

MYSTERY IN THE MINDSHATTER

A 1ST LEVEL ADVENTURE FOR ALL AGES

BY TRAVIS LEGGE



WELCOME!

MYSTERY IN THE MINDSHATTER
IS A SUPPLEMENT CREATED FOR 1ST LEVEL CHARACTERS
AND PLAYERS OF ALL AGES
USING THE POPULAR 5E FANTASY OGL SYSTEM!

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A STARTER ADVENTURE

THIS ADVENTURE IS DESIGNED TO FUNCTION USING THE CORE RULES LAID OUT IN THE SRD 5.0. A COPY OF THOSE CORE RULES WILL BE REQUIRED FOR PLAY.

ADVENTURE OVERVIEW

WHEN KING CHUCKLES, THE FAERIE KING OF THE REALM KNOWN AS THE MINDSHATTER, GOES MISSING, HIS DAUGHTER SENDS A SERVANT TO THE HUMANOID LANDS TO FIND HEROES WHO MAY HELP LOCATE THE MISSING MONARCH. THE CHARACTERS MUST TRAVEL TO THE MINDSHATTER TO MEET WITH THE PRINCESS OF HMMPH TO LEARN THE SPECIFICS OF THE ASSIGNMENT, AND TO BEGIN THEIR QUEST.

ADVENTURE INTRO

TODAY'S ADVENTURE BEGINS AS THE CHARACTERS ARE PLAYING IN THE WOODS AT THE EDGE OF THEIR VILLAGE. AS THE CHARACTERS LAUGH, RUN, JOKE, AND PLAY, THEY ARE INTERRUPTED BY THE APPROACH OF A STRANGE AND UNUSUAL CREATURE, WHO BREATHES FIRE AND HOWLS WITH RAGE! AND THE CREATURE IS HEADED STRAIGHT FOR THE VILLAGE! THE CHARACTERS MUST ACT QUICKLY TO PROTECT THE TOWN.

ENCOUNTER 1: THE CHIMERA

IN THE CLEARING NEXT TO THE WOODS, THE CHARACTERS MUST FIGHT THE PRINCESS'S PET JUVENILE CHIMERA (SEE APPENDIX: MONSTERS FOR THE JUVENILE CHIMERA'S STATISTICS AND ABILITIES.)

ENCOUNTER FEATURES

THIS ENCOUNTER TAKES PLACE IN AN OPEN, GRASSY CLEARING NEXT TO THE WOODS. THE AREA DOES NOT OFFER MUCH FOR COVER, BUT IT ALSO DENIES THE CHIMERA MUCH OF ANYWHERE TO HIDE.

"YOU ARE ALL PLAYING IN A CLEARING NEXT TO THE WOODS, WHEN A MONSTROUS ROAR BOOMS OUT OF THE TREES, INTERRUPTING YOUR GAME. AS YOU LOOK IN THE DIRECTION OF THE SOUND, YOU SEE FLAMES SHOOT OUT FROM BETWEEN TWO TREES, FOLLOWED BY A STRANGE CAT-LIKE CREATURE WITH THREE HEADS AND A PAIR OF WINGS! YOU NOTICE THAT WHILE THE HEAD IN THE CENTER LOOKS LIKE A LION, THE HEAD TO THE LEFT IS THAT OF A GOAT, AND THE HEAD TO THE RIGHT IS LIKE A DRAGON'S!

THIS STRANGE AND UNUSUAL CREATURE BEGINS STOMPING PAST YOU, TOWARDS THE VILLAGE! YOU REALIZE THAT IF THE CREATURE IS NOT STOPPED, IT COULD ENDANGER THE WHOLE TOWN!"

ABILITY CHECKS

THE PLAYERS MIGHT HAVE THEIR HEROES PERFORM AN INTELLIGENCE (ARCANA) CHECK TO SEE IF THEY KNOW ANYTHING ABOUT THE JUVENILE CHIMERA. IF THIS TEST IS SUCCESSFUL, THE CHARACTER WILL KNOW THAT THE CHIMERA IS GENERALLY THOUGHT TO BE A GOOD-NATURED CREATURE WHO WORKS IN SERVICE OF THE FAERIE KING.

