MONSTERS OF DRAKKENHEIM

Pluto Jackson's MONSTER SLAYING GUIDE

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TO EMBERWOOD VILLAGE

MONSTERS OF DRAKKENHEIM

Pluto Jackson's MONSTER SLAYING GUIDE

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GHOSTFIRE GAMING

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"I've heard sages claim the pen is mightier than the sword. Swords work better when something tries to eat you."

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Congratulations!

This is the last book you'll ever read. This isn't because you will suddenly forget how to read but more likely you will lose your eyes, an arm, the ability to comprehend language, or just die, and it's because some of you won't take this seriously. My name is Pluto Jackson and I am the greatest threat to the monsters of Westemär and beyond. This is my book entirely written by me! Well, it was written by some lowly scholar but completely guided and dictated by me. In it, you will find a compendium of truths and treasures about the greatest foes found throughout the known worlds. I have walked, run, flown, jumped, and fallen through portals and pathways to discover the intricate understanding of how these foes are put together and more importantly how to pull them apart.

Some of the stories you've heard about me are completely under-exaggerated. I have found myself in deep dungeons facing the brightest minds who staple body parts together. I have ventured into forests to hunt my troll rivals. I have crossed barriers into places where time moves in all directions. I have found myself fighting off dark creatures with a strange fascination with my neck. I have even spent entirely too much time breathing in the toxic air of Drakkenheim – all so I could bring this great knowledge to you.

Do not leave this book on your coffee table. It is not meant to be ornamental; it is factual and brilliant. Filled to the brim with drawings of the most hostile creatures, along with their tactics and fears. I have assembled this once-in-a-lifetime encyclopedia to help the weak and helpless achieve something big, something greater than themselves. A chance to walk a mile in the greaves of Pluto Jackson.

You're welcome!

Pluto Jackson

Introduction

What's in this Book

This book describes over 150 monsters from the terrifying World of Drakkenheim!

The monsters in this book are cross-compatible with both the 2014 and 2024 versions of the Fifth Edition Core Rules. When reading this book, text in bold usually references a creature or non-player character stat block, while text in italics often indicates spells or magic items.

The material in this book is meant for Game Masters! Many dark secrets and ancient conspiracies are explained in the lore entries for the monsters in this book! Here's what you'll find within these pages:

New Monsters

Chapters 1 to 8 feature new eldritch monstrosities, mutated beasts, and undead horrors spanning multiple tiers of play from CR 1 to CR 30. Each chapter features in-depth lore entries about the monsters, unique roleplaying traits, deadly combat tactics, and adventure locations with tactical maps.

Epic Bosses

Among the creatures detailed in this tome are mighty adversaries called Epic Bosses. These formidable creatures present a potent variation on legendary monsters intended as a solo threat to an entire adventuring party. General rules for Epic Bosses are described later in this introduction. In addition, Appendix A: Ancient Entities features Epic Boss game statistics for eldritch beings inhabiting the otherworlds of Drakkenheim!

Dungeons of Drakkenheim

This book also updates game statistics for many monsters introduced in *Dungeons of Drakkenheim*. If you're running that adventure, we've created these new monsters to fit within the ecology and challenge within that adventure. Furthermore, Appendix B: Faction Agents describes humanoid NPC game statistics representing members of the five factions originally introduced in *Dungeons of Drakkenheim*.

> They call it Dungeons of Drakkenheim, but I don't remember any dungeons! Are sewers a Dungeon? Are basements? This is confusing.

New Conditions

Appendix C includes a breakdown of the new conditions you'll find in this book and how they work in play.

Addled	Dazed	Jinxed
Bewildered	Defenseless	Shocked
Bleeding	Distracted	Sickened
Bloodied	Enfeebled	Slowed
Burning	Frozen	Staggered
Clumsy	Helpless	Valor
Contamination	Immobilized	Weakened

Contamination

The rules for contamination are included in the section for new Conditions:

- ***Expanded Mutations.*** Featuring **50 horrific body-horror inspired mutations**, this table introduces new effects and reprints the original 20 mutations from *Dungeons of Drakkenheim*.
- ***Expanded Arcane Anomalies.*** This table expands the list of arcane anomalies from *Dungeons of Drakkenheim* from 20 to 50.

Save Ends

Throughout this book, we've used the shorthand "(save ends)" to certain conditions and game effects caused by monsters. This means that the affected creature can repeat the saving throw at the end of each of their turns, ending the effect on themselves early on a success.

Monster Harvesting and Magic Item Crafting

This tome introduces a new way for player characters to craft magic items and equipment using components harvested from slain monsters.

The full rules are presented in Appendix D: Crafting and Harvesting. Our crafting system emphasizes adventuring to collect rare components, rather than spending gold, taking extended downtime, and making random skill checks. Instead, all characters need to do is find the parts required for an item, then bring those parts to an appropriate workshop.

Harvesting Components

Each monster entry in this book includes a Harvesting Components section, listing the components player characters can collect from it. Each monster's part has a **Rarity** from uncommon to legendary, defined by its challenge rating. These are detailed in Appendix D: Crafting and Harvesting.

New Magic Items

Appendix E: Magic Items features dozens of new magic items, and recipes for each!

Epic Bosses

Introduced in this book are special monsters known as **Epic Bosses.** These unique foes are designed to pose a **solo threat** to an entire adventuring party.

Epic Boss Rules

Thanks to their unique abilities, Epic Bosses have additional game rules which set them apart from normal creatures:

Turns and Initiative

An Epic Boss always takes its turn on Initiative count 20 (and wins Initiative ties).

On its turn, an Epic Boss can use its movement and interaction as normal. However, an Epic Boss does not take an action or bonus action on its turn unless forced to do so by a spell or other effect. Instead, Epic Bosses take **Epic Actions** as described below.

Epic Actions

An Epic Boss takes one **Epic Action** at the end of each player character's turn. At the game master's discretion, an Epic Boss may take an Epic Action after another non-player character combatant's turn, such as a sidekick or major NPC ally of the player characters.

Therefore, if an Epic Boss were facing five player characters, the boss would take five Epic Actions total during one round of combat, one at the end of each player character's turn. If a player character falls unconscious or dies during the encounter, the Epic Boss continues taking an Epic Action after that character's place in the Initiative order.

Some Epic Actions can only be used once per round, and others may have a recharge condition. In addition, certain Epic Actions must be used as the first or last Epic Action the boss takes that round. For example, a **Delerium Dragon** may only use its Breath Weapon as the final Epic Action it takes that round.

Epic Actions are not Reactions. Game effects which prevent an Epic Boss from taking Reactions do not work on Epic Actions, nor do game affects which limit a creature to taking only a movement, bonus action, or action on their turn (such as the Dazed condition).

Epic Resistance

Epic Bosses possess extraordinary resilience, willpower, and determination which allows them to rapidly recover from spells and effects which would incapacitate or debilitate other creatures. This Epic Resistance action is available to all Epic Bosses as an Epic Action:

> **Epic Resistance.** The Epic Boss chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an 11 or higher, the effect ends on it. An Epic Boss can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

An Epic Resistance roll is not a d20 Test, that is, it is not an ability check, attack roll, nor saving throw. An Epic Boss can never have Advantage or Disadvantage on an Epic Resistance roll. Furthermore, no bonuses or penalties can ever be applied to an Epic Resistance roll. Finally, no game effect can replace the roll or the result of the roll, nor allow or force the Epic Boss to reroll an Epic Resistance roll.

An Epic Boss can use Epic Resistance to escape conditions and effects before their durations would otherwise expire. For example, if an Epic Boss becomes Stunned by a monk's Stunning Strike feature, it could use its Epic Resistance to end that condition. When Epic Resistance is used on the Exhaustion condition, a successful d20 roll removes 1 level of Exhaustion.

Hit Points

Each Epic Boss has a Hit Point value expressed as a base number, plus an additional amount based on the number of player characters in combat.

Aura

Most Epic Bosses project an Emanation which deals damage to creatures which start their turns within its area. During its turn, the Epic Boss can choose any number of creatures to not be affected by its aura that round (no action required).

Unique

Another creature can't use the game statistics of an Epic Boss using *Polymorph*, *Shapechange*, or similar abilities and magic.

Encounters with Epic Bosses

Epic Bosses are designed to capture the fantasy of an adventuring party facing down a single terrifying creature in a climactic battle. These are meant to be difficult encounters where the player characters must expend every remaining resource if they are to survive. This is counterbalanced by the expectation that an Epic Boss usually represents the final encounter of an adventure or story arc, so the player characters will be able to take a long rest and recuperate immediately afterwards.

As such, Epic Bosses have also been designed with the assumption that they need to bear the full brunt of the player characters "big guns," such as *Divine Smites*, Action Surges, and spellcaster's highest level spells.

When creating encounters with an Epic Boss, consider carefully before adding any minions to support them in battle. If you want to make the encounter more challenging, consider adding traps, hazards, or other environmental factors before adding additional creatures to the mix.

Epic Bosses and Challenge Rating

The table below shows the recommended Challenge Rating for an Epic Boss given the player characters' level. Note that since Epic Bosses scale to the number of player characters, it is not necessary to use a higher Challenge Rating Epic Boss for larger or smaller parties.

Epic Boss Challenge

Character Level	Recommended Epic Boss Challenge Rating
5th to 6th	CR 7–10
7th to 9th	CR 11–14
10th to 13th	CR 15–18
14th or higher	CR 19+

Characters of 4th level and lower do not have the Hit Points and resources to survive encounters with Epic Bosses, unless they are substantially more powerful than expected due to high ability scores, magic items, or player skill.

The World of Drakkenheim

Drakkenheim is no more. The once-proud capital of Westemär is a desolate urban wasteland, ravaged by an eldritch storm of falling stars fifteen years ago. The disaster that day was merely a prelude to the horrors that followed. Once the octarine flames that engulfed the city died down, a thick eerie mist remained behind. By night, a billowing aurora of prismatic light appeared, dancing over the city's corpse. Now, the forlorn streets are haunted by mutated monsters, twisted abominations, and undead wretches created by the otherworldly forces which have taken root in the ruins.

This book expands upon the setting introduced in our adventure *Dungeons of Drakkenheim*, which details the ruined city and five factions warring over it. The wider world beyond Drakkenheim is detailed in the setting book *Sebastian Crowe's Guide to Drakkenheim*. Throughout this book, you may find references to locations in Drakkenheim itself, as well as places in the neighboring nations of Westemär, Elyria, and Caspia. While we recommend consulting these books for the full information, here are a few details about the setting.

