of the stomach, have a creature in the wilds use these as a ranged attack, launching ticks at your players that will latch on with a successful attack and explode and deal necrotic damage in an area on a miss.

FESTERING TICK

Tiny beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	1 (-5)	9 (-1)	1 (-5)

Senses darkvision 60 ft., passive Perception 9

Languages ---

Challenge 1/4 (50 XP)

Explosive Death. When the tick dies, it explodes in a shower of blood. Each creature within 5 feet of it must succeed on a DC 10 Dexterity saving throw or take 5 (2d4) necrotic damage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and the tick attaches to the target. While attached, the tick doesn't attack. Instead, at the start of each of the tick's turns, the creature it is attached to takes 3 (1d6) necrotic damage and the tick gains the same amount of temporary hit points. While the tick is attached, a creature may use its action to make a DC 10 Athletics check, prying the tick loose on a success.

FLAME HYDRA

A traditional hydra has a weakness to fire and therefore fears it, but the flame hydra embraces the flame and instead fears the cold. This creature is similar in almost every regard to an ordinary hydra, regenerating heads as they are lost and plagued by an everlasting hunger, but a flame hydra is much more capable of dealing with enemies that would strike from a distance by lobbing blasts of flame.

A Terrible Experiment. The flame hydra was created when an necromancer decided to see what would happen if he imbued a severed hydra head with the blood of an adult red dragon. He expected that perhaps a color change would occur, that the skin would become resistant to flame, or maybe nothing would occur. What happened was that the head regrew a body and escaped the laboratory. It burnt most of the town to the ground before escaping to the wilds. Since then, flame hydras have continued to spread as an entire hydra can form from a single severed head, similar to a troll.

Draconic Nature. Not only does a flame hydra constantly hunger for food, but the red dragon blood that flows through it also gives it an insatiable need to find wealth. These two needs constantly drive a hydra back to civilization where it is unleash destruction to satisfy these overpowering needs. The hydra's life is in constant agony, for even when resting upon a mountain of gold, it hungers for more.

Always more.

FLAME HYDRA

Huge monstrosity, neutral good

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +9

Senses darkvision 60 ft., passive Perception 19

Damage Immunities fire

Languages ---

Challenge 9 (5,000 XP)

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken cold damage since its last turn. The hydra regains 10 hit points for each head regrown in this way and when a head grows it releases a burst of flame. Each creature within 10 feet of the hydra when a head regrows must succeed on a DC 16 Dexterity saving throw or take 11 (2d10) fire damage.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite or fire blast attacks as it has heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Fire Blast. *Ranged Spell Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 9 (2d8) fire damage.

Inferno (Recharge 5-6). The hydra exhales fiery breath from all of its heads, creating a 30 foot cone of flame. Each creature in this area must make a DC 16 Dexterity saving throw, taking 7 (2d6) fire damage for each living head on a failed save, or half as much damage on a successful one.

GIANT FEYMOTH

The feymoth is eight feet long with a wingspan of nearly eighteen feet. It soars through the feywilds, constantly casting out magical spores beneath it as it does so. Creatures that see it fly overhead will stop what they are doing and simply watch in awe of the hypnotic pattern that covers its wings. Even fey creatures with their natural resistance to such allures have a difficult time turning away from its beauty. The moth has simple needs - eat, explore, and protect.

Guardians of the Forest. Feymoths live exclusively in dense forest environments. Each feymoth will claim a portion of this forest as their own to watch over and protect, no two moths ever overlapping in their territory. These areas are sometimes up to twenty square miles, but the feymoth always knows when there is a disturbance in its territory and come to defend its home with a wide array of magical abilities.

Givers of Life. The feymoth is naturally magical and possesses the capability to give sentience to trees, to summon woodland creatures to its aid, and to reinvigorate the injured. Typically the moth will only use these capabilities if it feels the forest is threatened, but when it does, the moth can create an entire army of creatures to fight against the unwanted entities. All creatures of the forest give respect to the moth and its position as their protector.

GIANT FEYMOTH

Large fey, neutral good

Armor Class 16 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	12 (+1)	16 (+3)	8 (-1)

Saving Throws Dex +5, Wis +6

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

Senses darkvision 60 ft., passive Perception 16

Languages Sylvan, Celestial

Challenge 6 (2,300 XP)

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

Enchanting Pattern. When a creature starts its turn within 30 feet of the feymoth and is able to see the feymoth's wings, the feymoth can magically force it to make a DC 14 Charisma saving throw, unless the feymoth is incapacitated.

On a failed saving throw, the creature makes all attacks rolls this turn with disadvantage as they are dazzled and confused by the vibrant display of the feymoth's wings.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the feymoth until the start of its next turn, when it can avert its eyes again. If the creature looks at the feymoth in the meantime, it must immediately make the save.

Innate Spellcasting. The feymoth's innate spellcasting ability is Wisdom (spell save DC 14). The feymoth can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *druidcraft*

3/day each: *confusion*, *gust of wind*, *plant growth*, *sleep*

1/day each: *awaken*, *conjure woodland beings*, *hypnotic pattern*, *insect plague*, *mass cure wounds*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 14 Intelligence saving throw or take 27 (5d10) psychic damage on a failed save, or half as much on a successful one.

GIANT WASP

Even in a world populated with goblin, orcs, and dragons, these threats are out of sight and out of mind for the average peasant. Wasps, on the other hand, are creatures that just about everyone dislikes, especially when the wasp is the size of a chicken. Giant wasps live in groups much smaller than their ordinary wasp cousins, usually having only a few dozen total in a single massive nest. They do not go out of their way to cause harm, but if a nest is settled within a mile or two of a civilized area it will certainly cause citizens to go into a panic.

Life for the Queen. Giant wasps live to serve their queen. All wasps communicate constantly via telepathy and know when one of their own are under attack so they can move to rescue them, or flee if the threat is too large. The entire swarm obeys the will of the queen unquestioningly, gladly giving their lives if it keeps her safe.

Call for Help. If there is ever a scenario in which the queen comes under attack and is without support, she has the ability to magically teleport up to four other wasps to her side to defend her. This is draining even for the queen so she cannot do this frequently, but being near her children gives her strength far beyond what she has on her own. A queen without her swarm is only a bit more powerful than an ordinary wasp, but with a dozen allies at her side she can destroy even the most powerful foes with a single sting.

GIANT WASP

Small beast, unaligned

Armor Class 12

Hit Points 14 (4d6)

Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	3 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10

Languages ---

Challenge 1/4 (50 XP)

Hivemind. All wasps within 10 miles of their queen are in constant communication via a telepathic bond.

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

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 4 (1d8) poison damage.

HIVE QUEEN

Small beast, unaligned

Armor Class 14

Hit Points 49 (9d8 + 9)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	6 (-2)	13 (+1)	13 (+1)

Senses passive Perception 11

Languages ---

Challenge 3 (700 XP)

Hivemind. All wasps within 10 miles of their queen are in constant communication via a telepathic bond.

Actions

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 2 poison damage for each giant wasp within 120 feet that isn't incapacitated, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The target can repeat this saving throw at the end of their turn, ending the effect on a success.

Command the Hive (Recharge 5-6). The queen gives out a command to all wasps within 120 feet. They may use their reaction to immediately move up to half of their movement speed and attack a target if able.

Summon the Swarm (1/Day). The queen summons four giant wasps in unoccupied spaces within 60 feet. These wasps last for 1 day, until the wasps die, or until the queen dismisses them.

GLACIAL RAPTOR

As if raptors were not dangerous enough, this incarnation of the already deadly creatures are risen from the dead after being frozen in ice for ages. Many of these raptors have exposed bone and have portions of their body still frozen even as they stalk along looking for prey. Their eyes are a piercing blue that shine menacingly from the tunnels where these raptors lurk. Decades and centuries trapped beneath the ice has instilled these raptors with magical abilities.

Arisen by Proximity. It was never intended for these raptors to be awakened, they just happened to have their remains buried beneath the snow and ice where a necromancer was raising his army of the dead. These life-giving magics seeped down through the frozen soil, into the ice, and animated these half-decayed dinosaurs. Even after being revived, it took some time for these creatures to dig their way to the surface, the necromancer and his army long gone. Now, these creatures are free to roam the lands, reverting to their instincts to hunt as a pack and feed.

A Frozen Soul. These raptors see ice as a part of their being as much as their own flesh and bones. Their strikes instill a chilling cold into their foes and their gaze is enough to drain the life out of unworthy opponents. They will place their head low, lock eyes with their target, and then with a quick flash of light that creature will feel the ice set in. Breathing becomes difficult, extremities go numb, and vision becomes blurred as the gnawing cold spreads throughout. Moments later, dinner is served.

GLACIAL RAPTOR

Medium undead (beast), neutral evil

Armor Class 13

Hit Points 51 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	4 (-3)	10 (+0)	2 (-4)

Skills Acrobatics +5, Perception +2

Damage Resistances cold, piercing, slashing

Damage Vulnerabilities bludgeoning

Senses passive Perception 12

Languages ---

Challenge 2 (450 XP)

Frozen Ferocity. When the raptor hits with a melee attack, it deals an extra 2 (1d4) cold damage (included in the attack).

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

Actions

Multiattack. The raptor makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) cold damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 2 (1d4) cold damage.

Frozen Gaze (Recharge 6). The raptor locks eyes with a creature and attempts to freeze it from the inside out. The target must make a DC 12 Constitution saving throw, taking 14 (4d6) cold damage and gaining one level of exhaustion on a failed save, or half as much damage and not exhausted on a successful one.

GOBLIN

This section expands upon the goblin creature found in other publications. For more information about goblin culture, their homes, and their motivations consult these other sources. This section contains stat blocks for cave goblins that have been out of daylight for so long that they can no longer stand it. They use natural weaponry to defend themselves in combat and have improved darkvision over a typical goblin. The war shaman is a goblin spellcaster that can call on some basic spells to give additional strength to its allies or to disable foes in combat.

CAVE GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 16 (natural armor)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	10 (+0)	11 (+0)	5 (-3)

Skills Perception +2
Senses darkvision 120 ft., passive Perception 12
Languages Common, Goblin
Challenge 1/2 (100 XP)

Moss Covered. The goblin has advantage when on Dexterity (Stealth) checks made to hide in rocky or cavernous terrain.

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Sunlight Sensitivity. While in sunlight, the goblin has disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.

Actions

Sharpened Stalagmite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Javelin. *Melee Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GOBLIN WAR SHAMAN

Small humanoid (goblinoid), neutral evil

Armor Class 12
Hit Points 31 (9d6)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP)

Spellcasting. The shaman is a 3rd-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has the following Wizard spells prepared:

Cantrips (at will): *fire bolt*, *minor illusion*

1st level (4 slots): *color spray*, *grease*, *mage armor*

2nd level (2 slots): *blindness/deafness*, *enlarge/reduce*

Actions

Multiattack. The goblin makes two attacks with its scimitar.

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

GRIM PUPPETEER/GRINNING MARIONETTE

With razor sharp teeth that are constantly locked into a horrifying grin, the grim puppeteer is a nightmare to behold first hand. Its physical appearance is almost a parody of the human body. Along with its grin, it has arms that are far too long that end in twisted, gnarled fingers. It uses needle and thread to sew up its wounds so the puppeteer eventually looks as if it is held together by stitches. The puppeteer is a master of manipulation, perfectly mimicking any voice with ease and casting mind altering magics at will.

A Legion of Spies. The puppeteer would not have received its name if it were not for the legion of horrific dolls that it controls. These grinning marionettes, as the puppeteer calls them, are placed in strategic locations all across the countryside, allowing the puppeteer to gather secrets, learn voices, and gain information to be used as blackmail. These marionettes are capable of fighting, but are left immobile until it is absolutely necessary that their true nature be revealed. They also follow the will of the puppeteer completely. It both literally and metaphorically pulls the strings of this spy network.

Ruling from the Shadows. An entire city may have their wealthy class fall under the control of the puppeteer without even knowing it. Through the use of its perfect mimicking, elaborate blackmail schemes, powerful domination magics, and sometimes a well-placed murder, the puppeteer can ensure he controls all decisions. This is where this particular fiend finds its only joy in the world, being in total control of a situation without anyone realizing. They all dance when the correct strings are pulled.

Near-Master Shapeshifter. The puppeteer could be any random peasant walking down the street, any shopkeeper, any lord. It has the ability to change appearance in a single moment and hold that form for as long as it is deemed necessary. The biggest tell for the puppeteer is that even when transformed into another humanoid its smile persists. For some, this behavior is deeply unnatural and is often how the puppeteer's presence is exposed. Unfortunately, anyone who questions the sanity of someone being impersonated usually ends up dead and is the next victim of identity theft.



GRINNING MARIONETTE

Tiny construct, chaotic evil

Armor Class 12

Hit Points 10 (4d6 - 4)

Speed 30 ft.

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

Skills Stealth +4

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

Damage Immunity poison

Senses darkvision 60 ft., passive Perception 9

Languages Infernal, telepathy 120 ft.

Challenge 1/4 (50 XP)

Bound Servitude. All marionettes serve a Grim Puppeteer. This master can use its action to see through the marionette's eyes and the marionette can communicate with its master from anywhere. The marionette is forced to execute the orders of its master to the best of its abilities. The marionette becomes a mundane doll if its master is killed.

False Appearance. While the marionette remains motionless, it is indistinguishable from an ordinary doll.

Actions

Draining Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and the target must succeed on a DC 11 Constitution saving throw or take an additional 2 (1d4) necrotic damage.



GRIM PUPPETEER

Medium fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 98 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	14 (+2)	14 (+2)	10 (+0)	18 (+4)

Saving Throws Dex +7, Cha +6

Skills Deception +10, Performance +10, Persuasion +7, Sleight of Hand +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical, nonsilvered weapons

Senses darkvision 60 ft., passive Perception 10

Languages Common, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Legion of Puppets. The puppeteer crafts and distributes Grinning Marionettes. The puppeteer may use its action to see through the eyes of any of its marionettes. While seeing through the eyes of a marionette, the puppeteer is blind to everything happening around its body. The puppeteer is in constant telepathic communication with all of its puppets and they follow its will.