MONSTERS

THE ONLY MONSTER IN THIS ENCOUNTER IS THE CHIMERA.

TACTICS

THE CHIMERA FIGHTS UNTIL IT SUFFERS HALF IT'S HIT POINTS IN DAMAGE, AT WHICH POINT IT SURRENDERS. THE CHIMERA WILL ONLY TRY TO INCAPACITATE THE CHARACTERS IF IT CANNOT ESCAPE THEM, AS IT WANTS TO HEAD INTO THE VILLAGE.

CONCLUSION

ONCE THE CHIMERA SURRENDERS, IT EXPLAINS THAT IT WAS SENT FROM THE FAERIE LAND OF THE MINDSHATTER BY THE PRINCESS OF HMMPH TO FIND GREAT HEROES WHO COULD HELP IN A PERILOUS QUEST OF GREAT IMPORT. SINCE THE CHARACTERS DEFEATED THE CHIMERA, THEY **MUST** BE MIGHTY, THEREFORE THE CHIMERA EXTENDS AN INVITATION TO THE CHARACTERS TO VENTURE TO THE MINDSHATTER AND HEAR THE PRINCESS'S OFFER.

THE CHIMERA ALLOWS THE CHARACTERS TO REST, HEAL, OR DISCUSS THEIR OPTIONS BEFORE LEAVING, BUT HE DOES GENTLY REMIND THEM THAT HE IS IN QUITE THE HURRY.

ENCOUNTER 2: THE MINDSHATTER.

THE CHIMERA LEADS THE CHILDREN INTO THE WOODS, WHERE HE THEN TAKES THEM THROUGH A SECRET PORTAL TO THE REALM OF THE MINDSHATTER. ONCE THERE THEY DISCOVER A FANTASTIC REALM FILLED WITH WONDER, ODD CREATURES, AND STRANGE SIGHTS.

ENCOUNTER INTRO

WHEN THE HEROES ENTER THE MINDSHATTER, READ THIS:

"THE MINDSHATTER IS A STRANGE AND BEAUTIFUL LAND. THE BUILDINGS ARE ALL BUILT AT STRANGE ANGLES, AND THE CLOUDS SWIRL WITH A DOZEN COLORS. THE WHOLE LAND SEEMS A LITTLE GRAY AND SAD, THOUGH. THE BIRDS FLYING OVERHEAD MUMBLE INSTEAD OF SING. THE COLORS ARE ALL MUTED AND BLAND. THE PEOPLE YOU SEE MILLING ABOUT APPEAR JOYLESS. EVEN THE CLOWN YOU SEE WALKING DOWN THE ROAD DOESN'T SMILE. IN THE DISTANCE, AT THE END OF THE ROAD, IN THE CENTER OF TOWN, YOU SEE A LARGE, MAJESTIC CASTLE."

ENCOUNTER FEATURES

IF THE CHARACTERS INTERACT WITH ANYONE (OR ANYTHING) BESIDES THE CHIMERA, THE NPCs (USE THE *COMMONER* STAT BLOCK FROM THE *SRD*) JUST REPEATEDLY COMPLAIN OF BEING SAD AND LONELY AND NOT BEING SURE AS TO WHY. THE CHIMERA ALLOWS THESE INTERACTIONS, BUT WILL HURRY THE CHARACTERS ALONG IF THEY DAWDLE TOO MUCH. THE CHIMERA EVENTUALLY LEADS THE CHARACTERS TO THE PRINCESS OF HMMPH (HUMAN *NOBLE*), WHO IS SEATED ON HER THRONE WITHIN THE CASTLE.