Quick Facts About the Setting

The setting of Drakkenheim diverges from the default assumptions of Fifth Edition in four key ways:

The gods are silent and distant. They don't manifest physically nor speak with worshippers, and do not interfere in earthly matters. Planar cosmology is mysterious and unknowable, but sages have still developed many conflicting (and wildly incorrect) theories.

Gods don't grant divine spellcasting powers. Instead, clerics, druids, and paladins tap into sacred energies through devotion, meditation, and resolve. Violating one's religious tenets won't result in a loss of these abilities, but a crisis of faith might.

Individuals can't become wizards through study alone. The arcane magic of both sorcerers and wizards alike is borne in the blood, which may be harnessed via practice and study. An important treaty between nations known as the *Edicts of Lumen* bars arcane spellcasters from holding noble titles.

High-level NPCs and spellcasters are exceptionally rare in the wider world. Despite their few numbers, such people still have a profound impact on society. However, Drakkenheim has attracted an uncommonly high concentration of such individuals.

Delerium

Delerium crystals are found throughout the ruined streets of Drakkenheim, jutting forth from piles of rubble, spreading along crumbling walls like crystalline moss, and glowing within the gaping crater. These iridescent stones radiate with vast magical energies which induce madness and mutate any matter they touch. While most deposits were left behind by the falling stars which devastated the city, the magical crystals slowly sprout and grow as their contaminated energies spread.

Although the crystals are dangerous, their tremendous magical potential makes them especially valuable to arcane spellcasters of all kinds. Delerium is readily used as the material component for nearly any spell, and the crystals can store and contain powerful magical essences which may in turn be used to power magical weapons, equipment, and other arcane contraptions. As such, the stones command a high price amongst mages and occultists alike, and an influential gray market has developed around prospecting, extracting, transporting, and selling the crystals. Nevertheless, the true origins and full properties of delerium have yet to be discovered.

The Haze

Swirling mists filled with indescribable colors of greenish yellow-purple settled over Drakkenheim. This magical mist is the visible byproduct of the intense magical radiation emitted by the vast concentration of delerium in the ruins. Normal creatures slowly gain contamination the longer they linger within the Haze and cannot benefit from a long rest while they remain inside it.

Dungeons of Drakkenheim & Sebastian Crowe's Guide to Drakkenheim

This book further expands the world originally presented in our adventure *Dungeons of Drakkenheim* and builds on the background lore for the wider world featured in *Sebastian Crowe's Guide to Drakkenheim*. If you own a copy of either book and are planning to run the campaign, you'll find a wealth of information herein to expand the campaign.

Dungeons of Drakkenheim is confined to the city of Drakkenheim itself, and covers the factions, conflicts, and locations within that city in detail. This book makes references to characters, locations, and the original five factions from that campaign, including the Amethyst Academy, the Followers of the Falling Fire, the Knights of the Silver Order, the Queen's Men, and the Hooded Lanterns.

If you don't have a copy of *Dungeons of Drakkenheim*, don't worry! While the lore and adventure hooks for the monsters are created with the campaign in mind, you should feel free to use the new monsters in your own campaign, reflavoring or adapting their lore and appearance to suit your setting.

Content Warning

Drakkenheim portrays a dark fantasy world. We recommend players and Game Masters have an open conversation at the start of the campaign to discuss their lines and veils. In support of this conversation, please note references to the following are common in this setting:

- Violence, murder, blood, gore, cannibalism, and body horror.
- Degenerative mutations which cause physical disfigurement and madness/insanity.
- Rats, spiders, insects, demons, undead, ghosts, and other monsters.
- Natural disasters, large-scale loss of life, civil war, displaced persons, refugees.
- Moral ambiguity, social/political manipulation, religious zealotry, military nationalism

Explicit sexuality, sexual assault, racial prejudice, systemic racism, homophobia, and transphobia are not topics we want to explore in this world. Any inferences of such are wholly unintentional.

Factions of Drakkenheim

Five factions clash over the ruins of Drakkenheim, each vying for control over the ruins and the delerium found there. Their agents are regularly encountered in the world at large seeking to recruit new heroes to join their cause and additional resources to aid their embattled forces in the fallen capital.

Hooded Lanterns

Formally known as the 4th Provisional Expeditionary Force to Reclaim the Capital, the Hooded Lanterns are an irregular military drawn up from veterans of the Civil War and remnants of the old Drakkenheim City Watch. Led by the dour Lord Commander Elias Drexel, they wage a guerrilla war against the monsters, bandits, and scavengers that have taken root in their nation's capital. Each has pledged their swords and lives to rebuild Drakkenheim and restore the Realm of Westemär. Several noble houses have set aside their feuds to support the Hooded Lantern's efforts. These families believe once the city is restored, evidence will emerge revealing the true heir to the throne of Drakkenheim... or enable a cunning house to seize the crown.

Queen's Men

The Queen's Men are a loose affiliation between a hundred gangs of brigands, outlaws, and scoundrels, all owing fealty to the enigmatic Queen of Thieves. These reprobates prey upon the pilgrims, prospectors, and explorers drawn to the city, extort and rob adventurers, smuggle delerium to disreputable clients in distant lands, and plunder the fantastic treasures and incredible wealth left behind in the city. The Queen of Thieves dreams of building an influential and powerful criminal empire forged in the anarchy and lawlessness of the ruins, conspiring against the other factions at every turn.

Knights of the Silver Order

The Knights of Silver Order are an organization of oath-bound paladins and devout warriors sworn to combat supernatural evil, dark magic, and otherworldly incursions. The questing knights normally travel the realms in small bands and companies, and adhere to the Faith of the Sacred Flame, the dominant religion across the continent. They believe delerium is a contaminating blight borne of the darkest chaos, and have resolved to annihilate the corrupted crystals, slay every monster it has created, and hunt down diabolical mages who would wield its power to work evil magic. Now an entire regiment has been dispatched to Drakkenheim to carry out this righteous task, led by Knight-Captain Theodore Marshal.

Followers of the Falling Fire

The annihilation of Drakkenheim incited a serious religious schism within the Faith of the Sacred Flame. A new sect has emerged known as the Followers of the Falling Fire, who adhere to the prophecies of former Flamekeeper Lucretia Mathias. She attests that delerium is a divine gift, not a blight, and that these sacred stones will offer salvation against a greater darkness yet to come. The mainstream clergy have excommunicated Lucretia Mathias and branded her followers as an insane cult with heretical beliefs and blasphemous practices. Even still, masses of devout commonfolk now embark on a dangerous pilgrimage to Drakkenheim to take their place in a divine plan.

Amethyst Academy

The Amethyst Academy is a magical school for sorcerers and wizards where students learn magic in remote castles and secluded universities. Directed by a shadowy cabal of powerful archmages, the Academy also operates an enterprising mage guild that controls the manufacture of magical wares and orchestrates an influential arcane syndicate that provides occult counsel to the nobility of the continent. However, the Academy was dealt a terrible blow following Drakkenheim's destruction, as the city was home to their greatest stronghold: the Inscrutable Tower. Archwizard Eldrick Runeweaver leads the Academy's efforts to access the tower and safeguard the secret lore within. Meanwhile, their survey teams conduct ongoing research regarding delerium's supernatural qualities and unknown dangers. The mages plan to harness the crystal's vast energies to craft magical items and power new arcane spells.

The Original Drakkenheim Campaign

The material in this book is based on the *Dungeons of Drakkenheim* live stream campaign broadcast by the Dungeon Dudes, which ran from October 2018 to December 2019, and the follow up campaigns *Shadows of Drakkenheim* (which ran from January 2020 to December 2021), *Untold Tales of Drakkenheim* (played in 2020 and 2021), and *Fate of Drakkenheim* (which began in 2022).

It featured Kelly McLaughlin as Sebastian Crowe and Wilhelm Wolfsbane, Jill Danitis as Veo Sjena and Rudi Whittaker, Joe O'Gorman as Pluto Jackson and Wrath, with Monty Martin as Game Master.

You can watch it on the Dungeon Dudes YouTube Channel (www.youtube.com/dungeondudes) and find it on most major podcast platforms. Check it out if you're looking for inspiration for how we ran the adventures in this book, but be warned: spoilers abound! We've also created a wealth of instruction videos for players and game masters covering everything about tabletop roleplaying games, from character building to designing campaigns.

The World of Drakkenheim is a vast and ever-expanding place, and this book focuses the many monsters our heroes have battled over the course of the campaign. We've done our best to include as many monsters and nonplayer characters from the show in this book as possible, and we've included many more completely new ones for you to explore in your own game.

We think of our original livestream campaign as the "first draft" of our world, and as the World of Drakkenheim has grown, we've occasionally made the odd change, and several retcons too. If you've watched the original series and notice an inconsistency between this book and the show (there are many), the version in this book takes precedence. On the flipside, you should feel empowered to alter, change, and expand the material here, especially if doing so builds stronger connections or better stories for you and your players.

The events of our original campaigns are non-canonical with regards to this book, so several elements of Drakkenheim strongly connected to the original characters have been altered or removed. If you wish, the original "Drakkenforce" and "Duskwardens" characters may appear in your campaign as rival adventurers, but their stories have been set aside herein so your players may take center stage.

Horrors
of
Drakkenheim

Chapter 1: Horrors of Drakkenheim

Horrific Legacy

"That purple rock is very valuable. I used to carry it around in my pocket but it turns merchants into monsters and the ones I love into weird mutant spiders. That is what we faced as soon as we crossed the threshold into Drakkenheim, an endless hodge podge of inside out carcasses, spines in the wrong places, and a plethora of appendages. No matter for a Caspian with a quick sword. Although it reminded me of the endless battles with Hydras. You attack one long limb and suddenly two more in its place! This is why we hate math! The delerium spreads quickly and even the most gentle creatures turn into nightmarish abominations! I watched a soldier of Caspia get eaten by his own rations. I've seen veteran soldiers open their lunch boxes awaiting a fight! You must stick to the roads because you cannot trust the alleys. Sneaky bugs and behemoths wait to pounce with suckers and stickers looking for an opening. Be ready adventurer! For you are in the thick of it. The place where a rare sword freshly awaits a new set of hands to carry it further into the belly of the broken city known as Drakkenheim. If you didn't kick the horse may your god have mercy on your soul."

—Pluto Jackson

Though it was a metropolis of over a hundred thousand people, only a few hundred escaped Drakkenheim in the days following the disaster. Trembling as they spoke, these survivors recounted how they narrowly avoided the fire and ash that consumed the city, only to watch in horror as their loved ones, neighbors, and fellow citizens were twisted into grotesque parodies of themselves by the chaotic energies that followed the falling stars. All agreed that the only lucky ones that day were those who were swiftly incinerated in the initial meteoric impact. Ever since, those who perish within Drakkenheim or succumb to the contaminated Haze transform into hideous monsters.