Innate Spellcasting. The puppeteer's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *alter self*, *charm person*, *crown of madness*

3/Day: *dominate person*, *hold person*

Master Ventriloquist. The puppeteer can cast spells without any somatic or verbal components and can perfectly mimic any voice it has ever heard.

Actions

Multiattack. The puppeteer makes three attacks with its razor strings.

Razor Strings. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Strings Attached (Recharge 5-6). The puppeteer teleports to an unoccupied space within 120 feet and makes three attacks with its razor strings against a single target, then casts *dominate person* on them. If at least two of puppeteer's attacks hit, the target has disadvantage on their saving throw against the spell.

HASTE DEVIL

This haste devil moves with such incredible speed that often its opponents are dead before they are even aware they have been struck. It fights using only its fists, most weapons unable to withstand the speed at which the devil swings them. Fortunately, the devil has four arms so it can deal a substantial amount of damage in just a flash before moving on to its next victim. The devil can even move its body at such intense speeds that it creates powerful whirlwinds that launch creatures across the battlefield.

The devil is bipedal and slender, deriving the power of its blows from the speed at which they are delivered and not from raw strength. With a running start, a haste devil has been known to be capable of breaking through solid stone walls. They are often used as scouts, running past foes before they are able to react and snatching critical documents that might be left unattended out in the open. When sprinting at max speed, the haste devil appears to be a mere streak of black and red light with no discernable physical characteristics. By the time a creature realizes a haste devil just moved past, they may turn around and see half of their friends already lying dead on the ground.

HASTE DEVIL

Medium fiend (devil), chaotic evil

Armor Class 16

Hit Points 78 (12d8 + 24)

Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Skills Acrobatics +9

Senses darkvision 60 ft., passive Perception 10

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities grappled, restrained, poisoned, paralyzed

Languages Infernal, Common

Challenge 5 (1,800 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Impossible Speed. The devil cannot have its speed reduced by any effect and can move triple its speed when it takes the dash action.

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

Numbing Strikes. Whenever the devil makes a melee attack against a creature, it doesn't provoke attacks of opportunity from that creature for the rest of the turn, whether it hits or not.

Actions

Multiattack. The devil uses its Whirlwind ability. It then makes three attacks with its unarmed strike.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) bludgeoning damage.

Whirlwind. The devil performs a quick spin that generates a whirlwind in 10 ft. radius sphere centered on itself. All other creatures within this whirlwind must succeed on a DC 13 Strength saving throw or take 10 (3d6) bludgeoning damage and be flung up to 20 feet away from the whirlwind in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

HELLHOUND

This section expands upon the hellhound creature found in other publications. For more information about hellhound's history, their ferocity, and their motivations please consult these other sources. This section expands upon the possible hellhounds your players may encounter while out adventuring.

YOUNG HELLHOUND

Though pups, they are still just as evil and hateful as a fully developed hellhound. They do not yet have the capability to breath fire at their foes, but they know how to use effective hunting tactics - cornering their foes so the elder hellhounds can unleash powerful waves of flame at them. It is at this age that hellhounds are often given as gifts to fire giants and devils as a sign of good will.

YOUNG HELLHOUND

Medium fiend, lawful evil

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	5 (-3)

Skills Perception +3
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 13
Languages Understands Infernal and Ignan, but cannot speak
Challenge 1 (200 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Pounce. If the hound moves at least 10 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 2 (1d4) piercing damage and must succeed on a DC 11 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

HELLHOUND ALPHA

The hellhound alpha is the leader of a pack, instilling fear into victims with its howl and catching fire when it charges towards its victims for an attack. These hellhounds are a bit larger than an ordinary hellhound and often have glowing red patterns along their sides and back. There are even rumors of alphas that sprout an extra head, both working in conjunction to attack. A Twin-Headed Hellhound Alpha is a CR 5 creature, has a bite multiattack, and can use its Horrifying Howl twice per day.

HELLHOUND ALPHA

Medium fiend, lawful evil

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	8 (-1)	14 (+2)	6 (-2)

Skills Perception +6
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 16
Languages Understands Infernal and Ignan, but cannot speak
Challenge 4 (1,100 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Flame Charge. If the hound moves at least 10 feet straight toward a target and then hits it with a bite attack on the same turn, the target takes an extra 13 (3d8) fire damage and must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 13 (3d8) fire damage.

Horrifying Howl (1/Day). Each creature of the hound's choice that is within 60 feet and is not deafened must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the fear on a success.

HERALD OF LIGHTNING

A celestial cousin of the powerful storm giant, the herald has a wide array of powers that harness lightning and uses it to quickly dispatch enemies. Smaller than a giant, the herald makes up for this fact with its superior wisdom and magical capabilities. They stand at roughly fourteen feet tall and wear a breastplate and shield into battle along with a massive scimitar that sparks with power. The herald can teleport short distances, lock opponents in place with magical shackles, and even turn creatures into conduits of lightning energy. They often work alone, but will sometimes pair up with other powerful humans to take out a threat if they cannot handle it themselves.

Unshakable Determination. A herald is dispatched whenever divine intervention is deemed necessary but the gods are not willing to send an angel to deal with the situation. Unlike the consistently lawful angels, the herald will sometimes stray from the planned course and take the necessary actions required to handle the situation, even if it may lead to some collateral damage. They will do whatever it takes, including giving their own life or sacrificing the lives of mortals, to ensure that their mission is completed successfully.

Master Blacksmiths. Heralds use the lightning they command to create powerful equipment from nearly any material. They craft sets of armor that are as sturdy as they are breathtaking and forge weapons of unparalleled strength. With a single glance at the person expected to wear this equipment, they can discern the exact specifications it will require. It is a gift that even the strongest of celestials looks upon with awe, for even to them it is unknown how such insight is possible.

HERALD OF LIGHTNING

Large celestial, chaotic good

Armor Class 18 (breastplate, shield)
Hit Points 152 (16d10 + 64)
Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	19 (+4)	11 (+0)	17 (+3)	14 (+2)

Saving Throws Dex +8, Wis +7, Cha +6
Skills Perception +7, Persuasion +6, Sleight of Hand +8
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 17
Languages Common, Celestial
Challenge 9 (5,000 XP)

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

One With Lightning. The herald may choose to expend 50 feet of movement to teleport to an unoccupied space within 50 feet. When it does so, lightning streaks in a line between the herald's starting position and its new position. Any creature in that area must succeed on a DC 16 Dexterity saving throw or take 16 (3d10) lightning damage.

Actions

Multiattack. The herald makes two attacks: one with its scimitar and one with its shield slam.

Sparking Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 16 (3d10) lightning damage.

Shield Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be stunned until the end of its next turn.

Jolting Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 28 (8d6) lightning damage and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

Lightning Shackles. Target creature within 120 feet has their feet bound to the ground with chains of sparking metal. That creature may move freely, but takes 5 (1d10) lightning damage for every 5 feet they move. A creature may use their action to attempt to break the bindings. That creature makes a DC 16 Athletics check, smashing the bindings and freeing the bound creature on a success. On a fail, the creature attempting to break the bindings takes 11 (2d10) lightning damage.

Cone of Lightning (Recharge 5-6). The herald unleashes a blast of sparking energy in a 30-foot cone. All creatures in that area must make on a DC 16 Dexterity saving throw, taking 38 (7d10) lightning damage on a failed save, or half as much damage on a successful one.

Create Conduits (1/Day). The herald turns three creatures within 120 feet into conduits of lightning for 1 minute. If any of those creatures end their turn within 20 feet of another conduit, lightning arcs between them, dealing 16 (3d10) lightning damage to each of them. A creature between two conduits when this effect occurs must succeed on a DC 16 Dexterity saving throw or take 16 (3d10) lightning damage. Creatures are immediately aware of the fact they are a conduit when they become one, but are not aware of its effects.

HERALD OF LIGHTNING



KOBOLDS

This section expands upon the kobold creature found in other publications. For more information on kobold culture, their motivations, and their weaknesses please consult these other sources. In this section there are two new kobolds included, each of which has special characteristics based on the kind of dragon they worship. The dragon's blood kobold is a melee fighter that deals a bit of extra elemental damage with each attack as well as some resistances. Dragon shamans have a few spells that they can throw out, also dependant upon the color of dragon they worship.

DRAGON'S BLOOD KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 13
Damage Resistances See *Dragon's Blood*
Hit Points 18 (4d6 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/2 (100 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Dragon's Blood. This kobold is a servant of a chromatic dragon and has taken on some of its characteristics. It gains resistance to one type of damage and deals additional damage on each attack depending on the dragon's color as shown below.

Black: *Acid*
Blue: *Lightning*
Green: *Poison*
Red: *Fire*
White: *Cold*

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 2 (1d4) elemental damage (See *Dragon's Blood*).

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

KOBOLD DRAGON SHAMAN

Small humanoid (kobold), lawful evil

Armor Class 11
Hit Points 17 (5d6)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Innate Spellcasting. The kobold's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast a number of spells, requiring no material components. The type of dragon the kobold worships determines the spells it has available, as shown below.

Black, 1/day each: *acid splash*, *fog cloud*
Blue, 1/day each: *shocking grasp*, *witch bolt*
Green, 1/day each: *poison spray*, *ray of sickness*
Red, 1/day each: *firebolt*, *burning hands*
White, 1/day each: *ray of frost*, *ice knife*

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

LEAF SORCERER

A leaf sorcerer is a tiny faerie creature that stands at roughly eight inches tall and is indistinguishable from a leaf when motionless. They are fun-loving creatures similar in nature to a pixie - friendly and inviting to those who are kind. Unlike a pixie, they will rarely play tricks on visitors unless they have proven themselves cruel. The sorcerers travel in large groups, sometimes up to two dozen and survive simply by being undetectable. Even the largest groups of leaf sorcerers are perfectly hidden if they can find a large enough tree.

Nomadic Tribes. A tribe of leaf sorcerer rarely stays in one place for long - a month or two at most. They enjoy seeing the world and all it has to offer and will travel for weeks at a time before they find another place they deem worthy of temporary settlement. Often the leaves in these new locations will be different than their last home, but it takes only ten minutes of sitting motionless amongst other leaves for their camouflage to update to match the new surroundings.

Riders of Beasts. Some leaf sorcerers prefer to ride on the backs of smaller woodland creatures rather than walk or fly. They will craft saddles and harnesses out of twigs, leaves, and vines and ride upon creatures such as rabbits, porcupines, and squirrels. These animals are treated as family and are well treated by the leaf sorcerers. They are happy to ride alongside their fey allies on their travels and sometimes even follow them into battle.

LEAF SORCERER

Tiny fey, chaotic good

Armor Class 15

Hit Points 10 (4d6 - 4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	8 (-1)	10 (+0)	10 (+0)	12 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan

Challenge 1/4 (50 XP)

Leaf Camouflage. While unmoving, the sorcerer is indistinguishable from an ordinary cluster of leaves.

Innate Spellcasting. The sorcerer's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no components:

1/day each: *animal friendship*, *color spray*, *fog cloud*

Actions

Razor Leaf. *Ranged Spell Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

LIGHT DEVOURER

Most humans start out with a fear of the dark. It is an understandable fear, for many threats only present themselves under the cover of darkness. The light devourer brings this shroud of protection along with it, absorbing all light in a large radius around its body. The devourer is a wolflike entity, but with wispy shadows in place of fur and flesh. It has no eyes, but its nose and ears are so heightened from living in constant darkness that it can effectively see regardless.

Eaters of Light. As their name suggests, a light devourer survives by consuming light. That being said, they rarely travel out into direct sunlight. The sun provides so much energy that they cannot filter out the power and risk exploding from being overcharged. Instead, they prefer to come out at dawn or dusk, when there is a bit of light bleeding over the horizon but not so much to cause any threat of over-indulgence.

Takers of Sight. A light devourer's aura is so strong that it can blind even creatures adapted to seeing in darkness. It prevents any and all light from finding their eyes, leaving them as ineffective as a human in the total darkness. Taking sight from a creature is a delicacy for the devourer - a sweet dessert that they constantly crave. They love to stalk up on unsuspecting adventuring camps in the night, remaining unseen as its form is completely obscured by its aura, and stealing the sight from an entire group before tearing them to shreds. It does not eat their bodies, however, for it does not require food to survive. Instead it will leave them out for scavengers and return the next night to steal their sight as well.

LIGHT DEVOURER

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	8 (-1)

Senses blindsight 90 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Shrouded in Darkness. The area in a 30 foot area around the devourer is shrouded in magical darkness and cannot be pierced by any light, magical or mundane.

Actions

Multiattack. The devourer makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be blinded until the end of their next turn.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Consume Sight (Recharge 5-6). The light devourer drains any and all light from within its shroud of darkness. All other creatures in that area must succeed on a DC 13 Constitution saving throw or be blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the blinded condition on itself on a success.



LIVING TEMPLE

One of the most terrifying and intricate constructs to ever be assembled is the Living Temple. A group of tribal warriors decided to hide their most valuable treasures in a place they knew without a doubt would be safe from ever being stolen. They assembled an elaborate temple, one filled with traps and stocked with creatures that would destroy all but the strongest and most determined thieves.

Still, their leader decided this would not be enough. They needed something more to ensure the protection of their sacred relics and so their most powerful shamans came together and discussed how they might go about using the gods and the elements to present additional difficulties. After weeks of debate and argument they decided on the best course of action - give life to the temple itself.

A Lifetime of Work. Even when the plans to give the temple of life were created and laid out, it would take a great deal of effort and investment to make their vision reality. Tens of thousands of gold worth of resources were poured into the project, hundreds of lives were lost to labor and experimentation, and years upon years were expended to research that led nowhere. In total, it took forty-six years to give life to the temple. Only a handful of the original designers were alive to see it in its full glory.

A Transforming Terror. The temple still functions as a full dungeon for all intents and purposes, even after being given the gift of life. The traps and creatures still remain within its walls. The decaying bodies of many attempted thieves still line its tunnels. But when the time comes, the entire temple shifts and twists as the grinding of stone roars through the halls. It rises from the ground, turning stone passageways into arms and legs, worship chambers into a chest cavity, and finally the treasure room as its head a full hundred feet off the ground. It looms with a shadow that can stretch for miles, a final challenge to anyone who wishes to claim the relics stored within.