ONCE THE CHARACTERS REACH THE PRINCESS AND THE CHIMERA INTRODUCES HER, SHE EXPLAINS THAT HER FATHER, KING CHUCKLES IV, WENT TO WALK ABOUT ON THE RIVER OF HALF-REMEMBRANCES AND HAS NOT RETURNED. AS THE RIVER CAN BE

SOMEWHAT DISTRACTING (AND KING CHUCKLES IS MORE THAN A LITTLE FLAKY UNDER THE BEST OF CIRCUMSTANCES) THE PRINCESS FEARS THAT HER FATHER MAY HAVE BECOME LOST. THE PRINCESS ASKED THE CHIMERA TO BRING HER THE BRAVEST HEROES THAT IT COULD FIND BEFORE SUNDOWN TO ENLIST THEIR AID IN THE QUEST. IF ASKED WHY BEFORE SUNDOWN, SHE SIMPLY SAYS, "BECAUSE I WAS IN A HURRY."

ABILITY CHECKS

THIS ENCOUNTER IS MUCH MORE DRIVEN BY ROLEPLAYING THAN ABILITY CHECKS, HOWEVER, SOME CHARACTERS MAY WISH TO MAKE CHARISMA-BASED WHEN DEALING WITH THE COMMONERS AND THE PRINCESS TO HELP GAIN CONFIDENCE IN THEIR ABILITIES, LEARN MORE INFORMATION, OR SIMPLY HELP SPEED THINGS ALONG.

MONSTERS

THIS ENCOUNTER IS SOCIAL, THOUGH IF FOR WHATEVER REASON STATS WOULD BE NEEDED FOR THE PEOPLE OF THE MINDSHATTER, YOU MAY USE THE *COMMONER* STAT BLOCK FROM THE *SRD* TO REPRESENT THEM.

TACTICS

THIS SCENE IS VERY MUCH ABOUT ESTABLISHING THE UNIQUE NATURE OF THE MINDSHATTER. GO WILD WITH YOUR DESCRIPTIONS. CONVEY THE BOISTEROUS AND CHAOTIC NATURE OF THE PLACE, BUT ALSO HOW EVERYTHING SEEMS GLOOMY AND SAD. THROUGH THE COMMONERS, THE CHIMERA AND THE PRINCESS, THE CHARACTERS SHOULD BE ABLE TO EASILY FIGURE OUT THAT THINGS ARE NOT NORMALLY LIKE THIS IN THE MINDSHATTER.

CONCLUSION

ONCE THE PRINCESS HAS RELAYED THE NATURE OF THE QUEST, SHE OFFERS THE CHILDREN GOLD, MAGIC BAUBLES, AND SMILES IF THEY RETURN HER FATHER UNHARMED. IF THE CHILDREN REFUSE TO HELP, SHE LETS THEM LEAVE, PLEDGING TO SEND THE CHIMERA TO FIND SOMEONE WHO IS ABLE TO HELP. IF THE CHILDREN AGREE, HOWEVER, THEY WILL HAVE AN ADVENTURE IN THE MINDSHATTER. THE PRINCESS TASKS THE CHIMERA WITH ACTING AS A GUIDE FOR THE CHARACTERS AS THEY TRAVEL TOWARD THE RIVER OF HALF-REMEMBRANCES.

ENCOUNTER 3: THE TREK TO THE RIVER.

THE CHARACTERS ARE ESCORTED BY THE CHIMERA FROM THE CITY INTO THE WILDERNESS. ON THEIR JOURNEY, THE CHARACTERS COME ACROSS COMMONERS WHO HAVE FALLEN PREY TO A CURSE OF DEPRESSION, BECOMING CREATURES KNOWN AS SADNESSES.

ENCOUNTER FEATURES

THIS ENCOUNTER TAKES PLACE ON A STRETCH OF ROAD WITH MASSIVE TREES ON EITHER SIDE. THIS GIVES THE CHARACTERS LOTS OF OPPORTUNITY TO HIDE AND PERFORM ACROBATIC FEATS.