Those who dismissed these claims as the distressed inventions of a few traumatized refugees were decisively proven wrong in the years following the disaster. Seeking to restore order as quickly as possible, the nobility of Westemär desperately mustered an expeditionary force to search Drakkenheim for royal survivors, recover the lost crown, and retake Castle Drakken. Lord Commander Elias Drexel was placed in command of the mission, hand-picking a contingent of fifty elite House von Kessel soldiers to be the first team dispatched into the ruins. Captain Pieter Lang was appointed to lead the squadron.

Although they were well-equipped veterans, this conventional military force was wholly unprepared for the conditions in the ruins. Arriving on the outskirts of the city, the troops found Drakkenheim cloaked in a thick opalescent fog, which came to be known as the Haze. When the mists did not abate, the soldiers cautiously proceeded into the ruins from the south, making their way along Champion's Way. The details are unclear about what exactly occurred next, since only a few scrawled notes from Captain Lang's logbook were ever found from that first mission.

Lang records that a few among their number began to fall ill shortly after entering the ruins and encountering a "gigantic and misshapen rodent" of some kind. Nevertheless, the unit pushed onward and ran afoul of "a throng of reanimated dead shuffling the streets." Lang notes that many were wounded in the battle against the undead after the creatures "violently exploded with some kind of strangely-colored magic" when slain. At that, the regiment decided to stop and rest to help their comrades recover. While making camp, a few of the soldiers presented Lang with "brightly glowing gemstones, which glimmered like nothing from this world" that they'd found amongst the rubble. Lang explains how he confiscated the stones, keeping them on his person "for safety, lest the troops get ideas about looting."

However, the soldiers were unable to sleep, haunted by whispers and nightmares of something in the swirling darkness. More began to fall sick, and that's when the changes began. One of the wounded soldiers started convulsing violently as their arms transformed into flailing tentacles, and their stomach opened into a gaping, toothy maw. Unsure what to do, a panicked Lang had "no other choice but to slay the poor wretch." At that point, Lang's writing becomes less clear, as he explains the affliction spreading amongst his soldiers taking hold in himself. That was the final entry in his log. The scribbled notebook was found by adventurers some years later amidst the remains of a terrible shapeless mass of monstrous flesh and limbs. None from Lang's unit ever returned from the ruins.

Since that time, many expeditions and adventuring parties have met a similar fate to Lang's unit, and rarely are records or remains ever found. However, a few were far more fortunate and returned from their missions. Through these few successes, the world was able to learn about the horrors of Drakkenheim, and the vast power—and danger—of delerium.

Eldritch Contamination

It is now well-known that the delerium crystals scattered throughout the ruins emit arcane radiation known as eldritch contamination (the game rules for which are described in Appendix C: Contamination). These energies also manifest the misty Haze that covers the city. Sustained exposure to this raw magic causes all matter to warp erratically. While living animal tissue is readily susceptible to contamination, over time even plant and vegetable matter, dead flesh, solid rock, metal, and even the elements themselves are affected by delerium. Overexposure to eldritch contamination induces a chain reaction of rapid mutation which changes humans, animals, and even inanimate objects into terrifying monsters in a painful and gory process. As the body betrays itself, the mind slowly unravels. A monstrous transformation drives even the most strong-willed individuals irrevocably mad, though a few retain a distorted facade of their intelligence and personality. Each creature described in this chapter has suffered this terrible fate.

The mutations caused by eldritch contamination are endless in possibility, and do not conform to any need for biological function or natural law. There is no telling what strange appendages, odd shapes, and unnatural abilities a contaminated creature could possess. While some mutations make for a fearsome abomination, many mutated creatures become a pathetic lump of flesh barely able to support their own misshapen bodies. However, within the churning chaos of change, occasionally patterns emerge. Even two creatures which share the same mutations and game statistics may have wildly different appearances and behavior.

Hideous Beasts

Humans are not the only creatures that have been transformed into monsters. The beasts that once inhabited Drakkenheim have also become abominations: the livestock and pets living alongside the citizenry, the vermin crawling in the streets and sewers, the skittering insects inhabiting every home, and the wild animals eking out a life amidst the pockets of nature found within the urban sprawl. Worse, even plant life has gained otherworldly sentience, animated by the eldritch forces taking root in the soil. Although monsters have always been known to exist, these horrific nightmares are unlike anything seen in any other place on this world.

Sometimes Drakkenheim's mutations are so bizarre and mind warping that they create an entirely new species. Although many mutated creatures appear related to the various animals and people who once inhabited the city, some have mutations so bizarre and mind warping that they create an entirely alien species. At times these changes manifest as masses of indistinguishable flesh, bloated tentacled limbs, or in rare cases they develop into a creature more uniform and recognizable in its makeup, but never before seen in the world.

Walls that Talk

It is a common misconception that eldritch contamination only affects living, organic creatures. The Haze infuses the atmosphere: conjuring bizarre and violent weather, polluting the earth and waterways, and even warping and changing the objects and structures within the city. Scouts claim the mists and fog have reshuffled the streets and thoroughfares of Drakkenheim into a shifting maze, but the reality is far more unsettling. Reports and rumors tell of walls of flesh, plants and trees turned to delicate glass, doorways opening portals to other realms, grasping tendrils emerging from seemingly inanimate objects, eyes and faces appearing amongst the stonework, and teeth, tongues, and hungry maws opening between the floorboards. Even time seems to flow erratically within the ruins, and on occasion adventurers thought lost in the ruins for months emerge suddenly, thinking they were only in the city for a day.

Given these strange effects, the monsters roaming the ruins, the hazards of rubble and wreckage, and the corrupt environmental conditions in Drakkenheim, nowhere in the city is safe. Anything, even the very walls of the buildings, are potential threats waiting for an opportune moment to strike.

Haze Dependent

Most contaminated monsters are dependent on the magic of the Haze to sustain themselves, as their unstable physiologies often defy the laws of nature. Brought outside the Haze, these monsters begin to rapidly wither and deteriorate, and seldom live much longer than a week. Once this was discovered, it was widely believed that the threats posed by the horrors of Drakkenheim were largely contained to the ruins. Nevertheless, the devastating effects on the countryside from spreading contamination and the danger of wandering monsters nearby was enough to see most towns and villages near Drakkenheim abandoned within a few years of the disaster.

Today, the only settlement within two weeks' travel of Drakkenheim is Emberwood Village. Fortunately, the large concentration of adventurous sorts and faction agents gathering in the town is more than enough to fend off most curious creatures who come to Emberwood, though no one questions what may have happened when a person disappears anymore.

However, contact or exposure to delerium can be enough to nourish these creatures for longer forays from the ruins. Worse, a significant concentration of delerium in any one place can cause a local manifestation of the Haze, which can maintain a great number of monsters. Bold and particularly lucid monsters seeking new hunting grounds may bring delerium with them on their own excursions outside the ruins, driven by an innate compulsion to spread their contaminated state.

Corrupted Urban Ecology

Drakkenheim has transformed over the last fifteen years into a nightmarish wasteland where urban decay meets the wild. The city's ruins are now more akin to a vast, untamed wilderness, teeming with violent and predatory creatures that have adapted to this new, harsh environment. These monsters have carved out their own ecological niches within the crumbled streets, decrepit sewers, and broken spires, turning the city into a landscape that is both alien and hostile.

These creatures have become the true inhabitants of Drakkenheim, mastering every aspect of their environment to their advantage. They use the dense Haze for cover, the labyrinthine ruins for navigation, and the scattered debris for shelter. The tunnels, alleys, and hollowed-out buildings serve as their nests, homes, and battlegrounds. To these monsters, Drakkenheim is familiar territory, their hunting ground where they thrive.

For any outsider venturing into the city, Drakkenheim offers no safe passage. Iconic landmarks such as towering spires, grand gates, city squares, and once-vibrant gardens have become twisted and unfamiliar. The city's layout is constantly shifting with fallen buildings blocking paths, broken and cratered streets, and contamination altering the environment unpredictably. This makes the city a labyrinth, constantly changing and challenging even to those who once knew it well.

First Contact

A report from Vanguard Captain Rose Walker, first expedition into Drakkenheim.

We were crossing the river on the eastern outskirts, making our way up King's Road. As we approached the Drann, Faraday spotted strange eggs along the shore, colored unlike anything we had seen before. Similar, I think, to the fog hanging over the ruined city. Collins said they reminded him of tadpole eggs he saw as a child. We heard a low gurgling noise from the river and drew our bows. Collins was hit with one of the strange eggs. We saw a figure lurking in the water and unleashed our arrows at it, but it vanished beneath the surface. The egg that hit Collins had stuck to his neck. He was on the ground, writhing in discomfort. Faraday examined the egg, which had seemingly fused to Collin's flesh, appearing like a strange pulsing growth.

We were hesitant to attempt to remove it, and that hesitancy may be what cost Collins his life. I can't say for sure what happened next. We continued to travel towards King's Gate, keeping an eye on Collins, who claimed he felt alright; we would drop him off at a nearby Lantern waypoint to seek medical attention. Faraday observed a small creature within the egg, possibly a tadpole, disappear into Collins's neck as the egg merged even further. Collins lost consciousness only a minute or two later, and moments after that, began convulsing. His skin turned strange hues of yellow and green, his eyes grew pale, and he began to bleed from sores that appeared across his body. As we attempted to staunch the bleeding and tend to his ailments, Collins was lost to the disease that had quickly overtaken him. As we came to terms with losing one of our own to such bizarre circumstances, horrible events began to occur.

It's difficult to describe what happened to Collins's body. His skin began to writhe, and crack. His ribcage ripped open as a large frog emerged, its face split down the middle with a strange maw. It let out a horrible croak and leapt past us. We unleashed multiple arrows at the creature until it fell. Approaching the creature's body, we saw that it had already begun producing its own eggs, likely to use on the rest of us. However, the most unsettling thing was that its eyes were strangely familiar. They reminded me of Collins's.

Roleplaying Traits

The eclectic monsters presented in this chapter are diverse in their motivations, appearance, and behavior, but all share the same origins as creatures contaminated by the Haze. As such, the roleplaying traits below are common amongst them.

Beyond Reason

The monsters inhabiting Drakkenheim are irrevocably gripped by otherworldly madness. Most become predatory and instinctively violent as a result, but a few are lucid and capable of speech. However, even these creatures possess an unstable consciousness: they may be perfectly capable of carrying on a conversation for a short while, only to break out into rage, despair, or other extreme emotions without warning. Appeals to logic and reason often confuse and frustrate them, and they possess a twisted sense of empathy and alien logic. Few of Drakkenheim's horrors understand the origin of their malevolent predilections, and instead construct elaborate fantasies or incoherent narratives to explain their predicaments and behaviors.