Unparalleled Might. The temple has strength that can match even the strongest of giants. If required, it could ravage entire cities with relative ease, level mountains, or destroy the most powerful monstrosities. Only the strongest of combatants can hope to survive even a single blow from its fist that is literally the size of an elephant. It can fire beams of energy from the guardian orb that gives it life and turn an army to dust in an instant.

The Guardian Orb. Inside the head of the temple is both the sacred treasure it protects and the guardian orb that keeps it alive. This 3-foot diameter sphere glows bright green and can unleash devastating attacks in the form of beams of pure energy. While the beam gives great strength to the temple, it is also fragile. For this reason it is incredibly difficult to reach and the temple will go to any length to make sure no one reaches the chamber that holds it. As long as the orb survives, the temple can never truly be destroyed.

LIVING TEMPLE

Gargantuan construct, lawful neutral

Armor Class 19 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	6 (-2)	26 (+8)	4 (-3)	14 (+2)	3 (-4)

Saving Throws Str +14, Con +14, Wis +8

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses passive Perception 10

Languages ---

Challenge 20 (24,500 XP)

Change Shape. The temple magically transforms into a 100 foot tall humanoid structure, or back into its temple form. It reverts to temple form if it dies. Any creatures within the temple when it transforms into its humanoid form must succeed on a DC 16 Strength saving throw or fall down to the bottom of the temple, taking 3 (1d6) bludgeoning damage for every 10 feet they fall when doing so. On a success, they find something to grab hold of and do not fall.

Enchanted Structure. While unmoving, the temple is indistinguishable from an ordinary worn stone temple. It does not activate until a specific set of conditions, specified by its creator, are met.

Hollowed Body. The temple's body is filled with hollowed stone corridors and chambers. Creatures can ascend the inner portions of the temple by using their climb speed and moving along the thick overgrowth and worn stone within. The temple has vulnerability to bludgeoning and thunder damage from within its body.

Guardian Orb. The temple holds a large green orb that gives it life and power. If the temple would be reduced to 0 hit points, but the orb is not destroyed, the temple is instead reduced to 1 hit point. The orb has 15 AC and must be dealt 30 points of damage in a single round of combat to be destroyed. This orb is housed within a stone chamber 100 feet up that forms the temple's head. This orb exudes bright green light in a 20-foot radius and dim light for an additional 20 feet. The room containing the orb has a single 3 ft. by 3 ft. square entrance on the back of the temple's head.

Actions

Multiattack. The temple makes two attacks: one with its slam and one with its crush.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 34 (4d12 + 8) bludgeoning damage. Creatures within the temple's arms take 17 (2d12 + 4) bludgeoning damage from the impact.

Crush. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. Creatures within the temple's legs take 15 (2d10 + 4) bludgeoning damage from the impact.

Hurl Debris. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 47 (6d12) + 8 bludgeoning damage.

Leaping Smash (Recharge 5-6). The temple leaps into the air and slams down, creating a powerful shockwave in a 30-foot radius. Each creature in that area that is not within the temple, must make a DC 22 Dexterity saving throw, taking 55 (10d10) bludgeoning damage and being knocked prone on a failed save, or half as much damage and not knocked prone on a successful one. Creatures within the temple when it makes this attack must succeed on a DC 18 Strength saving throw or slide 20 ft. down the temple. Succeed or fail, all creatures within the temple take 22 (4d10) bludgeoning damage.

Guardian Beam (3/Day). The temple temporarily exposes the guardian orb in its head to unleash a deadly attack. A streak of brilliant green light flashes out from the orb in a 10-foot-wide, 150-foot-long line. The temple moves this beam up to 30 feet in a straight line before it runs out of energy. Each creature touched by the beam must make a DC 22 Constitution saving throw. On a failed save, the creature takes 54 (12d8) radiant damage and is blinded until the end of its next turn. On a successful save, it takes half as much damage and isn't blinded by the beam. The temple can't use this ability if the guardian orb has been destroyed.

Legendary Actions

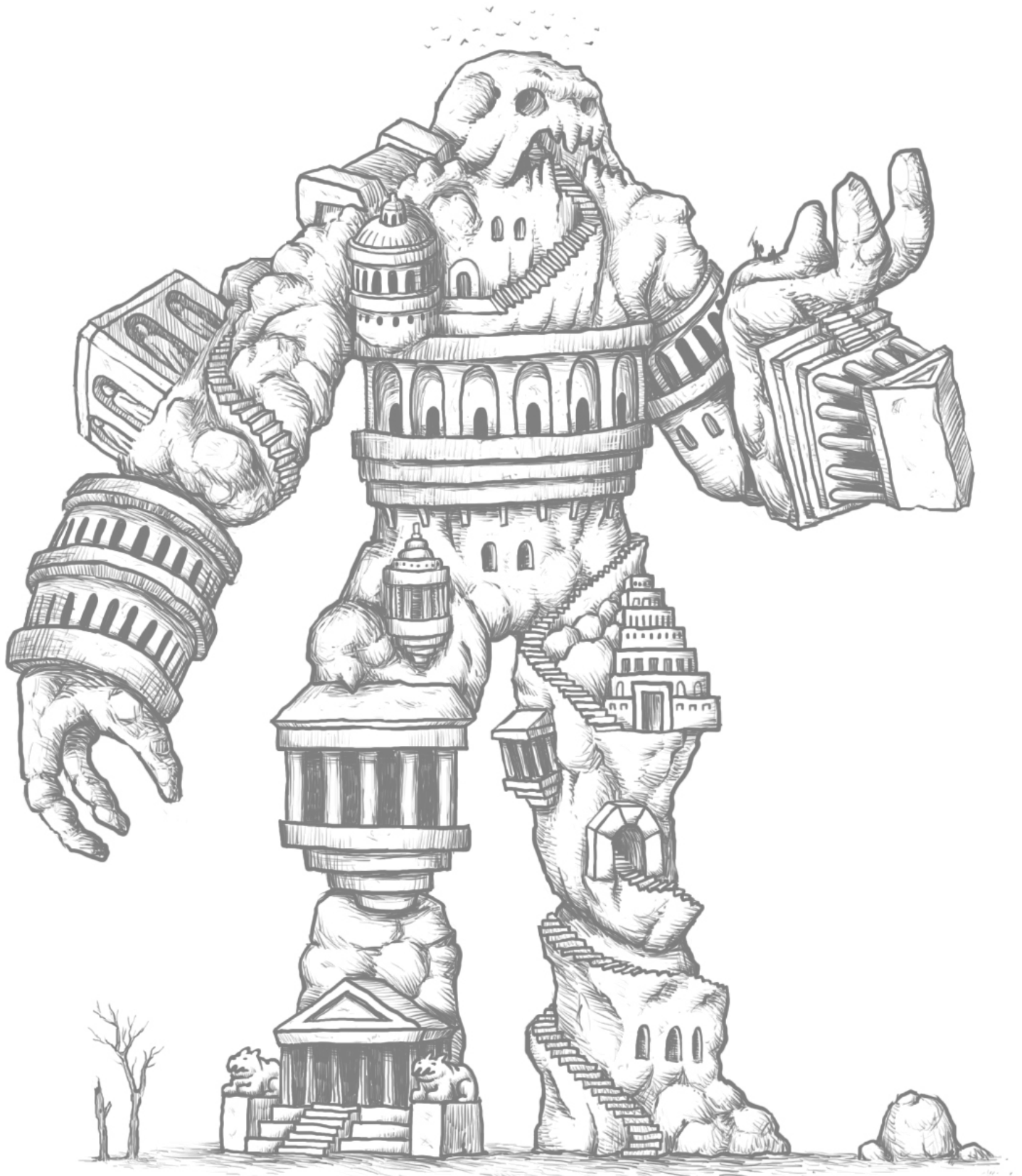
The temple can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The temple regains spent legendary actions at the start of its turn.

Slam or Crush. The temple makes one slam or crush attack.

Trigger Interior Dart Traps (Costs 2 Actions). The temple activates a series of dart traps within its body. Anyone within the bounds of the temple must succeed on a DC 22 Dexterity saving throw or take 10 (1d4 + 8) piercing damage and 22 (4d10) poison damage.

Guardian Beam (Costs 3 Actions). The temple uses its guardian beam.

LIVING TEMPLE



MAIDEN OF ICE

Frost giants will seek strength wherever possible, knowing that their place in the hierarchy is decided by their raw power. Some giants will ascend to the top of a mountain and train at the bitter cold, snow covered peak in hopes that it will give them resilience beyond that of any other giant. A maiden is a female frost giant that succeeds in this trial of ice and is given newfound power by the elements themselves.

She wields a massive scythe, capable of carving through ice and flesh alike with her powerful strikes. When she walks, the ground freezes around her in an instant. When she wishes it, a spear of ice will form in her strong hands. When enraged, she can unleash devastation the likes of which few other giants thought possible, freezing every living thing in a massive area around her.

She wears almost no armor, embracing the cold and feeding on its strength - her skin as tough as a block of solid ice. She does however wear a fearsome helmet adorned with the scales and fangs of a white dragon that she has no doubt bested in solo combat. Her eyes are pure white, piercing through even the most powerful of blizzard to give her opponents an omen of what is coming for them - the maiden, and likely, death.

MAIDEN OF ICE

Huge giant, neutral good

Armor Class 16 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	22 (+6)	15 (+2)	11 (+0)	10 (+0)

Saving Throws Str +9, Con +10, Int +6

Skills Athletics +9, Insight +4 Intimidation +4, Perception +4

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 14

Languages Common, Giant

Challenge 9 (5,000 XP)

Aura of Frost. The ground in a 15 foot radius circle around the maiden becomes coated in ice. A creature that steps on this ice begins to slide. They travel until they reach the end of the ice, collide with a solid object, or have gone 30 feet. The creature loses movement equal to the distance traveled while sliding. A creature may choose to move at half speed on the ice to avoid sliding. The ice melts after being outside of the aura for 1 minute.

Actions

Multiattack. The maiden makes two scythe attacks or two spear attacks.

Frozen Scythe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 11 (2d10) cold damage.

Frozen Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 10 ft. or range 30/90 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 11 (2d10) cold damage, or 9 (1d8 + 5) piercing damage plus 11 (2d10) cold damage if used with two hands to make a melee attack.

Harvest. The maiden swings her scythe in a powerful sweeping motion. All creatures within 15 feet of the maiden must succeed on a DC 16 Dexterity saving throw or take 16 (3d10) slashing damage and 16 (3d10) cold damage and be knocked back 15 feet. If the creature is knocked back onto ice, they slide for 30 feet, until they collide with a solid object, or until they reach the end of the ice.

Blades of Bitter Cold (Recharge 5-6). The maiden makes two powerful vertical sweeps with her scythe, launching arcs of frozen energy in two 5 foot wide, 120-foot long lines. A creature caught in one of these areas must make a DC 16 Dexterity saving throw, taking 27 (5d10) cold damage and gaining one level of exhaustion on a failed save, or half damage and no exhaustion on a successful one.

Cold Snap (1/Day). The maiden slams the head of her scythe into the ground and attempts to freeze everything within 60 feet. Creatures caught in this area must make on a DC 16 Constitution saving throw or take 33 (6d10) cold damage and be paralyzed for 1 minute as they are frozen on a failed save, or half as much damage and not paralyzed on a successful one. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the paralyzed condition on itself on a success. Any exposed liquids in the area are frozen and all fire is snuffed out as well.

MAIDEN OF ICE



MAMMOTH BEETLE

What is there really to say about a beetle the size of a small house other than it is in your best interests to stay away from it? These gigantic insects often lurk underground, but will occasionally pop up on the surface to hunt or if there are threats beneath ground. Their exterior shell is as strong (or stronger) than any set of armor and its only real point of weakness is its underside. The beetle's belly is soft and rather unprotected, and fortunately for anyone attacking by one of these creatures the beetle stands nearly 5 full feet off the ground, giving most enough room to move around beneath this beetle without much trouble. They are not evil creatures and will merely defend themselves or their homes from any potential threats.

MAMMOTH BEETLE

Huge beast, unaligned

Armor Class 20 (natural armor)

Hit Points 116 (11d12 + 44)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	19 (+4)	2 (-4)	10 (+0)	2 (-4)

Senses blindsight 30 ft., passive Perception 10

Languages ---

Challenge 5 (1,800 XP)

Soft Underbelly. The beetle's has AC 12 against attacks made from directly beneath it.

Acidic Blood. A creature that damages the beetle with a melee attack while within 5 feet of it takes 5 (1d10) acid damage.

Hulking Wings. The beetle has a flight speed of 20 ft. via a set of massive wings. This benefit works only in short bursts; the beetle falls at the end of its turn if it is in the air and nothing else is holding it aloft. Any creature under the beetle when it lands must make a DC 13 Dexterity saving throw or take 7 (2d6) bludgeoning damage for every 10 feet the beetle fell.

Actions

Multiattack. The beetle makes three attacks: two with its stomp and one with its mandibles.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Mandibles. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target not underneath the beetle. *Hit:* 13 (2d8 + 4) piercing damage and the target is grappled (escape DC 15) if it is a larger or smaller creature and the beetle doesn't have a creature grappled.

MEPHITS

This section expands upon the mephit creature found in other publications. For more information about these devilish little elementals please consult these other sources. In this section, stats for a few more powerful mephits are included.

IMBUED MEPHITS

Imbued mephits are elementals that have been magically attuned to their particular composition and are stronger than a typical mephit. This can be done through prolonged exposure, through the help of more powerful creatures of the elemental planes who use the mephits as slaves, or simply through the mephit living a long enough life.

IMBUED MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 34 (8d6 + 8)

Speed 30 ft., fly 30 ft.

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

Skills Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Ignan, Terran

Challenge 2 (450 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Actions

Multiattack. The mephit makes two claw attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 5 (2d4) fire damage.

Magma Spout (Recharge 6). The mephit causes magma to burst forward from a point on a solid surface within 50 ft. All creatures in a 15-foot line in front of that point must make a DC 12 dexterity saving throw, taking 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

IMBUED STEAM MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 28 (8d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1 (200 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save.

Innate Spellcasting (1/Day). The mephit can innately cast *mirror image*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 2 (1d4) fire damage.