ABILITY CHECKS

THE CHARACTERS CAN ONLY CURE THE SADNESSES BY AMUSING THEM. WHILE COMBAT CAN TEMPORARILY SLOW THEM DOWN, ONLY CHEERING THEM UP CAN TRULY END THE THREAT THEY REPRESENT.

"THE WILDERNESS OF THE MINDSHATTER IS USUALLY VIBRANT AND HAPPY, BUT WITH THE KING MISSING, EVERYTHING IS GRAY AND BLEAK, AS IT IS IN THE CITY. ON THE PATH TO THE BANKS OF THE RIVER OF HALF-REMEMBRANCES YOU SEE TWO ZOMBIE-LIKE CREATURES HEADED YOUR WAY. THEIR FACES ARE TWISTED INTO HORRIBLE FROWNS AND ALL THE COLOR IS GONE FROM THEIR SKIN AND CLOTHING, MAKING THEM A UNIFORM SHADE OF GRAY.

THE CHIMERA'S VOICE CRACKS WITH FEAR AS HE SAYS, 'THINGS ARE WORSE THAN I THOUGHT. THOSE ARE SADNESSES!'"

SOME IDEAS FOR CHEERING UP THE SADNESSES INCLUDE:

- * IMPRESSIVE FEATS OF STRENGTH
- * ACROBATIC PERFORMANCE
- * PARLOR TRICKS
- * PRATFALLS AND PHYSICAL COMEDY
- * TELLING A CHEERFUL STORY
- * CHARM SPELLS
- * TRYING TO PERSUADE THE SADNESSES TO CHEER UP (USING CHARISMA)

MONSTERS

SADNESSES ARE CREATURES SUMMONED BY THE BAD MOOD IN THE MINDSHATTER. SADNESSES FUNCTION LIKE ZOMBIES, EXCEPT THEY CAN BE CURED THROUGH AMUSING THEM, RELIEVING THEIR SADNESS, OR ENTERTAINING THEM. LET THE CHIMERA EXPLAIN WHAT THESE CREATURES ARE AS THEY APPROACH, AS WELL AS WAYS THE CHARACTERS MIGHT GO ABOUT AMUSING THEM.

TACTICS

IF THE PLAYERS COME UP WITH SOME WAY TO CHEER UP THE SADNESSES BEYOND WHAT IS DESCRIBED ABOVE, LET THEM TRY IT, USING AN APPROPRIATE ROLL. IF NONE OF THE CHARACTER'S TRAITS SEEM TO CLEARLY MAKE SENSE FOR THE ACTION THEY ARE ATTEMPTING IN ORDER TO CHEER UP THE SADNESSES, SIMPLY HAVE THEM ROLL CHARISMA AT DC 15. FULL DETAILS ON THE SADNESSES AND THEIR CAPABILITIES AND WEAKNESSES ARE LISTED IN APPENDIX: MONSTERS

CONCLUSION

ONCE THE SADNESSES HAVE BEEN CURED, THE CHARACTERS CAN ASK THEM FOR INFORMATION ABOUT KING CHUCKLES. IF THE CHARACTERS DO NOT THINK OF THIS, HAVE THE CURED SADNESSES ASK THE CHARACTERS WHY THEY ARE IN THE WILDERNESS. IF THE CHARACTERS EXPLAIN THAT THEY ARE LOOKING FOR THE KING, THE SADNESSES CAN POINT THEM IN THE RIGHT DIRECTION.

ENCOUNTER 4: RANDOMNESS IN THE MINDSHATTER

THE MINDSHATTER IS A WILD AND CHAOTIC PLACE, AND WHILE THE BLEAKNESS CAUSED BY KING CHUCKLES IV'S ABSENCE MAY HAVE MUTED THE MOOD, THE REGION IS STILL WILD AND RANDOM. THEREFORE, AS THE CHARACTERS PROGRESS IN THEIR SEARCH FOR THE KING, THEY ARE FACED WITH A RANDOM ENCOUNTER. THE GAME MASTER SHOULD ROLL 2d6 AND CONSULT THE TABLE BELOW TO DETERMINE WHAT TYPE OF CREATURES THE PARTY ENCOUNTERS.