Struggle for Survival

These monsters are often just as hostile to one another as they are to explorers who venture into the ruins. Although some have formed groups, many live a solitary existence wandering the city streets. Some are aimless, while others desperately search for something, be it food, their own memories, or some other delusion. A particularly empty or desolate area of the city may indicate that a powerful beast lurks nearby, as weaker abominations know to give the dangerous predator a wide berth.

Motivated by Madness

The monsters inhabiting the ruins have strange and incoherent motives.

1. **Territorial Guardians.** The monster is fiercely protective of specific areas within the ruins. Whether it has made the region its lair or its personal hunting ground, the monster attacks anyone who dares enter their domain. Their aggression may be linked to a compulsive need to protect a half-remembered memory, valuable object, or sacred place known only to them.
2. **Raw Hunger.** Driven by a primal need to consume, these monsters are motivated by an insatiable appetite. Whether they feed on flesh, blood, or even magical energy, they are relentless in their pursuit of sustenance.
3. **Murderous Impulse.** Sustained by the eldritch magic of the Haze, many monsters need no sustenance and have no real drive other than to kill and destroy. These aggressive creatures rarely respond to reason, and seldom flee even in the face of grievous injury.
4. **Confused Delusion.** Many monsters in the ruins, especially ones who retain a shred of their intelligence, do not fully comprehend their current state. They wander through the ruins, driven by fragmented memories and distorted perceptions of reality, often reacting violently to stimuli that remind them of their past lives.
5. **Spread Corruption.** These monsters have a compulsion to spread their contaminated state to others. If these monsters are intelligent and capable of speech, they may even deceive adventurers into helping them and fool them into becoming contaminated. Their manipulations are occasionally quite sophisticated and may include promises of power or feigned pleas for help.
6. **Compulsive Collector.** This monster is enthralled by something: perhaps delerium, or body parts like human teeth, eyes, fingers, ears, or hair. They hoard these obsessively and may attack simply to take what interests them and flee, rather than fight.
7. **Avoidant Survivor.** These monsters exhibit a high degree of caution and cunning, often avoiding confrontation unless absolutely necessary. They are survivors of countless battles within the ruins and have learned to hide, flee, or manipulate the environment to ensure their continued existence. Their primary motive is self-preservation, making them elusive and difficult to engage.
8. **Servile Worshiper.** Devoted to extraplanar entities, more powerful beasts living within the ruins, or even delerium itself, these monsters engage in ritualistic practices and strange worship. They view other beings as either potential converts or threats to their faith. Sometimes these monsters become communal and organized. They can be fanatically loyal to their cause, willing to sacrifice themselves or others to please their imagined or unseen masters.

Aberrant Physiology

The monsters presented in this chapter are typical of their kind, but even creatures with the same game statistics may have extreme variation in physical appearance. Consider using the following additional descriptions to distinguish creatures:

1. **Extra Heads.** This creature sports multiple heads, each possibly possessing its own unique thoughts and senses which vie for control over its body.
2. **Extra Limbs.** Sprouting from the creature's body are several additional appendages: arms, legs, fingers, claws, or otherwise. Most are functionally useless, though they may attempt to mimic the movements of the creature's main limbs.
3. **Eyes.** Numerous eyes dot the creature's body, each in different sizes, shapes, colors, and perhaps even from wildly different sources, such as insectoid or reptilian eyes.
4. **Multiple Mouths.** Toothy maws, slobbering lips, and gnawing mouths appear on the creature's body in random places. Some may even scream, babble, or speak.
5. **Tentacles.** Long, writhing tentacles extend from the horror in bizarre places, perhaps sprouting from its head or back like hair or spines. They may be smooth or covered in suction cups, or perhaps thin waving tendrils.
6. **Strange Coloration.** The creature's skin, scales, hair, eyes, or other body parts have bizarre, unnatural colors.
7. **Delerium Spines and Barbs.** The creature is covered in sharp spines and barbs that begin as bone and then crystallize into delerium.
8. **Inorganic Flesh.** Elements like glass or metal are fused with the monster's flesh. Perhaps even entire parts of its body are made of this material, which moves and bleeds like organic flesh.
9. **Conjoined Form.** This monster is a bizarre fusion of two creatures with a chaotic pattern of movement and attack.
10. **Wretched Fate.** A pitiful human part remains, partially absorbed and fully conscious, adding a gruesome and tragic aspect to the creature.
11. **Disgusting Secretions.** The horror leaks sludge, pus, blood, or other fluids from its pores, mouth, or other indescribable openings on its body.
12. **No Organs.** The creature's body visibly lacks organs, its existence powered by magical energies or other strange metabolism.
13. **Multi-Sectioned Joints.** The creature's limbs are segmented unusually, allowing for a range of motion that is both unnatural and disconcerting.
14. **Bioluminescent.** The monster emits a haunting light, useful for navigating dark environments or mesmerize its prey.
15. **Decaying or Sloughing.** Parts of the horror's body continuously decay and regenerate, a grotesque display that might be a strategy to shed parasites or damaged tissue.
16. **Melting or Stretching Form.** The creature's form seems unstable, constantly melting or stretching, which could be an adaptation for squeezing through tight spaces.
17. **Discorporated or Ethereal.** The monster appears only partially anchored in the physical realm, phasing in and out of existence.
18. **Translucent Skin.** Its nearly transparent skin reveals the horrifying workings beneath. Perhaps it has no skin at all, its outer body simply exposed muscle.
19. **Eldritch Flames.** The creature is swathed in flickering eldritch flames which do not consume its body.
20. **Pulsating Organs.** Visible muscle and organs pulsate grotesquely beneath the monster's thin skin.

Otherworldly Effects

The monsters are otherworldly and at times incomprehensible or horrifically bizarre. Rarely do the monsters of Drakkenheim speak or utter coherent words. Those that do are most likely humans who have mutated in the ruins. What bizarre and otherworldly elements occur when the monster is nearby?

1. **Remnant Thoughts.** The creature does little but incoherently spew the last remaining thoughts they had before they were transformed by contamination.
2. **Unnerving Susurrus.** From the shadows a whispered chorus of unknown mumbles echo through the streets, surrounding you.
3. **Vocalized Desperation.** The creature cries out for help or begs for mercy.
4. **Insectile Clamor.** The creature chitters and cackles, the clicking of its limbs against the ground reverberating in a chilling rhythmic clacking.
5. **Mystifying Visions.** Incomprehensible colors shift and float around the creature; they are confusing to look at.
6. **Bedimming Aura.** The sky darkens as the creature approaches, casting a false night over the city below it.
7. **Ephemeral Terrors.** Light visions, like daydreams, fill your head, only they are nightmarish and grotesque. In your peripheral vision you think you may see glimpses of melting faces, a ground of flesh, and strange obelisks jutting into a dark sky with octarine lightning, but only for a brief moment, and then it is gone.
8. **Trusted Voices.** You hear yourself, or a loved one having a conversation or yelling for help, but it is faint and distant, just on the verge of being incomprehensible.

Universal Mechanical Features

Unless otherwise stated, non-humanoid creatures encountered in Drakkenheim possess the following traits. These do not change the monsters' Challenge Ratings (CR).

- **Fully Contaminated.** This creature is immune to Contamination and has Advantage on saving throws against contaminated spells. This creature may cast contaminated spells even though it does not gain Contamination levels.
- **Haze Adaptation.** This creature may benefit from a Long Rest finished within the Haze. It can see twice as far through the Haze mists and Deep Haze fog as those without this adaption.
- **Haze Dependence.** This creature gains one level of Exhaustion for every 24 hours it spends outside the Haze. These Exhaustion levels cannot be removed while the creature is outside the Haze.
- **Delerium Healing.** As a Utilize action, a monster can touch a delerium shard to regain 10 (3d6) Hit Points. Once a monster has used a delerium shard in this way, the shard can't be used in this manner again for 24 hours.

These features do not apply to creatures originating outside the Haze or who are recruited or conjured by the characters, such as familiars and summoned monsters.

If you are using these monsters in a setting that doesn't use Contamination or the Haze, you may disregard these mechanical features.

Locations and Lairs

Monsters find plentiful places to make their lairs throughout the ravaged streets, desolate plazas, crumbling structures, and flooded sewers of Drakkenheim. Here are a few ideas to keep in mind when designing encounter locations and lairs for the monsters in this chapter.

Ruined City

Amongst the city streets and back alleys are hundreds of buildings brought low by the rain of falling stars. Some buildings are more intact than others, but the devastation of the city is everywhere and the scars of the aftermath of that horrible day remain. Thick dust, octarine Haze, rubble-blocking paths, fallen towers and caved-in roads all have turned the great city into an endless labyrinth of twisting and turning passages.

Monsters in the Dark

There is always something hiding in the city's dark corners. An explorer may think they are in the clear and away from danger only to be ambushed unexpectedly by a hungry abomination. Nothing can be trusted, and if the city is quiet, that's even more reason to be on your guard — the worst terrors are the ones you never hear or see.

Hazards Abound

The city is always a dangerous place, even in the rare instance a mutated horror is not lurking just out of sight. Ruined buildings collapse, streets cave in, and the Haze can make navigation difficult. At any moment a terrible hazard can cause problems for adventurers trying to make their way through the city. Few buildings in the city stand unscathed. Most are in a partial state of collapse and heavily damaged. Shattered windows, splintered boards, and jagged rocks make up a large portion of the structures found throughout the city. Any encounter could be more lethal due to these constant hazards.

Threats Above and Below

The dangers of Drakkenheim's streets make many adventurers consider if safe routes may be found underground through the sewers, or by taking the high road along the rooftops of the city buildings. However, there are monsters and dangers on both routes. The choice to take the streets, sewers, or rooftops is more about the threats explorers are best equipped to handle, rather than a means to avoid monsters entirely.

Drakkenheim had a sophisticated sewer system running beneath the city. There are two types of tunnels in the system: drainage and sewage tunnels, which carry refuse and wastewater away from the city, as well as aqueducts and underground canals, which supply fresh water to the wells, cisterns, and fountains located throughout Drakkenheim. Of course, the damage and disarray to both systems means it's sometimes difficult to tell the difference. In these confined tunnels are all manner of horrible creatures. **Lob Frogs**, **Deep Dregs**, **Bloated Hives**, **Drakkenheim Sewer Gators**, and **Sewer Things** all lurk in the fetid waters under the city.