Steam Discharge (Recharge 6). The mephit causes steam to erupt from its body. Each creature in a 15-foot cube originating on the mephit must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

MAGMA MEPHIT KING

The magma mephrit king is far more powerful than the traditional mephrit. While at any given point dozens of mephrits will claim they are kings, only a very small amount of those actually have power beyond a traditional mephrit. A magma mephrit can only ascend to such power by feeding on the remains of a red dragon. Their essence fills the mephrit with power that they can use to become more than a mere pest, it can wield a power that rivals even larger creatures of the elemental planes.

MAGMA MEPHIT KING

Small elemental, neutral evil

Armor Class 13

Hit Points 65 (10d8 + 20)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	9 (-1)	13 (+1)	14 (+2)

Skills Stealth +5, Deception +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Ignan, Terran

Challenge 4 (1,100 XP)

Death Burst. When the mephrit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephrit remains motionless, it is indistinguishable from an ordinary mound of magma.

Actions

Multiattack. The mephrit makes two attacks with its claws or with its bow.

Magma Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 5 (1d10) fire damage.

Magma Bow. *Melee Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 5 (1d10) fire damage.

Molten Caltrops. The mephrit scatters molten caltrops in a 15-foot square around itself. This area is considered difficult terrain and creatures take 7 (2d6) fire damage for every 5 feet they move through this terrain.

Lava Choke (Recharge 6). The mephrit causes a ball of lava to appear in the throat of a creature it can see within 90 ft. That creature must make a DC 13 Constitution saving throw, taking 27 (5d10) fire damage on a failed save and the creature is silenced as their throat is charred, or half as much damage and not silenced on a successful save. The silence lasts until the creature takes a short rest or is healed by lesser restoration or similar magic.

MERFOLK HYDROMANCER

This section expands upon the merfolk creature found in other publications. For more information on merfolk, their settlements, and their lifestyles, please consult these other sources. The hydromancer is far more powerful than a traditional merfolk, with the ability to conjure a constantly flowing wave of water to propel herself forward when she needs to travel on land. After decades of study and practice she has mastered the art of spellcasting as well, bending water to her will in almost any way imaginable. These merfolk are deadly on land and a nightmare when encountered at sea.

Scholars of the Deep. These merfolk learn many of their abilities by studying the creatures that lie along the bottom of the deepest trenches of the ocean. She will observe them almost obsessively, turning their unique adaptations into magic and sometimes even transforming her physical appearance to match these monstrous entities. The immense pressure of the depths also causes her skin to become incredibly tough and resistant to any attack.



MERFOLK HYDROMANCER

Medium humanoid (merfolk), neutral good

Armor Class 15 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	19 (+4)	17 (+3)	14 (+2)

Saving Throws Int +8, Wis +7, Cha +6

Skills Arcana +8, Nature +8, Persuasion +6

Senses darkvision 60 ft., passive Perception 13

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons.

Languages Aquan, Common

Challenge 9 (5,000 XP)

Amphibious. The merfolk can breathe air and water.

Aquatic Travel. The merfolk uses surges of conjured water to propel its body forward when on land, allowing it to move rapidly despite its lack of standard ground travel.

Spellcasting. The merfolk is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): *dancing lights, frostbite, shape water*

1st level (4 slots): *comprehend languages, shield, silent image*

2nd level (3 slots): *blur, hold person*

3rd level (3 slots): *tidal wave, wall of water*

4th level (3 slots): *control water, greater invisibility, water sphere*

5th level (2 slots): *cone of cold, dominate person*

6th level (1 slots): *globe of invulnerability, otiluke's freezing sphere*

Actions

Multiattack. The merfolk makes two attacks with its staff.

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 14 (3d8) cold damage.

Torrent of Water. Target creature within 60 feet must succeed on a DC 16 Dexterity saving throw or take 33 (6d10) cold damage as a powerful torrent of freezing water flows over them. If a creature fails this saving throw by 10 or more, its movement speed is reduced to 10 ft. on its next turn.

Tether of the Tides (Recharge 5-6). The merfolk binds two targets together with a stream of ice cold water. If either target tries to move more than 20 feet away from its bound partner, it must expend 2 feet of movement for every 1 foot traveled and it takes 11 (2d10) cold damage for every 5 feet traveled.

MOLTEN SPIDER

Born in the elemental plane of fire, these large spiders spin webs of molten silk. These webs both capture the victim and cook them alive, creating a delicious meal for the spider with minimal effort. They will line the walls of deep caverns with their webs, for even though the webs are molten hot they do not produce any additional light - a detail the spider uses to its advantage. The spider's bite causes their victim's blood to literally boil, inflicting excruciating pain that resonates through every part of their body. While their webs will never overlap, these spiders tend to live in small groups to aid each other if danger should threaten their home.

MOLTEN SPIDER

Medium beast, unaligned

Armor Class 12

Hit Points 45 (7d8 + 14)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Damage Vulnerabilities cold

Senses darkvision 60 ft., passive Perception 15

Languages ---

Challenge 2 (450 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Molten Web (Recharge 6). The spider produces a mass of molten, sticky webbing at a point within 20 feet. The web fills a 10-foot cube from that point for the next minute. The web is difficult terrain and lightly obscures the area. Each creature that starts its turn in the webs or that enters them during its turn takes 5 (2d4) fire damage and must make a DC 11 Dexterity saving throw. On a failed saving throw the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a DC 11 Strength check, freeing itself on a success. The webs are vulnerable to water. Any 5-foot cube of webs exposed to water dissolve in 1 round.

MONK OF THE SCATTERED SANDS

Born and raised in an expansive desert or along the shores of the ocean, these monks have learned to control sand and use it as a weapon in combat. As with all monks, their hands, feet, and elbows are weapons in their own right, able to deal as much damage as a weapon forged from steel. They carry multiple pouches filled with sand that they use for both offensive and defensive maneuvers - blinding their opponents and even redirecting spells at other targets.

Tradition Above Victory. A monk holds their system of values above all else. A monk of the scattered sands is forbidden from using weapons or armor crafted of metal, similar to the restrictions most druids follow. They need to be able to defend themselves using only their influence over sand and their natural agility. This often is not a problem for monks, as their lives are free of temptation when living in their massive temples; but when they travel out into the world it can be a struggle knowing that a fight (and potentially their own life) may be lost merely because they refuse to pick up a blade.

A Chosen Path. Once these monks reach a certain age, they can choose between a few different paths for their future. These choices include staying at the temple permanently and teaching others the way of the scattered sands, taking up residence in a nearby town to act as a protector and to spread the word of their order, or to travel the world in search of holy relics to bring back to their temple to protect and worship. These monks often stand out in a room as they continue to wear traditional vibrant desert garb despite weather or culture. They will never raise their voice unless engaged in a battle and will maintain a calm demeanor up until the very moment combat begins.

MONK OF THE SCATTERED SANDS

Medium humanoid, neutral good

Armor Class 16 (unarmored defense)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	11 (+0)

Saving Throws Dex +6, Wis +6

Skills Acrobatics +5, Medicine +5, Religion +2

Senses passive Perception 13

Languages any three languages

Challenge 4 (1,100 XP)

Sand Glide. The monk has a flight speed of 20 ft. as sands swirl to carry it. This benefit works only in short bursts; the monk falls at the end of its turn if it is in the air and nothing else is holding it aloft.

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The monk makes three attacks with its quarterstaff. It can also use Manipulate Sands once, either before or after one of the attacks.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Manipulate Sands. The monk sends a stream of sand at a target within 30 ft. The target must make a DC 13 Dexterity saving throw, taking 15 (6d4) bludgeoning damage and becoming blinded until the end of their next turn on a fail, or half as much damage and are not blinded on a success.

Reactions

Dancing Winds (2/Day). When the monk is targeted by a ranged spell attack with no other targets, it can quickly kick up a spiral of wind that alters its trajectory away from the monk. The monk takes no damage from this attack. As part of the same reaction, the monk makes a ranged spell attack against another creature within 60 ft. with a +5 bonus to the attack roll. On a hit, the spell strikes the new target instead.

MYSTERIOUS STARCALLER

These celestial beings stand at roughly the height of an average human, have a similar build and form as a human, and even have a voice that sounds human in nature... but their true appearance is a mystery to all but the gods. The starcallers wear black robes that seem to have a galaxy swimming across them, as if they are a scrying device to a far off location in the universe. Their hoods are always up, their hands covered by gloves, and their feet firmly secured in a pair of boots, leaving no physical portion of the starcaller's body visible.

Looking into these robes, even at a distance of 5 feet away and even for creatures with darkvision, is the same as looking into a void. There is clearly something beneath the robes to give it form - a mouth to speak words, hands to unleash spells and attacks, but even on the rare occasions when a starcaller is defeated when their hood is pulled back the robes immediately deflate and are left empty.

Interplanar Travellers. The starcallers answer to no one. They show up whenever the balance between the planes is threatened, handle the situation, and disappear. They show no allegiance to good or evil, simply to the balance; though typically they are fighting against the forces of evil. A starcaller can step through any number of planes with each step. It uses this ability to travel massive distances in moments even without the use of true teleportation.

Celestial Heritage. While mortals are uncertain of their origin or their appearance, it is clear that the starcallers are celestial in nature. They speak the language of the gods with profound elegance and beauty, unleash powerful divine magics, and are resistant to radiant attacks. Many theorize that these entities have been around since the beginning of time, an unbiased protector of the multiverse. No one who has encountered a starcaller first hand disagree with this idea.

MYSTERIOUS STARCALLER

Medium celestial, chaotic neutral

Armor Class 17 (radiant armor)
Hit Points 114 (16d6 + 48)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Int +8, Wis +5
Skills Arcana +8, Deception +6, Insight +5, Perception +5, Persuasion +6
Damage Immunities radiant
Senses passive Perception 15
Languages Common, Celestial, Draconic
Challenge 9 (5,000 XP)

Dancing Stars. Brilliant lights dance around the starcaller, exuding bright light in a 15-foot radius and dim light for an additional 15 feet.

Retaliating Energies. Whenever an enemy within 200 ft. hits the starcaller with a ranged attack, one of the stars dancing around it launches at the attacker, dealing 7 (2d4 + 2) radiant damage.

Radiant Armor. While the starcaller is wearing no armor and wielding no shield, its AC includes its Intelligence modifier.

Actions

Multiaattack. The starcaller makes three attacks with its radiant palm or two attacks with its shooting star.

Radiant Palm. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 9 (2d8) radiant damage.

Shooting Star. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 22 (5d8) radiant damage.

Starfall (Recharge 5-6). The starcaller summons a brilliant orb of radiant energy at a point in the sky within 150-feet, then brings it crashing into the ground in a 20-foot radius area. Each creature in that area must make a DC 16 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one. Creatures that fail this save by 5 or more are also blinded until the end of their next turn.

Step Through The Stars (3/Day). The starcaller vanishes in a brilliant flash of light and reappears with an equally bright flash in an unoccupied space within 200 ft. Each creature within 10-feet of where the starcaller began or ended must succeed on a DC 16 Constitution saving throw or be blinded until the end of their next turn. After teleporting, the starcaller may make a single attack with radiant palm or shooting star.

MYSTERIOUS STARCALLER



MYSTIC SPELLBLADE

Spellblades are divine warriors, a kind of paladin that answers to no king, noble, or order - only to the gods. These serene fighters are almost always women, as their combat style is quite elegant. They stand far from battle, dressed in beautiful garments, focusing only on guiding their weapons and dodging attacks. On rare occasions they will need to get their hands dirty with a devastating series of attacks from newly conjured ethereal weapons. It is even rarer that a target survive the onslaught.

Spellblades exist for both good and evil gods, following the will of their deity with every action performed, hoping to one day be accepted as worthy of ascension and given the full gifts of a celestial being. A spellblade following a good god often has weapons that glow blue, green, or white while followers of an evil god will have weapons that are blood red or black. Both kinds of spellblades are dangerous for anyone with differing views of the world.

Judgement of the Gods. The spellblade considers their word to be the same as those of the gods. If someone goes against the teachings of their god or against their god's declarations, the spellblade will have no hesitation to strike down the transgressor regardless of their status or alignment. Ironically, paladins of other gods are often the ones who find themselves fighting these spellblades, for both are stubborn and unrelenting in their beliefs. Neither is willing to cast aside their values and often the spellblade will be forced to make an example of these holy warriors.

MYSTIC SPELLBLADE

Medium humanoid, lawful evil (50%) or lawful good (50%)

Armor Class 16 (breastplate)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Str +5, Int +7

Skills Arcana +7, Insight +4, Religion +7

Senses passive Perception 11

Languages Celestial and any three other languages

Challenge 5 (1,800 XP)

Spiritual Alignment. The spellblade is unarmed, but has two spectral weapons that follow her constantly, one a longsword and the other a flail. These weapons act according to the spellblade's will. On the spellblade's turn, she may give mental commands to these weapons to have them move up to 30 feet.

Actions

Multiattack. The spellblade uses her Spiritual Suppression if able. She then makes one attack with her spectral longsword and one attack with her spectral flail.

Spectral Longsword. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) force damage.

Spectral Flail. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) force damage.

Spiritual Suppression (Recharge 5-6). The spellblade summons a set of ethereal bindings to subdue a target within 90 feet. The target must succeed on a DC 14 Strength saving throw or become restrained for 1 minute. The target can repeat this saving throw at the end of their turn, ending the effect on a success.

Relentless Assault. (1/Day). The spellblade summons 5 new spectral longswords at her side. One at a time she grabs hold of these blades. When the spellblade grabs a new longsword, she may teleport up to 120 feet into an unoccupied space and attack a creature within 5 feet. She makes a separate attack roll for each longsword attack. Hit or miss, after each attack the spectral weapon fades away. When all of the swords have been expended, she teleports back to her original location.

Reactions

Spiritual Barrier. The spellblade adds 3 to the result of any spell saving throw by boosting her fortitude with spiritual energy.