TABLE: RANDOM ENCOUNTERS

RANDOM ENCOUNTER MOODS

DIE ROLL	CREATURE ENCOUNTERED
2	GOBLINS (EQUAL TO THE NUMBER OF CHARACTERS IN THE PARTY +2)
3	GIANT SPIDER (EQUAL TO THE NUMBER OF CHARACTERS IN THE PARTY -1. MINIMUM 1.)
4	STEAM MEPHIT (1)
5	CONSTRUCTOR SNAKE (1)
6	MERFOLK (EQUAL TO THE NUMBER OF CHARACTERS IN THE PARTY +2)
7	GUARDS (EQUAL TO THE NUMBER OF CHARACTERS IN THE PARTY)
8	ORCS (EQUAL TO THE NUMBER OF CHARACTERS IN THE PARTY)
9	GIANT TOAD (1)
10	SWARM OF RATS (1)
11	SADNESSES (EQUAL TO THE NUMBER OF CHARACTERS IN THE PARTY.
12	SAHUAGIN (EQUAL TO THE NUMBER OF CHARACTERS IN THE PARTY -1. MINIMUM 1.)

THE CREATURES ENCOUNTERED MAY BE IN A NUMBER OF DIFFERENT MOODS, WITH DIFFERENT RESULTS. THEIR MOOD WILL DETERMINE THEIR ACTIONS TOWARDS THE PLAYERS. ROLL 1d6 AND CONSULT THE TABLE BELOW.

DICE ROLL	MOOD/EFFECT
1	GLEEFUL; THE CREATURES ARE OVERLY FRIENDLY AND SUPER TALKATIVE.
2	OBLIVIOUS; THE CREATURES DO NOT NOTICE THE CHARACTERS UNLESS APPROACHED OR ATTACKED. DEPENDING ON HOW THE CHARACTERS APPROACH THEM THE CREATURES COULD IMMEDIATELY BECOME HOSTILE OR FRIENDLY.
3-4	FRIENDLY; THE CREATURES ARE COOPERATIVE AND INFORMATIVE
5-6	HOSTILE; THE CREATURES ATTACK THE CHARACTERS AT THE BEGINNING OF THE ENCOUNTER.

ENCOUNTER FEATURES

THIS ENCOUNTER TAKES PLACE ALONG THE PATH TO THE RIVER OF HALF-REMEMBRANCES, AT A LOCATION FITTING TO THE RANDOM ENCOUNTER ROLL RESULT.

ABILITY CHECKS

DEPENDING ON THE CREATURES ENCOUNTERED, AND THE MOOD OF THOSE CREATURES, THIS ENCOUNTER COULD BE ENTIRELY ROLE-PLAY DRIVEN WITH FEW TO NO ABILITY CHECKS, OR COULD JUST AS EASILY BE A COMBAT-DRIVEN BATTLE-FEST.

MONSTERS

THE MONSTERS IN THIS ENCOUNTER ARE DETERMINED BY RANDOM DIE ROLLS. THE MONSTERS LISTED IN THE RANDOM ENCOUNTER TABLE ARE DETAILED IN THE SRD.

TACTICS

FRIENDLY CREATURES WILL BE HELPFUL. HOSTILE CREATURES WILL ATTACK UNTIL THEY ARE INCAPACITATED, THE PARTY IS INCAPACITATED, OR THE PARTY ESCAPES THE AREA.

CONCLUSION

ONCE THE RANDOM ENCOUNTER IS COMPLETE, THE CHARACTERS LEAVE THE AREA AND COME TO THE BANK OF THE RIVER OF HALF-REMEMBRANCES!

ENCOUNTER 5: THE KING IN PERIL!