Those agile and athletic enough to leap and run across the rooftops may evade threats in the streets below, but expose themselves to the wide range of airborne creatures who rule the skies above Drakkenheim, such as **Skretches**, **Shardmaul Manticores**, and **Eldritch Cataclysms**.

Notable Locations

Castle Drakken

Built atop a high crag overlooking the city is this imposing military fortress and royal palace. It once stood as a glimmering beacon over Drakkenheim, and a testament to the majesty and royalty of the city. Now, the castle looms over the ruins, a dark and foreboding presence whose shadow casts an ever-present feeling of gloom and despair.

The castle is made up of two front gates along a winding path up the cliffside that leads to the upper and lower bailey. The lower bailey houses the castle stables and barracks. The upper bailey holds the castle chapel, gardens, and courtyard. The castle proper is composed of a long central building, with five great towers attached to it.

The castle is now overrun with demons, devils, vengeful spirits, and all manner of mutated monstrosities. Some of the most horrible monsters in Drakkenheim such as the **Gravekeeper**, and the **Amalgamation** reside in the castle, but the halls are filled with **Warp Witches**, **Haze Husks**, **Dregs**, and a menagerie of other horrors, making it one of the most dangerous locations in the city.

Drann River

The wide Drann River flows southwest, and divides Drakkenheim into the North Ward and the South Ward. Averaging about four hundred feet wide as it travels through the city, the water is deep, slow-moving, and thoroughly contaminated. The Drann River travels hundreds of miles before it empties into Ash Bay at the port city of Drannsmund. The Drann can accommodate lumber barges and small row boats, but seaworthy sailing vessels cannot travel this far upriver. While there are small quays and docks along the Drann, it does not support large ports.

The polluted waters of the Drann carry a steady amount of delerium downstream, and the river is now home to a wide variety of contaminated monsters, including **Lob Frogs**, **Drakkenheim Sewer Gators**, **Animated Delerium Sludges**, and the **Deep Dregs** (see Chapter 4—Predators of the Ruins).

Four large bridges cross the Drann River from the north to south ward of Drakkenheim. All of which can be found in the Inner City, while the Outer City houses two ferries, one to the south, and one to the northeast.

Champion's Bridge

This decorated stone causeway is the largest in Drakkenheim at nearly five hundred feet long and fifty feet wide. It extends from Champion's Way in the south over towards the great Market Square in the Middle Ward. Five arched spans supported by stone piers hold the bridge thirty feet above the Drann. The bridge has an elegant stone guardrail, and overhanging balconies spaced along its outer edges each hold statues depicting mighty heroes from Drakkenheim's past. Today, the haunted bridge is home to countless monsters who occupy both the waters below, and the bridge itself. **Lob Frogs**, **Bloated Hives**, and even the **Drakkenheim Sewer Gator** have been spotted in the areas under the bridge and some of these creatures wander up to its surface when hungry, looking for anything to eat.

Temple Bridge

This narrow bridge is made up of white cobblestone with seven stone arches supporting it twenty to twenty-five feet above the Drann River. The bridge is only twelve feet wide and has a slight arched curve to it as it extends across the river. A wrought iron fence flanks either side of the bridge, and every ten feet a tall, ornate pillar holds a torch. These torches have long been snuffed out, and the once pristine and bright bridge is now caked in dirt and blood. **Garmyr** (see Chapter 4—Predators of the Ruins) occupy the bridge now and hold a small encampment on the north side of it.

Saint Selina's Bridge

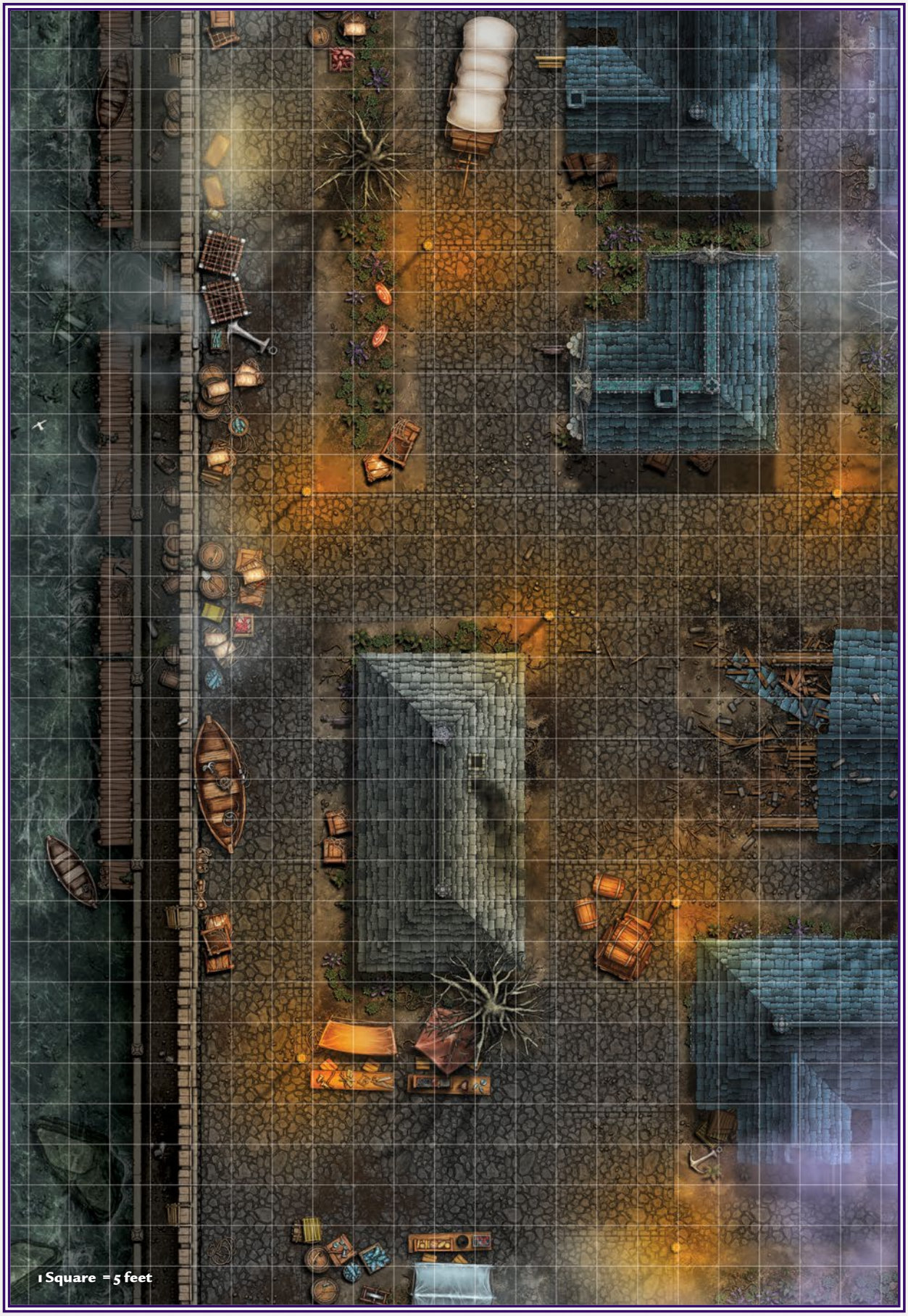
This bridge was under construction when the meteor struck, and sections made of thick wooden scaffolds are still set between the partially complete stone arches. The ruined bridge is extremely hazardous, with many of its support beams missing or damaged. A section of the bridge has crumbled and one of the arches is jutting out of the water below. Anyone daring the bridge must keep their wits about them, as any section of it could collapse at a moment's notice. Several **Skretches** who perch upon the city walls occasionally fly over and circle the bridge, waiting for an accident to grant them an easy meal, while **Beetle Knights** skitter below the bridge, and a great **Anomollusk** occupies the stony debris below.

Albrecht's Crossing

The northernmost bridge is the oldest in Drakkenheim and was constructed originally as the main entrance to the city from the south, when the city was only the Old Town surrounding Castle Drakken. The bridge was constructed during the reign of the last House von Drakken monarch, Albrecht, and is made of finely crafted brass and iron into one of the most beautiful functional art pieces in the city. The bridge is lined with metal sculptures of dancing dragons that flow and coil around the railings, the long walkway etched with depictions of heroic deeds of long dead warriors. Now caked in debris and moss, the metal has lost its shine, but the bridge still stands sturdy against time. A **Troll** encampment sits on the north side of the bridge while the south is close to the Crater, and well known for being a hot spot of **Undead** and **Dregs**.

Stick's Ferry

Old Sticks was a simple ferryman who ran a small rowboat crossing from The Sprawl to The Spokes in the southern stretch of the Outer City. He used to be a talkative sort, always wanting to hear the stories of the people he took across the Drann while sharing his own tales. Old Sticks was known amongst the locals as a jovial and kindhearted man, who simply loved being out on the water and enjoyed the steady, meditative nature of rowing. An elderly man in his late sixties, he would always claim that rowing kept his heart young, and joked that when he did eventually go, wherever he ended up he would likely just keep rowing if he could. Old Sticks didn't survive the initial blast of the meteor. He is now a **Haze Husk** that seems to lack any of the normal hostile traits of the undead in the city. True to his word, he is content to just keep rowing people back and forth for an eternity.



Drann River Waterfront

Author's Note: The Drann River's width makes depicting both sides of the river on a typical scale battlemap impractical – the river would be nearly 100 squares wide!

Abandoned Ferry

The northeast stretch of the Drann in the Outer City has become a difficult place to cross. The ferry that once operated here is left abandoned. This old raft has been pulled up on shore with an old frayed rope that lazily stretches across the river. Now a self-service ferry of sorts, explorers can use the rope to cross the Drann. The river here is home to multiple **Lob Frogs** that hide under the two docks of the old ferry path and lay their eggs in large clusters there. A crude sign has been placed on the south banks by some unknown adventurer that simply reads "Don't."

Outer City

Stretching outward from the city walls in all directions, the Outer City itself comprises three main districts: Kingside, The Sprawl, and The Spokes.

Kingside

The area north of the Drann River to the east of the city walls is known as Kingside. Appropriately, the district is built along King's Way on the way to King's Gate. This once lush and beautiful landscape had the largest manors and houses outside the walls. It was also home to some well-known vineyards, inns, and the most luxurious stables, orchards, and cider houses in the city. Since the fall of Drakkenheim, strange magics have rested in the area. Twisted creatures haunt the old vineyards and inns, an eerie and constant chorus of wails and moans echo through the wide streets, and packs of **Trolls** hunt the area looking for fresh meat.