MYSTIC SPELLBLADE



NECROMANCER

A simple lower level necromancer wizard. As is typical for a necromancer, they are often accompanied by skeletal warriors or sometimes even a golem. Necromancers can serve a variety of purposes and have too many backgrounds to specify a single set of details to them. Use them as needed for a

NECROMANCER

Medium humanoid, lawful evil

Armor Class 12

Hit Points 45 (7d6 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	16 (+3)	10 (+0)	7 (-2)

Saving Throws Int + 5, Wis +2

Senses passive Perception 10

Languages Common, Infernal

Challenge 3 (700 XP)

Spellcasting. The necromancer is an 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *acid splash*, *mage hand*, *prestidigitation*

1st level (4 slots): *ray of sickness*, *witch bolt*, *tasha's hideous laughter*

2nd level (3 slots): *ray of enfeeblement*, *crown of madness*

3rd level (2 slots): *animate dead*, *vampiric touch*

Actions

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

NINJA

A master of stealth and discrete elimination, a ninja belongs to an ancient order of ninjutsu warriors. These combatants have extreme discipline, pushing their bodies to its limits to gain special talents such as holding their breath for extended periods of time, detecting an enemy's location even in a pitch black room, and immunity to everything but the most advanced poisons. They do not lean towards good or evil but simply follow the commands of the elders in their order.

Dishonor in Detection. For a ninja, to be unseen is to stay alive another night. They will sometimes remain unmoving for hours at a time, just waiting for the perfect opportunity to strike. They will learn patrol patterns, weaknesses in defenses, secrets that can be used to exploit - and all of this for a single slice of the blade and a swift escape. If they are caught in direct combat they will flee, using their grappling hook and smoke bombs to escape and fight another day... but they will hang their head in shame regardless.

NINJA

Medium humanoid, lawful neutral

Armor Class 14 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 20 ft.

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

Skills Stealth +7, Sleight of Hand +5, Perception +3

Senses blindsight 10 ft., passive Perception 13

Damage Resistances poison

Conditional Immunities poisoned

Languages Common

Challenge 1 (200 XP)

Sneak Attack. Once per turn, whenever the ninja attacks, it can deal an extra 7 (2d6) damage to one creature hit with an attack if it had advantage on the attack roll or if it has an ally within 5 feet of its target that isn't incapacitated.

Rigorous Training. The ninja can hold its breath for up to five minutes and cannot be poisoned.

Grappling Hook. The ninja is skilled in the use of a grappling hook, allowing it to scale structures with ease. The ninja gains a 20 ft. climb speed.

Actions

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

Throwing Star. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Smoke Bomb. The ninja throws a smoke bomb at its feet. This creates a cloud of smoke in a 10-foot radius area that renders all creatures within it blind and heavily obscures the area to creatures outside of it. This cloud persists until the beginning of the ninja's next turn.

NOXIOUS SAVAGECLAW

Stalking through deep caverns, the savageclaw secretes poisonous gases and liquids with every step it takes. It is a large, flightless insectile beast roughly the size of a wolf. It has glowing green eyes and incredibly powerful mandibles that it uses to crush through armored enemies. Large armored plates cover its body, making difficult for larger predators to harm them as they use their superior speed and poison to escape. The savageclaw's primary weapon is a long segmented tail similar to that of a scorpion that it uses to impale and poison victims.

Pack Hunters. A savageclaw rarely hunts alone. They typically move in packs of 4-8, but sometimes will send scouting groups of one or two up ahead of the rest. They can produce clouds of poison with specific scents that travel quickly through the caverns and alert the rest of their pack to dangers or potential meals. The savageclaws will quickly converge on that location, approaching with terrifying ferocity and ready to fight.

Subterranean Dwellers. The savageclaws live exclusively underground. They do not fear sunlight and are not weak when exposed to it, but feel at home when underground. Their hunting styles and predatory nature gives them an instinctual need to stay in the dark. The tunnels of deep caves also allows for them to set up entire pockets of odorless, poisonous gas to weaken their prey without them being aware of the imminent threat at hand.

NOXIOUS SAVAGECLAW

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	1 (-5)

Damage Immunities poison

Conditional Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages ---

Challenge 2 (450 XP)

Poison Trail. The savageclaw's body exudes poison in a 5 foot cube around it. Whenever the savageclaw moves, this poison follows along and fills every space the savageclaw touched during its movement. This poison dissipates after 1 round. Any creature that moves through one of these poison clouds must succeed on a DC 12 Constitution saving throw or take 9 (2d8) poison damage. A creature that holds their breath while moving through one of these spaces has advantage on the saving throw.

Actions

Multiattack. The savageclaw makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Poison Tail. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. Creatures poisoned in this way cannot use reactions. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Noxious Discharge (1/Day). The savageclaw lets out a powerful blast of poison gas in a 15 foot cube originating on itself. Any creature in this area must make a DC 12 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.



OBSIDIAN GOLEM

A powerful guardian made from volcanic glass and powered by lava, this azer-crafted construct serves as a deadly guardian. It stands at roughly nine feet tall with broad shoulders nearly four feet across. It has arms so large that they seem absurd, even for a creature of such a large stature. It uses these arms to pick up even human sized creatures in a single fist and then to crush them. It will even use these grappled targets as weapons against their own allies, a particularly brutal display for creatures that bleed or break easily.

As with other golems, it is effectively eternal in its lifespan and only obeys orders from its master. It obeys these commands without question. The azer will send these expendable soldiers to wreak havoc in a efreeti fortress, killing dozens or sometimes hundreds of their slaves before someone finally manages to destroy it. When not on offense, they guard the azer's armories and smelteries with their ever watching eyes.

Mobile Smeltery. The golem has tubes that run through its body, pumping the lava that is its lifeblood to all of its extremities. When it has a target grasped in both hands, they are almost completely obscured by its two massive obsidian fists. It will then open up pumps in the center each hand and unleash a powerful flow of lava, causing the helpless victim to be melted into a horrific puddle of molten rock and flesh.

OBSIDIAN GOLEM

Large golem, neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 7 (2,900 XP)

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

Magic Weapons. The golem's weapons are magical.

Molten Core. Whenever a creature with 5 ft. deals 20 damage or more to the golem in a single round of combat, a spray of lava erupts, dealing 11 (2d10) fire damage to the attacker.

Actions

Multiattack. The golem can use its Molten Surge if available. It then makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the golem can't use its slam on another target. The golem can have one target grappled with each fist.

Molten Surge (Recharge 5-6) Until the end of its next turn, the golem deals an additional 10 (3d6) fire damage with each of its slam attacks.

Smelt Intruders (1/Day) If the golem has a creature grappled in both of its fists it can use this ability to attempt to turn them to molten puddle. The golem is programmed to use this only for max efficiency so it will wait until it holds 2 targets to use it. Each grappled creature makes a DC 15 Constitution saving throw, taking 36 (8d10) fire damage on a failed save, or half as much as a successful one. If this damage reduces a creature to 0 hit points, its body becomes a puddle of molten flesh.

OGRES

This section expands upon the ogre creature found in other publications. For more information about ogre behaviors, intelligence, and their culture please consult these other sources. These following monsters give a few more options for these popular monstrous creature types, making them into a more diverse and exciting threat.

Ogre shamans use innate spellcasting to “move earth, create pretty colors, and make ground clouds.” Their skin has also become infused with magic, giving them additional defenses against enemy spellcasters. They also still hit absurdly hard. The warchief commands his fellow ogres by playing the drums of war. They are also masters of rockball and put those abilities to use by hurling enemies through the air (and off cliffs) with powerful kicks.

OGRE SHAMAN

Large giant, chaotic evil

Armor Class 9
Hit Points 59 (7d10 + 21)
Speed 40 ft.

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

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 2 (450 XP)

Thick Hide. The ogre has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The ogre’s innate spellcasting ability is Charisma (spell save DC 12). The ogre can innately cast the following spells, requiring no material components:

At will: *light*, *mold earth*, *create bonfire*

1/day each: *earth tremor*, *enhance ability*, *fog cloud*, *color spray*

Actions

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

OGRE WARCHIEF

Large giant, chaotic evil

Armor Class 16 (chain mail)
Hit Points 76 (8d12 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	17 (+3)	9 (-1)	10 (+0)	8 (-1)

Skills Athletics +7, Intimidation +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Giant
Challenge 4 (1,100 XP)

Actions

Multiattack. The ogre makes two attacks with its greatmaul or with its javelin.

Greatmaul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Punt. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage and the target must make a DC 15 Strength saving throw, being thrown 20 ft. and knocked prone on a failed save or pushed 10 ft. and not knocked prone on a success.

War Drums (Recharge 5-6). The warchief play the drums of war. All other ogres within 120 ft. that can hear the drums may use their reaction to make a melee attack against an enemy in range.

ORCS

This section expands upon the orc creature found in other publications. For more information about orc savagery, their fighting styles, and their gods please consult these other sources.

DEMONBLOOD ORCS

Demonblood orcs are those who have made a deal with a powerful demon lord in exchange for strength. This deal often involves serving in the demon lord's armies, capturing an ancient relic, or capturing creatures to be used as blood tributes. These orcs have their bodies covered in glowing tattoos - their color and style specific to the demon lord that granted them this blessing of power. Weaker orcs die from this process, while the strong become as powerful as ten ordinary orcs. Once their contact has been completed, these orcs retain this enhanced strength and will often use it to conquer and pillage with a ferocity that most town are not prepared to fight against until the demon lord calls upon them once again.

Berserkers. The way the demonblood transformation affects an orc is unique to each creature. Berserkers are thrown into a constant state of rage. These were the orcs charged blindly into battle, seeing the only honorable death as one surrounded by a pile of corpses of their slaughtered enemies. They usually grow a full foot from the infusion and their muscles bulge with unnatural strength.

Bloodcasters. These orcs were already adept at spellcasting. Being infused with demon blood allows them to become even more powerful by sacrificing their own life force to enhance the strength of their spells while simultaneously absorbing the life force from their victims. The blood that fills them is volatile because of this cocktail of overlapping magic, causing these orcs to violently explode upon being killed.

Hunters. These orcs were archers before, but with this new blood they have uncanny aim. They stab themselves with each arrow before firing, causing them to inflict painful necrotic damage upon their targets. They can also tap into this well of power, pulling their bowstring back further than thought possible and letting loose an arrow that hits with the strength of two.

Warriors. Demonblood warriors are the strongest melee fighters of them all. The berserkers have raw power, but the warriors have tactics and strategy along with their natural orcish fury. They use their demonic vision to exploit their opponent's weaknesses and can call on a powerful combination of orcish and demonic blood to cause powerful attacks to glance off almost harmlessly.

DEMONBLOOD ORC BERSERKER

Medium humanoid (orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (5d12 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Athletics +6, Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action, the ore can move up to its speed toward a hostile creature that it can see.

Demonblood Rage. The orc is in a constant state of rage due to its demonic blood. It has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons and deals 2 additional damage with each attack (included in the attacks).

Actions

Multiattack. The orc makes two attacks with its greataxe or its spear.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage, or 10 (1d8 + 6) piercing damage if used with two hands to make a melee attack.

Furious Strikes (1/Day). The orc doubles its Demonblood Rage bonus damage to 4 this turn, then makes three attacks with its greataxe. Until the end of the orc's next turn, all attacks made against it have advantage.

DEMONBLOOD ORC BLOODCASTER

Medium humanoid (orc), chaotic evil

Armor Class 11
Hit Points 67 (9d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	10 (+0)	9 (-1)	18 (+4)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Orc
Challenge 4 (1,100 XP)

Blood Magic. Whenever the orc deals damage to an enemy with a spell, it gains 5 temporary hit points. Additionally, the orc can use its bonus action to pay 1d10 hit points to make the next spell it casts act as if it were cast at one spellslot higher.

Uncontainable Power. When the orc dies, it explodes violently. Each creature within 5 feet of it must make a DC 13 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The orc is an 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The orc has the following Sorcerer spells prepared:

Cantrips (at will): *acid splash*, *blade ward*, *ray of frost*, *prestidigitation*

1st level (4 slots): *burning hands*, *mage armor*, *shield*

2nd level (3 slots): *hold person*, *spider climb*

3rd level (3 slots): *counterspell*, *fireball*

4th level (2 slots): *wall of fire*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

DEMONBLOOD ORC HUNTER

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)
Hit Points 60 (8d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	8 (-1)	14 (+2)	8 (-1)

Skills Animal Handling +4, Survival +4, Perception +4

Senses darkvision 60 ft., passive Perception 14
Languages Common, Orc
Challenge 3 (700 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Demon's Aim. As a bonus action, the orc can choose to tap into its demonic blood to make its next shot. The orc's next ranged attack takes a -3 penalty to the attack roll. If the attack hits, add +6 to the attack's damage.

Actions

Multiattack. The orc makes two attacks with its longbow or with its shortswords.

Longbow. *Melee Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) necrotic damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Volley (Recharge 5-6). The orc makes a ranged attack against any number of creatures within 10 feet of a point it can see within its weapon's range. It makes a separate attack roll for each target.

DEMONBLOOD ORC WARRIOR

Medium humanoid (orc), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	9 (-1)	12 (+1)	10 (+0)

Skills Intimidation +2, Athletics +5

Senses darkvision 60 ft., truesight 30 ft., passive Perception 11

Languages Common, Orc

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Demon's Sight. The orc has enhanced sight from its demonic blood. It has truesight out to 30 ft.

Actions

Multiattack. The orc makes two attacks with its longsword or its spear.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) if used with two hands.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Precision Attacks (Recharge 5-6). As a bonus action, the orc taps into its demonic sight and finds its opponent's weak spots. Each weapon attack the orc makes against an enemy within 30 feet this turn is made with advantage.

Reactions

Demonic Endurance. The orc reduces the damage dealt by a single source to 10.

OVERGROWTH GHOUL

Sometimes when a corpse is reanimated, it is so infested with plantlife that the two form a symbiotic relationship as a means to better survive. Its appearance is similar to that of a zombie, as it is still a body that is being risen from the dead, but it has vines and leaves twisting around its body. Flowers sometimes sprout out of its eyes or grow in clusters out of its stomach. It is a twisted, morbid sight to combine such beauty with death and decay.

The ghoul can take root and dig its vines deep into the ground, allowing it to pull energy from the soil but also causing it to become immobilized. While in this form it can also make long range attacks by erupting roots and vines from the ground and lashing at their foes. While not rooted, it acts as a traditional undead, shambling about and doing whatever is demanded of it from its master.