ONCE THE CHARACTERS PASS FROM THE LOCATION OF THE RANDOM ENCOUNTER, THEY SOON FIND KING CHUCKLES, FLOATING ON A RAFT IN THE MIDDLE OF THE RIVER OF HALF-REMEMBRANCES. THE KING IS SURROUNDED BY FOUR STEAM MEPHITS. THE KING SEEMS CONFUSED AND SCARED AS THE MEPHITS THREATEN AND YELL AT HIM.

THE CHARACTERS MAY CHOOSE TO SIMPLY FIGHT THE ELEMENTALS, BUT A WISE PARTY MAY ALSO TRY TO FREE THE KING DURING THE MELEE. IF THE KING IS FREED, IT BECOMES IMMEDIATELY CLEAR TO THE CHARACTERS THAT HE DOESN'T KNOW WHO HE IS. ONCE THE CHARACTERS REMIND THE KING OF HIS TRUE IDENTITY, BY TELLING HIM HIS NAME, OR THAT THEY WERE SENT BY THE PRINCESS OF HMMPH, THE KING REGAINS CONTROL OF HIMSELF AND THE LAND. IF THE MEPHITS STILL FIGHT, HE COMMANDS THEM TO RETURN TO THEIR HOMES AND STAY THERE FOR A WEEK WITH NO PLAYTIME! BEING CREATURES OF THE MINDSHATTER, THEY HAVE NO CHOICE BUT TO OBEY.

AS SOON AS THE KING'S MEMORY IS RESTORED, THE LAND BEGINS RETURNING TO ITS NORMAL, VIBRANT GLORY. THE COLORS BECOME BRIGHT AND THE WILDLIFE BECOMES HAPPY. ALL SADNESSES ARE IMMEDIATELY CURED, AND THE KING THANKS THE CHARACTERS DEEPLY FOR SAVING HIM AND HIS LAND. HE THEN WHISTLES, SUMMONING A MASSIVE GRYPHON, WHICH IS LARGE ENOUGH FOR ALL THE CHARACTERS TO RIDE ON. THE GRYPHON FLIES THE PARTY BACK TO THE CASTLE.

MONSTERS

THE MONSTERS IN THIS ENCOUNTER ARE DETAILED IN THE SRD

ENCOUNTER 6: DENOUEMENT

UPON RETURNING TO THE CASTLE, THE CHARACTERS AND HE KING ARE GREETED BY THE PRINCESS OF HMMPH, WHO THANKS THEM FOR THEIR HEROIC DEEDS AND REWARDS EACH MEMBER OF THE PARTY WITH THE FOLLOWING ITEMS: 100 GOLD EACH, A SINGLE UNCOMMON MAGIC ITEM OF THE CHARACTER'S CHOICE, AND A BOON KNOWN AS THE PRINCESS'S SMILE.

THE PRINCESS'S SMILE IS A ONE-USE BOON THAT ALLOWS THE CHARACTER TO IMMEDIATELY FORCE ANY ONE ENEMY WHO CAN SEE THE CHARACTER AND WHO IS WITHIN 30 FT. TO MAKE A CHARISMA SAVE (DC 25) SIMPLY BY SMILING AT IT. IF THIS SAVE FAILS, THE TARGET BECMES INCAPACITATED FOR ONE HOUR. THE TARGET IS NOT PHYSICALLY HARMED, AND IN FACT WILL JUST SIT QUIETLY, CHUCKLING TO ITSELF UNLESS ATTACKED. ONCE THE PRINCESS'S SMILE HAS BEEN USED BY A CHARACTER, IT IS GONE. ONCE A CREATURE HAS BEEN THE TARGET OF A PRINCESS'S

SMILE, IT CANNOT BE THE TARGET OF THIS BOON EVER AGAIN.