The Sprawl

The large region west of the city walls is known as The Sprawl. Three main roads, Shepherd's Way, Temple Road, and College Street, all cross The Sprawl towards their respective gates. This stretch of small, packed together houses, street markets, taverns, and shops was always bustling with people prior to the collapse of the city. It was the most densely populated area in Drakkenheim. This unfortunately means that now it is also one of the most densely populated areas for the horrible, mutated monsters that roam the old streets and ruined buildings, filled with **Dregs**, **Ratlings** and **Bojacks**.

The Spokes

The Spokes are the entire area outside the walls south of the Drann River. Champion's Way, leading to Champion's Gate, is the main road through The Spokes, and the only one that is paved. This large assortment of industrial buildings, warehouses, shops, mills, and taverns was where most of Drakkenheim's industry happened. Brewers, smiths, forges, lumber mills, tanners, granaries, and textile mills make up a large portion of the area closest to the walls, while many of the most established farms spanning out further south from The Spokes, connecting down to Emberwood Village five miles away. Now most of the buildings lie in ruin, shattered and broken by the initial blast of the falling star that landed right on the edge of where The Spokes meet the South Ward. The Spokes is the most ruined area in Drakkenheim—rubble blocks streets, buildings barely stand, and the place holds the Haze, dust, and debris thick in the air. The Spokes is a common place to find some of the more horribly mutated monsters such as **Digipedes**, **Kronen**, **Dark Growths**, and **Effulgent Cnidarians**.

Inner City

Protected within the walls, the densely packed Inner City features winding cobblestone streets and towering spires of stone. Decorated plazas and broad squares mark major landmarks, monuments, and important buildings. Major landmarks in the Inner City include the ornate Saint Virturvio's Cathedral, the Inscrutable Tower of the Amethyst Academy, the lush and verdant Queen's Park Garden, the once-bustling Market Square, the Cosmological Clocktower, and Slaughterstone Square.

South Ward

Once the most densely populated area of the Inner city, South Ward had rows of small shops, temples, and taverns along its main roads, with packed houses grouped together in small bustling communities. Now, it is nothing but smoldering, indistinguishable ruins. A wood beam, or a stone arch jutting from the ground amidst ash and rubble, is mostly what you will find as you draw closer to the great Crater Basin. From decrepit wooden skeletons of homes, to piles of shattered stone, heaped bodies, and half buried foundations, the landscape becomes increasingly sparse closer to the Crater. Finding a standing structure in the South Ward is rare, and often filled with monsters such as **Kronen**, **Dregs**, or **Last Memories**. This ward is also a common place for **Gag Flies** and **Hazewing Moths**.

Old Town

Old Town stretches through the northeast of the Inner City and was the first area of Drakkenheim to be built. It is made up of well-spaced properties, each with a large manor house. Main roads are lined with stables, high end shops, and well-regarded establishments. Much of this area of the city remains intact, especially the old Kleinberg Estate resting against the cliffs that lead up to Castle Drakken. Although known as the wealthiest part of the city, in its ruin this area is now a prime haunt for malfeasant wizards to operate. Old Town is home to **Belfrays**, **Digipedes**, **Effulgent Cnidarians**, and has been known to be a hunting ground for **Living Cities**.

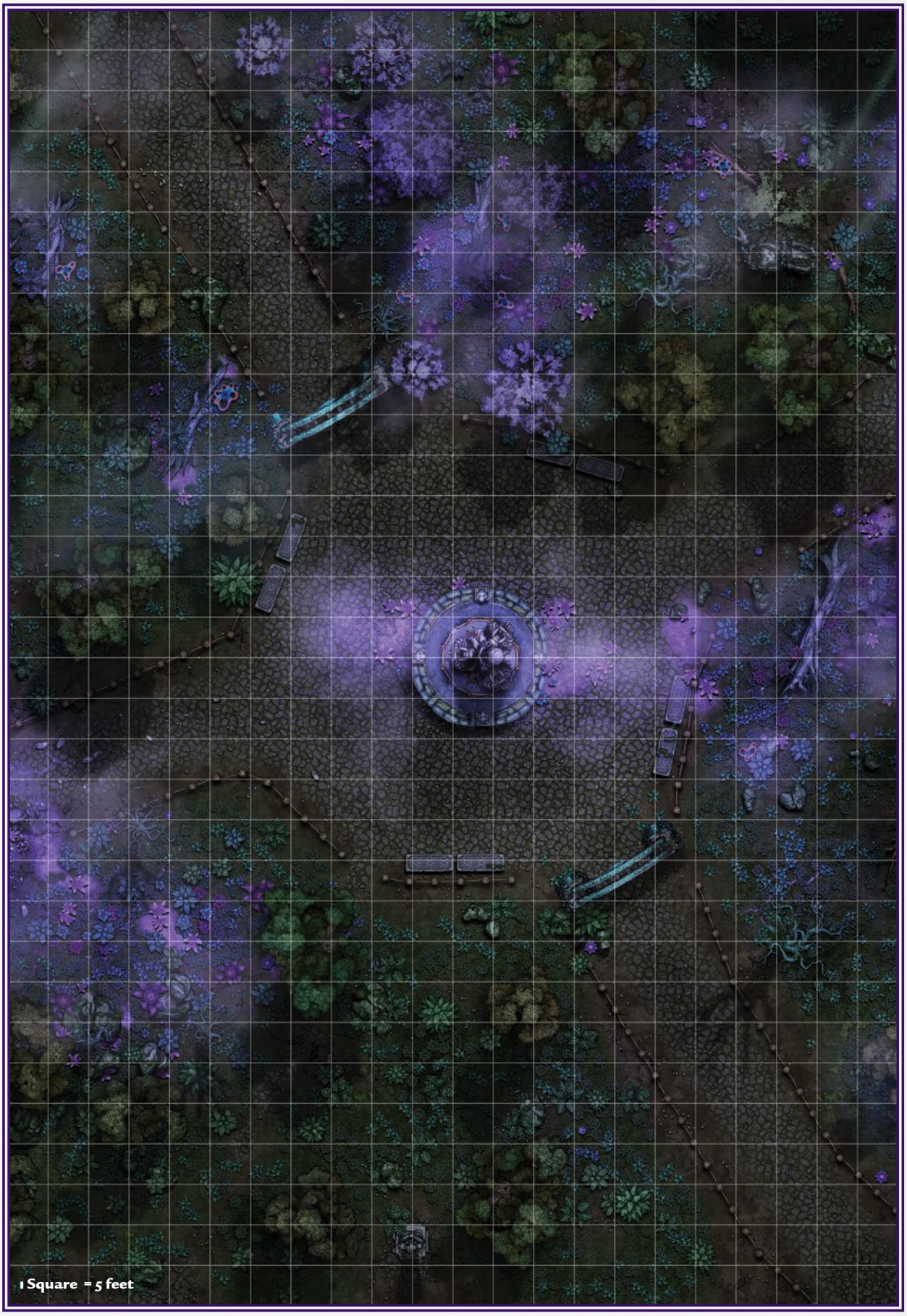
Middle Ward

The Middle Ward was a common place for inns, taverns, shops, and a few of the more prominent blacksmiths and woodcarvers. Sprawling through the west end of the city, it is the largest district in the Inner City. The Great Market Square rests on the inner border of the Middle Ward and was the most popular place for shopping in the city. The Middle Ward also housed many of the prestigious playhouses and brothels of the city. Now ruled over by the **Harpies** (see Chapter 4—Predators of the Ruins), and an abundance of undead like **Haze Husks**, **Haze Wights**, **Arcane Wraiths**, and **Warp Witches**.

Temple Ward

The Temple Ward makes up the southwest portion of the Inner City around Temple Gate and Temple Road. The main attraction of the Temple Ward is Saint Virturvio's Cathedral, which towers high above the residential surroundings. Now packed with roving bands of **Garmyr** (see Chapter 4—Predators of the Ruins), this once bright and vibrant part of the city is littered with carnage and death. Besides the roving packs of war dogs, one can expect to find **Kronen**, **Beetle Knights**, and **Digipedes** roaming through the buildings or hiding in the darkened corners of abandoned homes.

Queen's Park Garden



Fountain of Beauty

Queen's Park Garden

This elegant park was built to commemorate the ruling monarchs of Westemär and their royal consorts. The garden was a social hub during the spring and summer, featuring bountiful fountains, secluded grottos, grand monuments, and lush gardens. Today, the entire area is covered by the Deep Haze (see appendix C). Queen's Park Garden has been transformed into a terrifying maze. Before the meteor struck, from its trellised paths, you could nearly see from one side of the park to the other, and most landmarks could be seen from the central fountain. Today, adventurers exploring the park speak of getting lost in the thickets; the once carefully curated orchards are now dangerously tangled forests.

Queen's Park Locations

1. **Lenore's Grotto.** An elegant, tiered garden with two rectangular pools marks the entrance to a wondrous grotto built for the Queen Consort to Ulrich IV.
2. **Lunar Meadows of Arwen.** This once lush green clearing was a prime spot for stargazing, or picnics dotted with small floral patches and a babbling creek.
3. **Fountain of Beauty.** The heart of Queen's Park Garden is a majestic, multi-tiered marble fountain which honors all the royal women of Westemär.
4. **Botanical Gardens of Mother Danu.** These vast gardens housed the largest assortment of flowers in all of Westemär, including unique species brought in from the Far Continent.
5. **Queen Eleanor's Lavender Fields.** A winding cobblestone path navigated through these beautiful purple flowers with small benches and statues dotting the walkway.
6. **Old Willow Falls.** Near the north end of the gardens is a natural three-tiered waterfall that flows into the winding river that snakes through the gardens, next to it is the oldest tree in Drakkenheim, a massive weeping willow.
7. **Weeping Angels of Gunhilda.** Not far from the willow is a clearing holding multiple statues of weeping angels gifted from Caspia to Queen Gunhilda years ago. Mists from the waterfall hang low around the moss-caked statues giving the clearing a fantastical ancient atmosphere.
8. **Dream-pools of Phantasia.** Several small bridges and walkways weave between ornate pools and fountains, the sound of flowing water filling the space. In the center, a statue of Phantasia watches over the pools, smiling.
9. **Statue of Nuada Vitrix.** This glorious statue depicts the Old God Nuada as a winged valkyrie striking down the enemies of Drakkenheim.
10. **Hildegarde's Arch.** This impressive victory arch on four columns commemorates Queen Hildegarde von Drakken I's signing of the Edicts of Lumen.
11. **Helena's Column.** Dedicated to House von Kessel's first monarch, Helena I, who used the Crown of Westemär's power to cure a plague ravaging the nation. Her deeds are etched upon the column, and a bust of her likeness rests on top.
12. **Carmen's Dragons.** This topiary garden depicts the famous draconic mounts of Carmen von Drakken, the first Queen of Westemär. Oddly, despite the garden's overgrown state, these masterpieces remain well-trimmed and pristine.
13. **Theresa's Grove.** A small clearing featuring several standing rocks and simple benches, all overtaken by creeping vines.
14. **Lily Ponds of Queen Beatrice.** The lily ponds once housed many different frogs and fish, as well as an old tower that one could climb to see most of Drakkenheim and overlook the gardens.
15. **Groundskeeper's House.** The gnomish head groundskeeper, Wilber Greenroot Pebblepond, and his many gnome gardeners kept their tools here, conducted garden business, and also rested here on night shifts.
16. **Corridor of Queens.** The main cobblestone road leading from the south entrance of the gardens up to the central fountain is flanked by large ten-foot-tall statues of every queen that ruled Drakkenheim.