Unnatural Manifestations. The plant symbiosis can be forced upon the arisen rather than naturally occurring. If a wood wraith claims a life, plants will swarm around it and take hold. When the corpse reanimates in this scenario it is because the plants are controlling its movements and not because it has been given life again. These ghouls are under the wood wraith's control, doing what is demanded of them without question as all good servants should.

OVERGROWTH GHOUL

Medium undead (plant), chaotic evil

Armor Class 9

Hit Points 17 (3d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	13 (+1)	5 (-3)	9 (-1)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Floral Fortification. The ghoul can use its action to plant its body into the ground and become fortified or it can uproot and return to its mobile ghoul form. While fortified, the ghoul has its AC increased to 14, its movement speed is reduced to 0 ft., and as long as it has at least 1 hit point it regains 1d4 hit points at the beginning of its turn.

Actions

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

Root Slash (Fortified Form Only). *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

PYREFLY

A pyrefly is a tiny elemental quite similar to a firefly in nature, but the pyrefly is quite a bit more deadly. They obsess over open flames and when they find a source of it they swarm and signal to other pyreflies to gather round with a brilliant display of lights. They will cause the fire to dance with beautiful colors, creating plumes of colored light and flashes of dazzling flame. This display of color is also their way of finding a suitable mate.

Separation Anxiety. Once a pyrefly has found a source of flame, it will go berserk if anything threatens to put it out. Ordinarily a pyrefly is friendly and beautiful, but make a move to extinguish their fire, especially during a mating display, and they will go all out with tiny flare attacks. They will set anything and everything around them ablaze and give off warning flares so bright that it can blind creatures temporarily.

Omen of Luck. While a will-o-wisp is considered to be bad luck, a pyrefly is considered a sign of good things to come in most cultures. Their mating rituals typically coincide with patterns of beautiful weather and clear, starry night skies, so people come to think the pyreflies bring these conditions. In reality, the pyreflies can glimpse weather in the near future and know when they will have plenty of time to stay with a blazing fire, so they are in fact an indicator of lovely weather.

PYREFLY

Tiny elemental, chaotic neutral

Armor Class 12

Hit Points 14 (4d6)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	10 (+0)	14 (+2)	4 (-3)

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages understands Ignan but can't speak

Challenge 1/4 (50 XP)

Attraction to Fire. Pyreflies can detect any nearby fires and will flock to them, dancing and making beautiful colors. They grow aggressive when these fires are put out.

Illumination. The pyrefly sheds bright light in a 5-foot radius and dim light an additional 5 feet.

Actions

Spark. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) fire damage.

Flare. The pyrefly gives off a brilliant flash of light. All non-pyrefly creatures within 10 feet of the pyrefly must succeed on a DC 12 Constitution saving throw or be blinded until the end of their next turn.

Ignite (1/Day). The pyrefly sets fire to a flammable object not being worn or carried.

RADIANT STALKER

The stalker is of a strange design, with three spider-like legs that are each roughly ten feet long. Each leg has four joints, allowing for superior navigation in any terrain. These legs are attached to an oval-shaped body with a twin cannon mounted beneath. Along the edge of this central body are numerous glowing orbs of light that become supercharged as the stalker approaches an opponent. The cannons on its body can fire blasts of radiant energy at long range or have them rotate around its body rapidly bisect a room with damaging light.

Tomb Guardians. After an unfortunate incident involving a necromancer, a small town landed themselves with the problem of all of their dead slowly coming back to life and shambling back towards their homes. They sent men on shifts to defend their graveyards, but sometimes it would be a week between incidents and other times there would be four or five in a single day. After a few deaths, they decided to give technology a try and so they hired a gnomish inventor of great renown who decided to create the ultimate defender against the undead - The Radiant Stalker.

A Zombie's Worst Nightmare. The stalker has no flesh to be eaten and each of its legs can easily step through the undead, impaling and usually killing them in a single move. The core components of the stalker are kept high off the ground and away from their reach. Even if zombies do manage to surround it, it can always use its Resplendent Assault to turn them all to ash in an instant.

Also a Crypt Robber's Worst Nightmare. While these machines were mainly intended to keep the undead at bay, they also serve the very useful purpose of "detering" crypt robbers. The stalker will let anyone into the tomb to visit, but if it detects that creature has left with more than it came, it will stop their passage. If the creature attacks the stalker or refuses to put back what was taken, they are met with a swift death with the last thing they see being a bright flash of light.

RADIANT STALKER

Large construct, neutral

Armor Class 15 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	17 (+3)	6 (-2)	5 (-3)

Damage Immunities poison, psychic

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Celestial

Challenge 5 (1,800 XP)

Radiant Aura. The stalker sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Charging Strike. If the stalker moves at least 20 feet straight toward a target it begins to glow with divine energy. If the stalker that target with its impale attack on this turn, the target takes an additional 9 (2d8) radiant damage and becomes charged with divine energies. The first time that target deals damage to the stalker on its next turn, it takes an additional 9 (2d8) radiant damage as these energies surge.

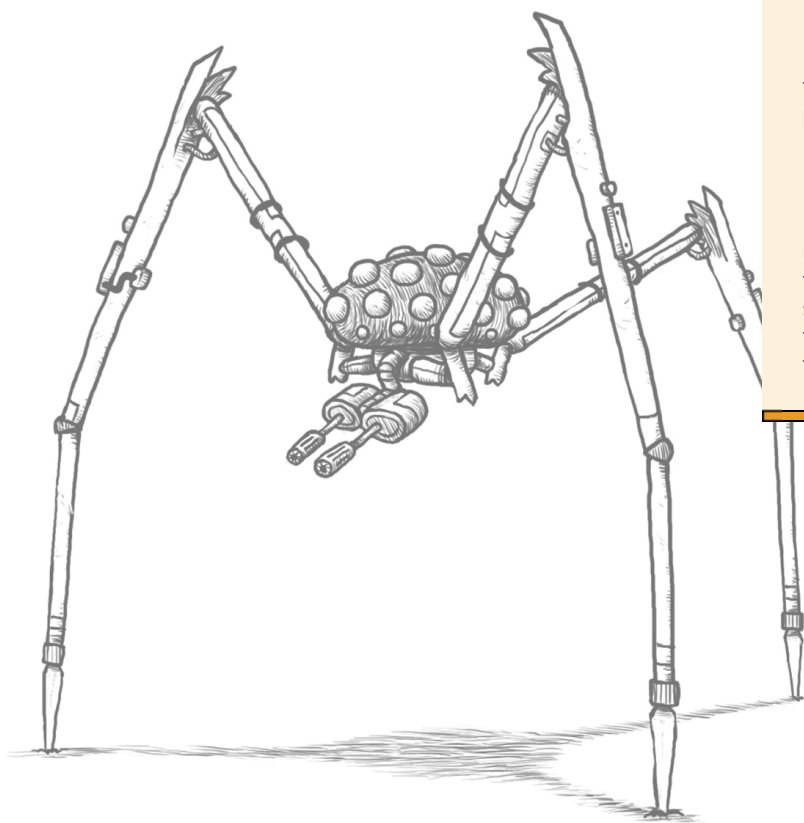
Actions

Multiattack. The stalker makes two attacks with its impale or three with its radiant beam.

Impale. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 4 (1d8) radiant damage.

Radiant Beam. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 10 (3d6) radiant damage.

Resplendent Assault (Recharge 5-6). The stalker unleashes twin beams of energy that spiral around the room. Each creature within 60 feet of the stalker make two DC 14 Constitution saving throws, taking 18 (4d8) radiant damage for each failed save.



STORM RAVEN

This raven may be small but it certainly should not be underestimated. The storm raven is a lightning imbued bird that has the ability to summon orbs of lightning to destroy its foes. At a glance it appears to be an ordinary raven, but when it flaps its wings small bolts of lightning arc to nearby objects. As it approaches a surface for landing, lightning will spark from its talons to the surface. Even with these capabilities, they behave similarly to an ordinary raven unless they need to defend themselves.

Sorcerer's Spark. Similar to a sorcerer, these raven's have their abilities awoken at a critical moment in their lives. This is almost always as the raven is about to be killed by a predator. Some innate power stored deep in the creature, extending back for thousands of years, is unleashed and the raven can then harness the power of the storm. Immediately, the raven grows more intelligent as their mind is opened to the world and they gain a complete understanding of their capabilities.

STORM RAVEN

Tiny beast, unaligned

Armor Class 13

Hit Points 31 (7d6 + 7)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	12 (+1)	8 (-1)	14 (+2)	9 (-1)

Skills Perception +4

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 14

Languages ---

Challenge 2 (450 XP)

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

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

Lightning Charged. When the raven hits with a melee attack, it deals an extra 2 (1d4) lightning damage (included in the attack).

Actions

Multiattack. The raven makes two attacks: one with its beak and one with its talons. It then summons a lightning orb.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) lightning damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) lightning damage.

Summon Lightning Orb. The raven creates a 3 inch diameter sphere of electricity in an unoccupied space within 60 feet. This sphere persists for 1 minute or until the raven is killed. A creature that ends its turn in the same space as a lightning orb takes 3 (1d6) lightning damage. On initiative count 20, the orbs spark a 5-foot wide line of lightning between all other orbs within 20 feet. Creatures caught within one of these streaks of lightning must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) lightning damage.

TEMPLE SCARAB

A tiny creature with terrifying capabilities. These beetle-like creatures were bred and raised to be the ultimate guardians within a sacred temple. They do not disturb any ancient relics or the bodies of the dead, live for over a hundred years, and require little to no sustenance to survive. They are small enough to squeeze through the cracks and hidden passageways in the stone halls they call home, waiting for living intruders to make their way into the temple so they can have a true meal.

Controllers of Mind. The scarab enjoys nothing more than to gain control of a living creature. It will bite them and burrow beneath the flesh, crawling along under their skin until it reaches the location where spine and brain meet. It then clamps down on this cluster of nerves and gains control of that creature's actions. The victim's mind silently screams out in agony as the scarab feeds on their cranial fluid. The scarab defends its meal by directing the creature to attack its own allies or sometimes to simply flee to a location so it can eat in peace.

TEMPLE SCARAB

Tiny beast, chaotic evil

Armor Class 11

Hit Points 7 (3d4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	10 (+0)	10 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages ---

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 2 (1d4) piercing damage and the target must succeed on a DC 10 Constitution saving throw or the scarab burrows under the skin of the target. A creature may use its action to attempt to cut out the scarab. That creature makes a DC 10 sleight of hand check, killing the scarab and cutting it out of the victim on a success. Success or fail, the creature in which the scarab is burrowed takes 1 point of piercing damage from this maneuver.

If the scarab is burrowed, at the end of each of its turns it moves closer to the creature's brain, dealing an additional 1 piercing damage. If the scarab is not removed, after 3 turns of being burrowed it latches on to the brain of the creature and takes control of its body until removed. A creature that has a scarab removed from its brain falls unconscious for 1d4 days.

TERROR BEAST

While this entity is called a terror beast, its physical appearance is similar to that of a large rabbit. It has comically large, floppy ears, big green eyes, and is covered in light brown fur. Unlike a rabbit, it does have a set of claws and some sharp teeth, but it is small enough that it can only take small nibbles of flesh with a bite. Even though this is the true form of the terror beast, very few will ever get a chance to see it.

Aspiring for Intimidation. The terror beast longs to inflict fear in other creatures, but unfortunately its ordinary form doesn't help the cause. To compensate for this fact, the terror beast is capable of creating incredibly realistic illusions. It also has unnatural insight into the minds of others, uncovering their deepest horrors with a single glance and transforming into them. This often is what causes its opponent's to cower in fear and brings tremendous joy to the terror beast.

The beast is constantly on the move, looking for new victims it can literally scare to death. They will often wander into moderately sized town and lurk in back alleyways, waiting for unsuspecting victims to approach at night. Sometime the terror beast will let these people flee and spread the word that there is some sort of nightmarish creature plaguing their city. The terror beast relishes in whatever decision the town makes - either send these people away as insane or turn to panic against this unknown monster.

Psychic Assault. The terror beast uses a powerful set of psychic abilities to attack its opponents rather than its tiny claws and teeth. It can make a victim think that they are being ripped limb from limb, unable to recognize that their body is still in tact and responding to the pain as if it were real. The beast can even cause a creature to live out its own death, unleashing all of their fears one after another and causing them to die from each of them until their mind collapses under the mental strain.

TERROR BEAST

Small aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	19 (+4)

Skills Deception +8, Intimidation +8, Performance +8

Senses darkvision 60 ft., passive Perception 12

Languages Telepathy 120 ft.

Challenge 10 (5,900 XP)

Illusory Appearance. The terror beast makes itself appear as creatures far more frightening than itself. Whenever a creature attacks the terror beast, roll a d20. On a result of 11 or higher, the attack hits part of its illusory appearance and does no damage. Each time the terror beast is successfully hit, it changes form to a new horror. Creatures with blindsight or truesight can see the terror beast's true form and are not affected by this feature. Whenever the terror beast dies, it reverts to its actual form as a small, seemingly non-threatening creature.

Unnatural Insight. The terror beast learns a creature's deepest fears simply by looking at them.

Actions

Multiattack. The terror beast makes two attacks: one with Terror Assault and one with Tear Asunder.

Terror Assault. Target creature within 90 feet must make a DC 16 Wisdom saving throw, taking 22 (5d8) psychic damage on a failed save and becoming frightened until the end of their next turn on a failed save, or half as much damage and not frightened on a successful one.

Tear Asunder. Target creature within 90 feet must make a DC 16 Intelligence saving throw, taking 22 (5d8) psychic damage and becoming convinced one of their limbs have been violently ripped from their body on a failed save, or half as much damage and their limb remains intact on a successful one. If they fail the save by 10 or more, they become convinced their eyes are torn out. Even though the effects aren't real, the victim is convinced it is reality and suffer from the same detriments as if they actually lost that body part. This deception ends when the terror beast dies.

Worst Nightmares (Recharge 5-6). The terror beast unleashes a torrent of nightmarish illusions against its enemies. Each creature within 30 feet of the terror beast must make a DC 16 Wisdom saving throw, taking 27 (6d8) psychic damage and becoming paralyzed with fear until the end of their next turn on a failed save, or half as much damage and not paralyzed on a successful one. If a creature is reduced to 0 hit points from this attack, the terror beast regains 20 hit points.