ONCE THE CHARACTERS ARE REWARDED, THEY ARE ESCORTED BACK TO THEIR VILLAGE BY THE CHIMERA AND THANKED FOR THEIR SERVICE. THE CHARACTERS ARE HENCEFORTH CONSIDERED ALLIES OF THE MINDSHATTER AND ARE WELCOME TO TRAVEL TO THAT MAGICAL LAND WHENEVER THEY LIKE.

APPENDIX: CREATURES

JUVENILE CHIMERA

THIS STAT BLOCK REPRESENTS THE CHIMERA DESCRIBED IN ENCOUNTER 1

ARMOR CLASS 12 (NATURAL ARMOR) HIT POINTS 37 (5d10 + 10) SPEED 30 FT., FLY 60 FT.

STR 16 (+3) DEX 11 (+0) CON 15 (+2) INT 7 (-2) WIS 14 (+2) CHA 10 (+0)

SKILLS: PERCEPTION +4

SENSES: DARKVISION 60 FT., PASSIVE PERCEPTION 14

LANGUAGES: COMMON, DRACONIC

CHALLENGE: 1 (100 XP)

ACTIONS

MULTIATTACK. THE CHIMERA MAKES THREE ATTACKS: ONE WITH ITS BITE, ONE WITH ITS HORNS, AND ONE WITH ITS CLAWS. WHEN ITS FIRE BREATH IS AVAILABLE, IT CAN USE THE BREATH IN PLACE OF ITS BITE OR HORNS.

BITE. MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET. HIT: 6 (1d6 + 3) PIERCING DAMAGE.

HORNS. MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET. HIT: 6 (1d6 + 3) BLUDGEONING DAMAGE.

CLAWS. MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT., ONE TARGET. HIT: 6 (1d6 + 3) SLASHING DAMAGE.

FIRE BREATH (RECHARGE 5-6). THE DRAGON HEAD EXHALES FIRE IN A 15-FOOT CONE.

EACH CREATURE IN THAT AREA MUST MAKE A DC 12, DEXTERITY SAVING THROW, TAKING 8 (2d8) FIRE DAMAGE ON A FAILED SAVE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

SADNESSES

ARMOR CLASS 8 HIT POINTS 22 (3d8 + 9) SPEED 20 FT.

STR 13 (+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3)

SAVING THROWS WIS +0

DAMAGE IMMUNITIES: POISON

CONDITION IMMUNITIES: POISONED SENSES

DARKVISION 60 FT., PASSIVE PERCEPTION 8

LANGUAGES UNDERSTANDS THE LANGUAGES IT KNEW BEFORE INFECTION, BUT CAN'T SPEAK

CHALLENGE: 1/4 (50 XP)

MINDLESS FORTITUDE. IF DAMAGE REDUCES THE SADNESS TO 0 HIT POINTS, IT MUST MAKE A CONSTITUTION SAVING THROW WITH A DC OF 5 + THE DAMAGE TAKEN, UNLESS THE DAMAGE IS FROM A CRITICAL HIT. ON A SUCCESS, THE SADNESS DROPS TO 1 HIT POINT INSTEAD.

SUBJECT TO BEING "CHEERED UP"

THE SADNESS CAN BE CURED BY BEING "CHEERED UP" VIA CHARISMA (PERFORMANCE) CHECKS, CHARM SPELLS, OR OTHER METHODS OF AMUSEMENT. THE SADNESSES ROLL A WISDOM SAVE AT DC 15 TO RESIST BEING CHEERED UP, MAKING THE CHECK IN RESPONSE TO A SUCCESSFUL CHARISMA (PERFORMANCE) CHECK, CHARM SPELL, OR OTHER METHOD OF AMUSEMENT TARGETING THEM. IF THIS WISDOM SAVE FAILS, THEY WILL BE CURED AND BECOME COMMONERS.

ACTIONS

**SLAM. MELEE WEAPON ATTACK: +3 TO HIT,
REACH 5 FT., ONE TARGET. HIT: 4 (1d6 + 1)
BLUDGEONING DAMAGE.**

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