Crater Basin

The meteor that annihilated Drakkenheim landed in the South Ward, shattering part of the wall dividing the Inner and Outer City. Little remains of the original buildings save wreckage and the gaping crater. Swirling mists fill the Crater while an eldritch storm rages overhead. It is perhaps the most dangerous and contaminated region in Drakkenheim. No expedition into its depths has ever returned to tell the tale — except for Lucretia Mathias, leader of the Followers of the Falling Fire. Today, the Chapel of Saint Gresha by the Crater's Edge is a destination for the faction's pilgrims seeking to partake in their most sacred rituals.

Exceptionally dangerous creatures dwell here, including **Anomollusks**, **Crater Wurms**, **Contaminated Elementals**, **Eldritch Cataclysms**, and **Arcane Wraiths**.

Pulsing at the Crater's center is the throbbing Delerium Heart, a massive formation of the magical crystals which was the core of the meteor itself. If it were ever destroyed, the resulting disasters would unleash the terrifying **World Ender**.

Adventure Hooks

Mimic Mayhem

The player characters are searching for a relic or heirloom lost in an old family estate. Unfortunately, the entire manor house has transformed into a **Living City**!

The Old Library

An old library has been infested with contaminated undead horrors, but some of the books might be of value to one of the many factions. An old mage now resides in the library as an **Arcane Wraith**, and the staff are all **Haze Husks**, **Warp Witches**, and **Haze Wights**.

The Ruined Tower

An old, dilapidated tower could make an excellent vantage point if it could be cleared out. Be wary of the **Skretches** and **Belfrays** occupying it though.

Crossing the Drann

The Drann river has no means of crossing it on the north-east side of the city save for a raft and a rope to pull you across. Apparently, several **Lob Frogs** and sightings of a massive gator have made traversing that way even harder, so naturally, someone needs to check it out.

Hunt for the Chimera

Horror stories are spreading of the **Cacophonous Chimera** killing large groups of faction agents heading into the city. The creature has been spotted all over the city, but none have been able to fell the dreadful beast.

1 Square = 5 feet

Amalgamation

Before the throne is a gibbering amalgamation of fleshy tumors, rotting bones, and rancid layers of bloated fat suspended between the ceiling and floor by stalky strands of gnarled tissue. A palpable aura of contamination emanates from the beast. The mass is covered in bursting sores and shuddering mucus nodule that weep bile and delerium sludge. The creature mutters in alien tongues from six yawning mouths, piping and sputtering in discordant musical tones, and lazily shifting eyes of massive size open and close throughout its bulk. Thick trunk-like tentacles reach out from its hideous stinking form to squirm and writhe around the chamber. Several appendages are wrapped around pulsing human organs: lungs, liver, kidney, a heart, a brain, and dangling amongst them is the jeweled Crown of Westemär.

Dwelling within the throne room of Castle Drakken is the Amalgamation, the result of a cascading catastrophe of contamination and mutation.

When the meteor struck, several magical occurrences happened almost instantaneously throughout the city. The Fracturing of the Inscrutable Tower triggered haywire arcane anomalies through the city, while the impact of the meteor sent a shockwave of magical devastation that shattered glass, blew through stone and wood, and reduced most living creatures to ash. Others caught in the blast were instantly transformed into monsters, and buildings and streets were shifted into sentient growths and misshapen horrors.

Castle Drakken was an epicenter of magical wards, protective spells, divination, and all manner of inherently magical trinkets and artifacts. The throne room where King Ulrich sat housed several of the most powerful magical relics in Westemär. The Crown of Westemär being the most prominent, although King Ulrich himself held a magical scepter, wore four magical rings, and a possessed a protective amulet. Furthermore, the large circular stained glass window behind the throne was imbued with magic that allowed it to change colors and depict different images throughout the seasons.

Naturally, when the rippling wave of arcane destruction blasted through the throne room, it fractured the abundant magical energies within the room, immediately opening a rift to the Space Between Worlds (see chapter 9) and amalgamating all the king's men into a massive mound of rippling fatty flesh. King Ulrich tried to escape but the magical mayhem fused him to his throne. As the King melted, he was absorbed by the expanding flesh, his face coming to rest as a disfigured grimace placed in the center of the horrible Amalgamation.

The creature continued to grow as the years passed, and those who went searching for the lost king would soon become one with the Amalgamation as well. Tendrils of strange flesh now spread like a web of sinew and skin across the throne room while pulsing contamination ripples out of the grotesque mass. A massive maw spans the length of the creature with various human bones posing as jagged and sharp teeth. Its tongue is a writhing mass of intestines and gore. No longer can any semblance of those lost to the Amalgamation be found. The king's face still prominently sits above the creature's massive maw, a mocking display of the fragility of the empires of a world not ready to face horrors beyond their comprehension.

The Amalgamation has a multidimensional form that straddles the Material Plane and the Space Between Worlds. Its mere presence acts as an anchor for the dimensional rift that pulls more and more contamination into Drakkenheim.

Amalgamation

Gargantuan Aberration

AC 18 **Initiative** +14 (24)
HP 175 (10d20 + 70) + 175 (10d20 + 70) per player character
Speed 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	30	+10	+17	**DEX**	11	+0	+7	**CON**	27	+7	+14
INT	22	+6	+13	**WIS**	18	+4	+11	**CHA**	20	+5	+5

Skills Arcana +13, Deception +12, Insight +11, Perception +11
Immunities Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned
Senses Truesight 60 ft.; Passive Perception 21
Languages All; telepathy 1 mile
CR 23 (XP 50,000; PB +7)

Traits

Contaminating Presence. A creature that starts its turn within 120 feet of the Amalgamation is subjected to the following effect. *Constitution Saving Throw:* DC 20. *Failure:* The target gains a Contamination level. *Failure or Success:* 14 (4d6) Necrotic damage.

Immutable Form. The Amalgamation has Immunity to any spell or effect that would alter its form.

Malignancy. The Amalgamation can't be teleported or travel to another plane against its will.

Rejuvenation. If the Amalgamation is destroyed in the Mortal World, it reappears 1d10 days later with all of its Hit Points unless its roots in the Space Between Worlds are also destroyed.

Ultimate Corruption. Necrotic damage dealt by the Amalgamation ignores Resistance and treats Immunity as Resistance instead.

Epic Actions

The Amalgamation always takes its turn on Initiative count 20. On its turn, the Amalgamation can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the Amalgamation takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +17, reach 10 ft. *Hit:* 36 (4d12 + 10) Force damage. If the target is a Large or smaller creature Grappled by the Amalgamation, the grapple ends and the target is swallowed. While swallowed, the target has the Blinded and Restrained conditions, has Total Cover from effects originating from outside the Amalgamation, and takes 42 (12d6) Necrotic damage and gains a Contamination level at the start of each of the Amalgamation's turns.

If the Amalgamation takes 50+ damage in a single turn from a creature inside it, it must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which land in spaces within 10 feet of the Amalgamation and have the Prone condition. If the Amalgamation dies, a swallowed creature no longer has the Restrained condition and can escape the corpse using 15 feet of its movement, exiting with the Prone condition.

Tentacle. *Melee Attack Roll:* +17, reach 60 ft. *Hit:* 28 (4d8 + 10) Force damage, and the target has the Grappled condition (escape DC 25). While Grappled, the target has the Restrained condition. The Amalgamation has twelve tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature Grappled by the Amalgamation is thrown up to 60 feet, landing with the Prone condition. If the target strikes a solid surface, it takes 35 (10d6) Force damage. If the target is thrown at another creature, that creature must succeed on a DC 25 Dexterity saving throw or take the same damage and have the Prone condition.

Mind-Breaking Whispers (Recharge 5–6). *Intelligence Saving Throw:* DC 25, one creature within 120 feet of the Amalgamation. *Failure:* The target becomes insane until it finishes a Long Rest. While insane, the target can't take actions, understand other creatures, read, or speak anything but gibberish. A *Greater Restoration* or *Heal* spell ends the effect early. *Failure or Success:* 70 (20d6) Psychic damage.

Forced Mutation (1/Round). Each creature within 120 feet of the Amalgamation with one or more Contamination levels takes 10 (3d6) Necrotic damage and gains a randomly determined mutation.

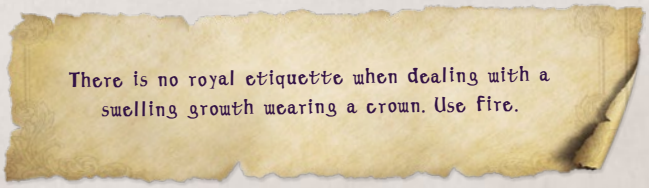
Piper at the Gate (1/Round). A **Pyknic Maunder** appears in an unoccupied space within 30 feet of the Amalgamation, acting after the Amalgamation on Initiative count 20 and under the Amalgamation's direct control. The Amalgamation can have up to ten Pyknic Maunders under its control at a time.

Epic Resistance. The Amalgamation chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The Amalgamation can use this Epic Action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Study the Foe

Characters who have one or more mutations, or who are afflicted with any form of madness gain Advantage on Intelligence (Arcana) checks when they Study the Amalgamation, learning the following based on the result:

(20+) Multidimensional. You recognize its Immunities, and its Rejuvenation, Malignancy, and Immutable Form traits.
(25+) Insatiable Hunger. You know of the creature's Bite attack, as well as its Mind-Breaking Whispers ability.
(30+) Beyond Comprehension. You are aware of its strongest and weakest ability scores and saving throws.