Face Death (1/Day). The terror beast infests the mind of a creature within 90 feet with nightmare and forces it to live out its own death over and over, each death more gruesome than the last. Have that player make death saving throws until they reach 3 successes, 3 failures, or rolls a natural 20. If they reached 3 failures, the creature takes 55 (10d10) psychic damage and has disadvantage on all attacks, saving throws, and ability checks for the next 1d4 turns. On 3 successes, the creature takes half as much psychic damage and does not have disadvantage. If the player rolls a natural 20 on one of their saves, the effect ends immediately with no damage dealt as their mind conquers this attack.

THE EMERALD QUEEN

Deep in the forest, so far from society that it begins to blend with the realm of the fey, is the Domain of the Emerald Queen. For thousands of years this throne belonged to an Emerald King by the name of Sylarrian - a kind and seemingly eternal ruler who managed the balance between the two planes. Then an elf named Lylia found her way into Sylarrian's kingdom and the two fell in love. As time went on, she began to crave his power . . . lusted for it. The elder fey that give power to the crown decided it time for new leadership if Sylarrian was blind the plot unraveling under his own nose, within his own domain.

She killed Sylarrian with a dagger as he embraced her tenderly, then took the crown and named herself the Emerald Queen. This title is quite formal for a woman who is more a fighter than an aristocrat. She decided mortals unworthy to pass through her domain and blocked it off with a massive ring of thorns and vines, leaving only one passage into her realm. This passage is guarded by both plant and beast alike. Here she rules with her powerful magic and remarkable skill with a bow, making sure not to expose herself to the same weakness as her former lover.

Lylia is a beautiful elf with pale skin and midnight black hair that wraps around and hangs down over her chest in a braid. Her eyes are a stunning and fierce green, ablaze with confidence and wisdom. She wears incredibly well-crafted green-tinted leather armor, not something expected of a queen but rather a warrior. Hanging from one hip is a silver sword with a gleam of emerald along the edge of the blade and hanging off of the other side is a curled up strand of thorns. The final item is the crown thorns and plant life that wraps around her head, the Crown of the Emerald Queen. It seems painful to wear and her face even appears to be permanently scarred from some of the thorns, but she doesn't pay it any mind.

Bound to the Ancient Ways. The power of the crown comes with drawbacks of its own. If anyone wishes to challenge her for the crown, she must leave them unharmed as they go through the Emerald Trials. If they are successful in these trials, she will engage them in combat in her throne room and if defeated must give up her power and leave the realm in shame (if they choose to let her live at all).

You can send your players through the Domain of the Emerald Queen by referring to the Dungeon section of the Toolkit.

THE EMERALD QUEEN

Medium fey, lawful evil

Armor Class 15 (emerald bark armor)

Hit Points 134 (16d10 + 48)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	17 (+3)
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Saving Throws Dex +7, Cha +6

Skills Acrobatics +7, Deception +6, Perception +5, Persuasion +6

Damage Resistances piercing

Condition Immunities poisoned, charmed

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

Legendary Resistance (1/Day). If the queen fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. The queen makes two attacks: one with her shortsword and one with her thornwhip, or two attacks with her longbow.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) fire damage.

Thorn Whip. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. The target is grappled (escape DC 14) if the Queen is not already grappling a creature. Until the grapple ends, the target takes 10 (3d6) piercing damage at the start of each of its turns. If the queen uses this attack while a target is already grappled, she may pull the target to her and deal an additional 9 (2d4 + 4) piercing damage automatically.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Hail of Thorns (Recharge 5-6). The queen launches a volley of deadly thorns in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of her turn.

Strike. The queen makes an attack with her shortsword or her longbow.

Swift Repositioning. The queen can move up to half of her movement speed without provoking attacks of opportunity.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the queen takes a lair action to cause one of the following effects; the queen can't use the same effect two rounds in a row.

- Vines erupt from the floor and attempt to envelop a creature the queen can see within 120 feet of her. The target must succeed on a DC 14 Strength saving throw or become restrained. A creature can use its action to make a DC 14 Strength saving throw, ending the effect on a success. The vines wilt away when the queen uses this lair action again or when she dies.
- A burst of thorns explodes from the wall and launch at two creatures with deadly precision. Those creatures must succeed on a DC 14 Dexterity saving throw or take 17 (5d6) piercing damage.
- A magical green energy billows around one creature the queen can see within 120 feet of her. The creature must make a DC 14 Wisdom saving throw or be charmed by the queen until she chooses another lair action.

TIMELESS CHRONOMANCER

The chronomancer long ago stopped feeling the effects of the passage of time. He primarily stays within a castle his family constructed thousands of years ago. It rests on peninsula that extends out into the ocean and creates a stunning view. It also makes the castle nearly impossible to siege. From here he has watched the waves erode away the stone and reshape the land into something completely different than what it was when he was a child oh so long ago. Once in an ordinary man's lifetime he will leave and take a few years to explore the world, take note of how it has changed, and collect enough books to last him another 50 or 60 years until he feels the urge to go out and explore once again.

Despite being thousands of years old, the chronomancer appears to be in his mid-forties, this was his age he was when he unlocked the secrets of time magic. He spent every moment of his adolescence and adult life in study and performing experiments. He had a passion and his parents had incredible wealth. They were proud to be raising a scholar and a spellcaster that would shape the future of the world.

His motivations changed when his mother became sick with a disease that no cleric could seem to cure. He put her in a stasis to keep her alive until he could find a way to fix her. Afterwards, he gathered the best healers from around the world and brought them back to the castle, but when he broke the spell he realized the terrible mistake he had made. In her stasis she could feel the pain of the disease the entire time... he had trapped her in an inescapable prison of agony for years and her sane mind had long since faded. He would never seem to forgive himself for this and decided that he would increase his own life and continue to live on with this guilt until he has finally made peace with himself. Thousands of years later and this still has not happened.

Decider of Fate. The chronomancer has turned the tide in a few wars when he saw it fit for one side to be victorious over the other, stopping time for all but himself and with a single strike of his magical dagger putting an end to a king or general. Stories of the chronomancer and his influence are older than even the most ancient of history books. His exploits are sung about in taverns, told around campfires, and recited at dinner parties. He has written down everything he has done in his life and sometimes the events were so long ago that he gets to rediscover the memories as he reads them in his own books.

Hoarder of Knowledge. The chronomancer knows just about all there is to be known in this world, but does not spread it on his journeys. He is there merely to observe and to retain. He has forgotten more than even most elves will learn in an entire lifetime. When someone wishes to obtain knowledge of time magic from the chronomancer, he will demand they prove themselves worthy of wielding such power and engage them in combat - even if it is one against many. Few have managed to pass this test, but he will not spare them death in this combat, knowing that if they are not able to defeat him then they would not have the wisdom to use this magic and would fall victim to the same mistakes he made so many years ago.

TIMELESS CHRONOMANCER

Medium humanoid, chaotic neutral

Armor Class 14 (17 with mage armor) (19 with haste)

Hit Points 169 (26d8 + 52)

Speed 30 ft. (60 ft. with haste)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	25 (+7)	19 (+4)	14 (+2)

Saving Throws Int +13, Wis +10, Dex +10

Skills Arcana +13, History +19, Insight +10, Perception +10

Senses passive Perception 20

Languages any eight languages

Challenge 17 (18,000 XP)

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

Innate Spellcasting. The chronomancer's innate spellcasting ability is Intelligence (spell save DC 21). He can innately cast the following spells, requiring no components:

At will: *haste*, *mage armor*, *slow*, *shield*

3/Day: *foresight*, *legend lore*, *time stop*

Actions

Multiattack. The chronomancer uses its Domes of Distortion ability if able. It then makes one attack with each of its daggers.

Dagger of Ages. Melee Weapon Attack: +10 to hit, reach 5ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must succeed on a DC 21 Constitution saving throw or immediately age 1d20 years and take 27 (6d8) force damage. A creature within a Dome of Vigor has disadvantage on this saving throw. A *greater restoration* spell can restore a creature's age to normal.

Dagger of Sands. Melee Weapon Attack: +10 to hit, reach 5ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and must succeed on a DC 21 Constitution saving throw against being magically petrified. A creature within a Dome of Lethargy has disadvantage on this saving throw. On a failed save, the creature becomes restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified. Only a *greater restoration* or *wish* spell can restore the creature to normal.

Domes of Distortion (Recharge 5-6). The chronomancer creates two 15-foot radius domes at two locations within 120 feet. These domes last for one next minute or until the chronomancer uses this ability again. One dome, the Dome of Vigor, gives the creatures within the benefits of the Haste spell while the other, the Dome of Lethargy, gives the detriments of the Slow spell. The Dome of Haste is a green in color while the Dome of Lethargy is blue in color. These domes cannot overlap

Entombed By Time. The chronomancer conjures an hourglass shaped prison in an attempt to trap a creature within 120 feet. That creature must succeed on a DC 21 Dexterity saving throw or be imprisoned. Sand immediately begins to pour from the top of the hourglass to the bottom, causing the trapped creature to age rapidly. A creature that starts its turn within the hourglass ages 1d20 years. If 30 points of damage are dealt to the glass walls of the hourglass in a single turn, the glass shatters and the hourglass disappears.

Legendary Actions

The chronomancer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The chronomancer regains spent legendary actions at the start of its turn.

Dagger. The chronomancer makes an attack with one of its daggers.

Teleport (Costs 2 Actions). The chronomancer magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Entomb (Costs 3 Actions). The chronomancer uses its Entombed By Time ability.

WITCH DOCTOR

Calling to the spirits of the dead and dark inner magics for their power, the witch doctor is unique and frightening opponent. They adorn themselves with decorated masks, paint their skin with intricate patterns, wear the claws and teeth of animals about their necks, and carry pouches upon pouches of strange ingredients for their rituals. A witch doctor seems primitive at a glance, but have a greater understanding of spirits and death than all but the most knowledgeable scholars. They are obsessed with death and what follows, dedicating their entire lives to better understand it.

Totemic Conjurers. The witch doctor can reach into the ethereal plane, grab hold of an unsuspecting spirit, and pull it back to the material plane in the form of a physical entity they call a totem. The witch doctor is so well trained in this process that it takes them only a moment to complete the task. These manifestations are unique to the spirit bound and can either give strength to allies or harm their enemies. The spirits the witch doctor uses to complete this ritual do not come willingly and if the totem is destroyed they are destroyed along with it.

Forbidden Ritualists. The witch doctor does not show restraint when it comes to their rituals. They will pull over demonic servants, cause plagues to befall local villages, and can even cause the skies to rain blood if they are particularly skilled. Each victim they kill has something to offer in a ritual - hair, clothing, blood, teeth - it all appeases their gods in new and exciting way and can cause unforeseen results. It is not uncommon for the witch doctor to call over a force they cannot control, twisted abominations of realms buried so far down that no one can access them willingly. When this occurs, the witch doctor will throw themselves into servitude of this new force in hope of achieving greatness and power.



WITCH DOCTOR

Medium humanoid, neutral evil

Armor Class 13 (leather armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Con +5, Wis +6

Skills Animal Handling +6, Insight +6, Sleight of Hand +5

Senses passive Perception 13

Languages Common, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The witch doctor's innate spellcasting ability is Wisdom (spell save DC 14). The witch doctor can innately cast the following spells, requiring no material components:

3/day each: *darkness*, *hex*, *hellish rebuke*

1/day each: *counterspell*, *fear*, *magic circle*

Totemic Ritualist. Whenever the witch doctor uses its action to cast a spell, it may use its bonus action to conjure a totem if able.

Actions

Multiattack. The witch doctor conjures a totem is able. It then makes two attacks with its claws or two with its blowgun.

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

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 14 (4d6) poison damage.

Conjure Totem (Recharge 4-6). The Witch Doctor creates a powerful, magical totem in an unoccupied space within 30 feet. This totem is a tiny object with 15 hit points and AC 12. The totem provides bonuses to the witch doctor and its allies until destroyed. The witch doctor may only have one totem of each type active at a time. When the witch doctor summons a totem it chooses from the following options:

- **Invigorating Totem** - On initiative count 20 (losing ties), evil creatures within 30 feet of the totem regain 5 (1d10) hit points.
- **Empowering Totem** - Evil creatures within 30 feet of the totem deal an additional 5 (1d10) force damage on all weapon attacks.
- **Impeding Totem** - The area within 30 feet of the totem is considered difficult terrain for non-evil creatures.

WOODWRAITH

Sometimes in order to deal with an evil spirit, it will be trapped inside of an object to serve as a prison. When the object chosen as the target of this imprisonment is a tree, a particularly powerful spirit can exert influence upon it. Over time the tree will decay, rot, and mold into a new form. It slowly changes to appear more and more humanoid in nature until finally the spirit has worn the plant down enough that it can take control and a woodwraith is formed. While the spirit is still trapped, it can channel its corruption through the tree and even raise the dead as overgrowth ghouls.

Viciously Spiteful. The wrath's first target will always be the ones who trapped them in the first place. It often takes years for the spirit to be able to animate their prison and during that time they are left to fester with hate and thoughts of revenge. There is a lingering magic within the spirit that guides it to its jailor, and while it is not a perfect guidance system, they will always find their way there eventually - typically rallying an army of ghoul followers along the way.

Return in Kind. While imprisoned, there is another unintentional negative outcome - the spirit learns how to turn others to wood and trap them in prisons of their own. It does not have the power to cause this permanently, but it finds great joy seeing the ones that trapped it suffer a similar fate. The wraith will imprison their target of its hate and see to it that they suffer by taking their petrified form along as a witness as it converts their friends and family to ghouls under its control.

WOODWRAITH

Medium undead (plant), chaotic evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 10

Languages ---

Challenge 4 (1,100 XP)

Locus of Spirits. Whenever a non-evil humanoid dies within 60 feet of the wraith, their body rises as an Overgrowth Ghoul under the wraith's control 1d4 rounds later.

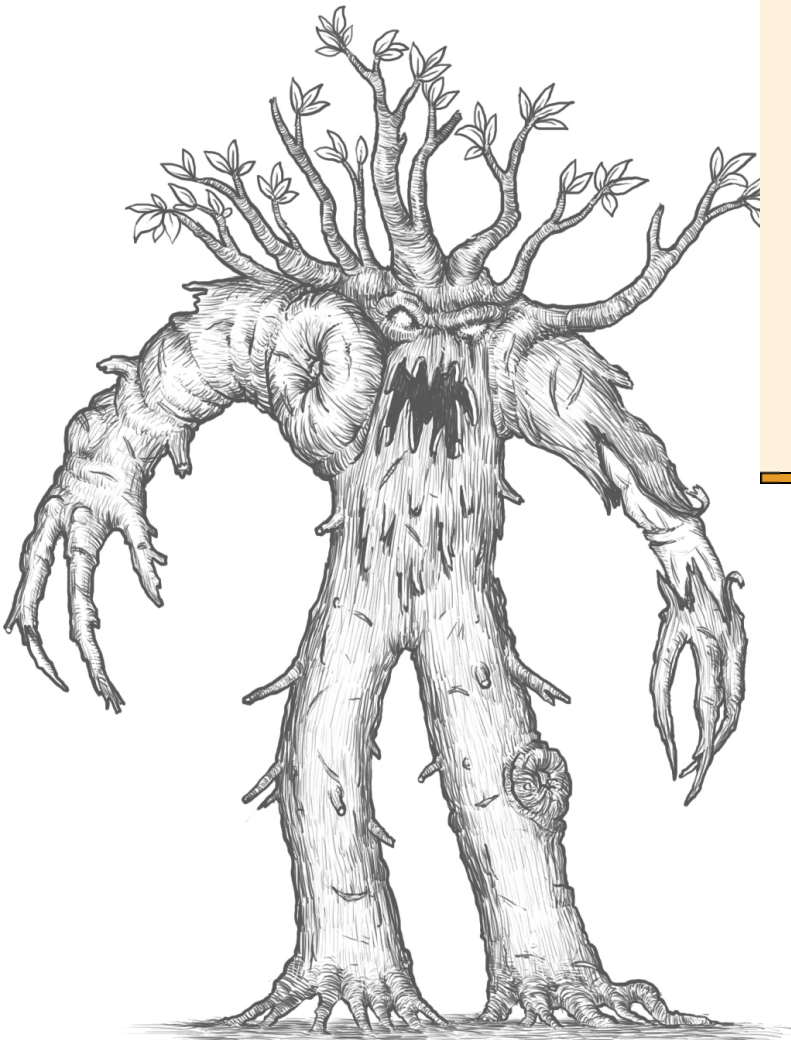
Actions

Multiattack. The wraith uses its Convert Flesh ability. It then makes two vine slash attacks..

Vine Slash. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 2) slashing damage.

Convert Flesh. Target creature within 60 feet makes a DC 13 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to wood and their movement speed is reduced to 0 ft. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature turns to wood and is considered petrified for 24 hours.

Rain of Splinters (Recharge 5-6). The wraith unleashes an explosion of sharp splinters in a 15 foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, or half as much on a successful one.



ZOMBIES AND ZOBLINS

This section expands upon the zombie creatures found in other publications. For more information about zombies and how they are created and used, please consult these other sources. The zombies listed simply give a bit more variety to your walking dead. Some were stronger than others and that strength persists even into death in the form of the zombie warrior. Some resurrections are also not perfect, forming mad creatures such as the feral Zombie.

ZOBLINS

Zoblins are simply zombified goblins. These shambling entities can be a menace when a necromancer operates over the site of an old goblin village or battleground. The zoblins are comparable in strength to ordinary zombies but some with some unique abilities. Decaying zoblins are actively falling apart and will cause disease, an ordinary zoblin will latch on to targets and continue gnawing until their victim is dead, and a zoblin boss is strong enough to retain some of its fighting prowess. The most fearsome encounter one can have with these small undead creatures is in the form of the horde of zoblins which run down their enemies and tear them to pieces with their sheer numbers.

DECAYING ZOBLIN

Small undead (goblinoid), neutral evil

Armor Class 8 (leather armor)
Hit Points 10 (3d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	10 (+0)	5 (-3)	7 (-2)	4 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1/8 (25 XP)

Undead Fortitude. If damage reduces the zoblin to 0 hit points, it must make a Constitution saving throw with a DC of 10 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zoblin drops to 1 hit point instead.

Putrid. A creature that touches the zoblin or hits it with a melee attack while within 5 feet of it takes 1 necrotic damage.

Actions

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

HORDE OF ZOBLINS

Large swarm of small creatures, neutral evil

Armor Class 9
Hit Points 66 (12d6 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	14 (+2)	5 (-3)	8 (-1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities poisoned, charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak
Challenge 3 (700 XP)

Undead Swarm Fortitude. The swarm fights at full strength until it is completely destroyed.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small goblin. The swarm can't regain hit points or gain temporary hit points.

Plagued. When the swarm hits with an attack, it deals an extra 10 (3d6) necrotic damage (included in the attack).

Actions

Multiattack. The horde uses its pull under ability if able, then uses its gnaw and claw attack.

Gnaw and Claw. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) necrotic damage, and the target must succeed a DC 12 Constitution saving throw or become poisoned until the end of their next turn.

Pull Under. The horde attempts to envelope a creature within its space. The target must succeed on a DC 12 Strength saving throw or be knocked prone and considered grappled (escape DC 12) as they are pinned to the ground under a sea of zombies. This ability can only be used if the horde is above half of its maximum hit points.

ZOBLIN

Small undead (goblinoid), neutral evil

Armor Class 10 (leather armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	15 (+2)	5 (-3)	7 (-2)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zoblin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zoblin drops to 1 hit point instead.

Actions

Vicious Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the zoblin attaches to the target. While attached, the zoblin doesn't attack. Instead, at the start of each of the zoblin's turns, that creature takes 5 (2d4) necrotic damage. While the zoblin is attached, that creature's movement speed is also reduced by 10 ft. A creature may use its action to make a DC 11 Athletics check, prying the zoblin loose on a success.



ZOBLIN BOSS

Small undead (goblinoid), neutral evil

Armor Class 12 (chain shirt)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	5 (-3)	8 (-1)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zoblin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zoblin drops to 1 hit point instead.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) necrotic damage.

Reactions

Lingering Instincts. Whenever an enemy within 5ft. misses the zoblin with an attack, it can use its reaction to make a scimitar attack against that creature with disadvantage.

FERAL ZOMBIE

Medium undead, neutral evil

Armor Class 12

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	5 (-3)	7 (-2)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Aggressive. As a bonus action, the zombie can move up to half its speed toward a hostile creature it can see.

Actions

Ravage. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

ZOMBIE WARRIOR

Medium undead, neutral evil

Armor Class 16 (chain mail)

Hit Points 51 (6d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages it knew in life but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Spew Bile (recharge 5-6). The zombie spews bile in 15-foot line. Each creature in that line must make a DC 12 Constitution saving throw, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

APPENDICES

APPENDIX A: MONSTERS BY CR

CR 1/8

Cursed Cat	110
Decaying Goblin	177
Temple Scarab	169

CR 1/4

Festering Tick	126
Giant Wasp	129
Grinning Marionette	132
Leaf Sorcerer	139
Overgrowth Ghoul	165
Pyrefly	166
Zoblin	178

CR 1/2

Arcane Wurm	97
Bullywug Tortoise Knight	103
Cave Goblin	131
Dragon's Blood Kobold	138
Feral Zombie	179
Small Air Elemental	121
Small Earth Elemental	122
Small Fire Elemental	122
Small Ice Elemental	123
Small Water Elemental	123
Tortoise	103

CR 1

Azer Prototype	100
Bullywug Brute	102
Centaur Scout	105
Glass-Infused Alchemist	87
Imbued Steam Mephit	147
Iron-Infused Alchemist	89
Kobold Dragon Shaman	138
Ninja	158
Young Hellhound	135
Zoblin Boss	179

CR 2

Aquatic Strider	94
Azer Lavashaper	99
Caustic Alchemist	85
Centaur Mystic	105
Frost Alchemist	87
Glacial Raptor	130
Goblin War Shaman	131
Imbued Magma Mephit	147
Molten Spider	151
Noxious Savageclaw	159
Ogre Shaman	161
Scorched Alchemist	89
Sparkling Alchemist	89
Storm Raven	168
Wind Drake	120
Zombie Warrior	179

CR 3

Azer Berserker	98
Azer Magma Shaman	99
Centaur Marauder	104
Demonblood Orc Berserker	162
Demonblood Orc Hunter	163
Dragoon	116
Elemental Defender	124
Greater Glass-Infused Alchemist	88
Greater Iron-Infused Alchemist	88
Hive Queen	129
Horde of Zoblins	177
Necromancer	157

CR 4

Azer Guard Captain	98
Demonblood Orc Bloodcaster	163
Demonblood Orc Warrior	164
Hellhound Alpha	135
Light Devourer	140
Magma Mephit King	148
Monk of the Scattered Sands	152
Ogre Warchief	161
Woodwraith	176

CR 5

Ancient Fisherman	92
Deadly Hunter	111
Fan Dancer	125
Haste Devil	134
Ice Elemental	121
Mammoth Beetle	146
Mystic Spellblade	155
Radiant Stalker	167
Witch Doctor	175

CR 6

Abomination From The Deep	83
Dragon Knight	115
Giant Feymoth	128
Grim Puppeteer	133

CR 7

Arcane Entity	95
Construct Alchemist	85
Obsidian Golem	160
The Emerald Queen	171

CR 8

Cube of Anomalies	108
Lord of the Azer	100

CR 9

Alpha War Eagle	90
Flame Hydra	127
Gravigas	112
Herald of Lightning	136
Maiden of Ice	144
Merfolk Hydromancer	150
Mysterious Starcaller	153

CR 10

Crabstrosity	106
Terror Beast	170

CR 13

Obsidian Drake	119
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CR 17

Soul Harvester	113
Timeless Chronomancer	174

CR 20

Living Temple	141
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APPENDIX B: MONSTERS BY CREATURE TYPE

ABERRATION

Abomination From The Deep	CR 6	83
Light Devourer	CR 4	140
Noxious Savageclaw	CR 2	159
Terror Beast	CR 10	170

BEAST

Alpha War Eagle	CR 9	90
Cursed Cat	CR 1/8	110
Festering Tick	CR 1/4	126
Giant Wasp	CR 1/4	129
Hive Queen	CR 3	129
Mammoth Beetle	CR 5	146
Molten Spider	CR 2	151
Storm Raven	CR 2	168
Temple Scarab	CR 1/8	169
Tortoise	CR 1/2	103

CELESTIAL

Herald of Lightning	CR 9	136
Mysterious Starcaller	CR 9	153

CONSTRUCT

Aquatic Strider	CR 2	94
Construct Alchemist	CR 7	85
Cube of Anomalies	CR 8	108
Elemental Defender	CR 3	124
Grinning Marionette	CR 1/4	132
Living Temple	CR 20	141
Obsidian Golem	CR 7	160
Radiant Stalker	CR 5	167

DRAGON

Obsidian Drake	CR 13	119
Wind Drake	CR 2	120

ELEMENTAL

Arcane Entity	CR 7	95
Arcane Wyrn	CR 1/2	97
Azer Berserker	CR 3	98
Azer Guard Captain	CR 4	98
Azer Lavashaper	CR 2	99
Azer Magma Shaman	CR 3	99
Azer Prototype	CR 1	100
Ice Elemental	CR 5	121
Imbued Magma Mephit	CR 2	147
Imbued Steam Mephit	CR 1	147
Lord of the Azer	CR 8	100
Magma Mephit King	CR 4	148
Pyrefly	CR 1/4	166
Small Air Elemental	CR 1/2	121
Small Earth Elemental	CR 1/2	122
Small Fire Elemental	CR 1/2	122
Small Ice Elemental	CR 1/2	123
Small Water Elemental	CR 1/2	123

FEY

Giant Feymoth	CR 6	128
Leaf Sorcerer	CR 1/4	139
The Emerald Queen	CR 7	171

FIEND

Grim Puppeteer	CR 6	133
Hellhound Alpha	CR 4	135
Young Hellhound	CR 1	135
Gravigas	CR 9	112
Haste Devil	CR 5	134
Soul Harvester	CR 17	113

GIANT

Maiden of Ice	CR 9	144
Ogre Shaman	CR 2	161
Ogre Warchief	CR 4	161

HUMANOID

Ancient Fisherman	CR 5	92
Bullywug Brute	CR 1	102
Bullywug Tortoise Knight	CR 1/2	103
Caustic Alchemist	CR 2	85
Cave Goblin	CR 1/2	131
Deadly Hunter	CR 5	111
Demonblood Orc Berserker	CR 3	162
Demonblood Orc Bloodcaster	CR 4	163
Demonblood Orc Hunter	CR 3	163
Demonblood Orc Warrior	CR 4	164
Dragon Knight	CR 6	115
Dragon's Blood Kobold	CR 1/2	138
Dragoon	CR 3	116
Fan Dancer	CR 5	125
Frost Alchemist	CR 2	87
Glass-Infused Alchemist	CR 1	87
Greater Glass-Infused Alchemist	CR 3	88
Greater Iron-Infused Alchemist	CR 3	88
Iron-Infused Alchemist	CR 1	89
Kobold Dragon Shaman	CR 1	138
Merfolk Hydromancer	CR 9	150
Monk of the Scattered Sands	CR 4	152
Mystic Spellblade	CR 5	155
Necromancer	CR 3	157
Ninja	CR 1	158
Scorched Alchemist	CR 2	89
Sparkling Alchemist	CR 2	89
Timeless Chronomancer	CR 17	174
Witch Doctor	CR 5	175

MONSTROSITY

Centaur Marauder	CR 3	104
Centaur Mystic	CR 2	105
Centaur Scout	CR 1	105
Crabstrosity	CR 10	106
Flame Hydra	CR 9	127

UNDEAD

Feral Zombie	CR 1/2	179
Horde of Zoblins	CR 3	177
Overgrowth Ghoul	CR 1/4	165
Zombie Warrior	CR 2	179
Glacial Raptor	CR 2	130
Decaying Goblin	CR 1/8	177
Goblin War Shaman	CR 2	131
Zoblin	CR 1/4	178
Zoblin Boss	CR 1	179
Woodwraith	CR 4	176

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