Combat Tactics

The Amalgamation is a formidable foe capable of grappling multiple targets and eating them or throwing them around the battlefield. It constantly summons **Pyknic Maunders** as additional support while it uses Mind-Breaking Whispers to shatter the minds of its greatest threats.

The Amalgamation does not fear any mortal creature, believing itself indestructible to mortal means. It does not flee or cower.

Harvestable Components (Legendary)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor, Goopy Ooze, Acidic Bile. **Organs:** Eyes, Heart, Flesh, Guts. **Natural Weapons:** Tentacles, Teeth. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.
Trophy: The Crown of Westemär

Anomollusk

A colossal snail as wide as a city street with a shell the size of a small house glides slowly into view. Its shell has a kaleidoscopic fractal shimmer, projecting hues of unknown colors that swirl in incomprehensible patterns. As it moves, its shell seems to refract light in ways that seem nonsensical or wrong. You must strain your eyes to look at it wriggle towards you. Its bulbous head ends in two long antennae each holding a small octarine eye. Slimy mucus drips off its flesh, leaving sizzling trails and corroding anything it touches.

When a simple snail latches onto a delerium shard, there is a slight chance it fuses with its shell. These humble creatures can grow to massive proportions if they survive the contamination. Over time, the shells merge with more delerium, mutating the snails into chaotic conduits for erratic magic called an Anomollusk.

Its defensive crystalline shells can also absorb arcane energy. This adaptation disrupts nearby magic, rendering spells and magical weapons unreliable. Attacking an Anomollusk with magic is dangerous, causing wild magic flares and arcane anomalies, giving the creature its name. Driven to consume contaminated flora, Anomollusks inadvertently collect magical energy, making them especially valuable for creating magic items.

Anomollusks are predominantly found in areas like Queen's Park Garden, where the flora is richly imbued with magic. Though sometimes seen in the city's outskirts, they prefer heavily contaminated areas such as around the Crater's Edge. These creatures absorb and occasionally release magical energy from the environment, unleashing sporadic bursts of chaotic magic in the landscape.

In their wake, Anomollusks leave trails of acidic decay–ichors far too toxic even for their bodies to contain for long. Moving with lackadaisical whimsy, they etch eerie patterns into stone and metal, occasionally resembling arcane runes when observed from above. If there is any meaning or purpose behind these markings, none can say for certain.

Study the Foe

Characters proficient in Animal Handling or Survival gain Advantage on Intelligence (Arcana) checks to Study an Anomollusk, learning the following based on the result:

(10+) Powerfully Protected. You learn its Resistances as well as its Shell Reflection Reaction.

(15+) Dangerous Slime. You are aware of its Snail Trail and Creep abilities.

(20+) Slow and Simple Minded. You recognize its strongest and weakest ability scores and saving throws.

Combat Tactics

Drawn to magic, Anomollusk's view spellcasters and those equipped with magic items as delicious morsels. It attacks by first using its Creep action before it tries to Slobber on them. If threatened, it tries to cover the enemy and its territory in acidic slime. If reduced to less than half Hit Points, it attempts to flee.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Goopy Ooze, Acidic Bile, Mucus. **Organs:** Eyes, Guts, Glands. **Hide:** Shell, Skin.

Anomollusk

Huge Monstrosity

AC 18
HP 125 (10d12 + 60)
Initiative -2 (8)
Speed 20 ft., Climb 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	6	-2	-2	**CON**	23	+6	+6
INT	5	-3	+0	**WIS**	8	-1	+2	**CHA**	6	-2	+1

Skills Perception +2, Stealth +5
Resistances Spell damage; Bludgeoning, Piercing, and Slashing from magical attacks
Senses Blindsight 60 ft.; Passive Perception 12
Languages None
CR 8 (XP 3,900; PB +3)

Traits

Snail Trail. When the anomollusk moves through a space, it fills the space with contaminated mucus that remains for 10 minutes. A creature that ends its turn in the mucus is covered in goop and subjected to the following effect. *Dexterity Saving Throw:* DC 17. *Failure:* 20 (8d4) Acid damage, and the target has the Slowed condition. Each time the creature ends its turn with the Slowed condition, it gains a Contamination level. A creature within 5 feet can take an action to clean away the goop, ending the Slowed condition.

Actions

Slobber. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 20 (8d4) Acid damage.

Creep. The anomollusk moves up to its Speed, and can enter the spaces of Large or smaller creatures as it does. Each creature whose space it enters is subjected once to the following effect. *Strength Saving Throw:* DC 17. *Success:* The target is pushed 5 feet away from the anomollusk into a space of its choice. If the target chooses not to move, it suffers the effects of a failure. *Failure:* The target has the Prone condition and is subjected to Snail Trail.

Reactions

Shell Reflection. *Trigger:* The anomollusk takes damage from a spell or magical attack. *Response:* The attacker takes Radiant damage equal to the triggering damage and causes an Arcane Anomaly.

Arcane Wraith

Tattered purple robes hang off the ethereal skeleton drifting silently through the air. Its rune-inscribed skull menacingly chants arcane words as points of octarine light flare from the dark holes of its eyes. Ghostly tendrils flicker and five Academy rings jangle as it raises a skeletal hand, enacting the arcane gestures of its first spell.

An Arcane Wraith is the disembodied, corrupt, undead spirit of an arcane spellcaster who perished violently in Drakkenheim. Delerium affects people with magical skill in unpredictable ways. In their death throes, those with mageborn blood may transform into vile undead, eternally bound to the Haze while retaining a portion of their arcane power twisted into malevolent, shadowy forms. Arcane Wraiths relentlessly hunger for both magical essence and life force. They are particularly aggressive towards living spellcasters, but readily attack anyone carrying magic items, spell components, or delerium crystals.

These wraiths are most frequently seen near highly magical areas, like the Inscrutable Tower, however, they have been spotted elsewhere in the Inner City, and rarely, outside the city walls. Places like potion shops and a mage's former residence are also common haunts for an Arcane Wraith.

Left alone, these spirits ponderously study arcane phenomena, often drawing paradoxical conclusions. They collect scrolls, and spellbooks while scribbling rambling notes. Occasionally, their mad research may uncover a genuine revelation, but discerning discovery from delusion amidst their tattered scrawlings is difficult. A careful approach may allow one to converse with these undead. However, their speech is a convoluted mixture of half-remembered incantations, loquacious postulations, and incoherent babbling. They quickly grow frustrated when interlocutors fail to grasp the brilliance of their work.

Study the Foe

Characters proficient in Arcana gain Advantage on Intelligence (Religion) checks to Study an Arcane Wraith, learning the following based on the result:

(5+) Contaminated Undead. You know the Arcane Wraith's Immunities and Resistances.

(10+) Spellcaster's Spirit. You are aware of its Comet Shards and Nightmare Pattern actions.

(15+) Unstable Intellect. You recognize the monster's strongest ability scores and saving throws.

Combat Tactics

Arcane Wraiths take advantage of their Incorporeal Movement, gliding through walls and small openings, before blasting targets with Comet Shards from above. They use Nightmare Pattern to control foes and focus attacks on those unaffected by the illusion. Occasionally, they collaborate with other undead, such as **Haze Husks** and **Haze Wights**, commanding them like apprentices or minions.

Harvestable Components (Rare)

Animus: Undead. **Fluid:** Contaminated Ichor, Ectoplasm. **Dust:** Undead Dust.

Items: Arcane Wraiths often have 1d3 uncommon potions or spell scrolls collected nearby and may occasionally have a spellbook with 2d6 wizard spells of 3rd level and lower scribbled inside.

Arcane Wraith

Medium Undead

AC 13
HP 67 (9d8 + 27)
Initiative +6 (16)
Speed 0 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	-2	-2	**DEX**	16	+3	+3	**CON**	16	+3	+3
INT	17	+3	+3	**WIS**	10	+0	+0	**CHA**	15	+2	+2

Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from attacks that aren't silvered
Immunities Necrotic, Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft.; Passive Perception 10
Languages The languages it knew in life
CR 6 (XP 2,300; PB +3)

Traits

Incorporeal Movement. The arcane wraith can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The arcane wraith makes three Comet Shard attacks.

Comet Shard. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 21 (4d8 + 3) Force damage, and the target is pushed 10 feet away from the arcane wraith.

Nightmare Pattern (Recharge 5–6). *Intelligence Saving Throw:* DC 14, each creature in a 30-foot Cube centered on a point the arcane wraith can see. *Failure:* The target has the Blinded condition (save ends). While Blinded, the target has the Immobilized condition. The effect ends for the target if it takes damage or another creature takes an action to shake it out of its nightmare. When the effect ends, the target takes 14 (4d6) Psychic damage.

Spellcasting. The arcane wraith casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Mage Hand* (the hand is Invisible), *Minor Illusion*

Beetle Knight

Two insectoid legs hold up the beetle-like creature, rhythmically clacking as it skitters about. Two clawed arms scrabble beneath blade-like limbs as gnashing mandibles chitter under its beady eyes. A massive pincer-like horn protrudes from its helmet-shaped head and a tough blueish-silver shell protects delicate wings hidden beneath.

Beetle Knights represent the mutations found within even the smallest creatures in the aftermath of the meteor's strike. Insects that once crawled up from the soil, out of wall cracks, or from between floor boards have been transformed by contact with delerium and exposure to the Haze. Many have grown monstrously, to humanoid size or even larger.

Beetle Knight shells are thick enough to protect them from most attacks. Their name comes from the way their shells have mutated to resemble plate armor, while scything hands and a massive horn look like a pair of blades and an ornate helm. At a glance, these creatures resemble an armored knight ready for battle.

Beetle Knights commonly hide within the ruins and sewers of Drakkenheim, feeding on Deep Dregs and other smaller creatures. Occasionally, at night, or after heavy rains, Beetle Knights emerge in large numbers, to surprise and overwhelm the unprepared.

Study the Foe

Characters proficient in Animal Handling or Nature gain Advantage on Intelligence (Arcana) checks to study a Beetle Knight, revealing the following based on the result:

(5+) Alien and Unflinching. You identify its condition Immunities.

(10+) Watch Out for that Horn! You recognize its Fling Bonus Action, and Pincer Horn action.

(15+) Slow and Unintelligent. You know its strongest and weakest saving throws.

Combat Tactics

The Beetle Knight is surprisingly agile, rarely standing still in battle. They charge during the first round, flinging enemies aside or attempting to grapple. If possible, they back up to charge again but will otherwise defend with their arm blades. They attempt to flee losing battles where their Hit Points fall below half their maximum.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Guts. **Natural Weapons:** Blades, Mandibles. **Hide:** Carapace.

Beetle Knight

Large Monstrosity

AC 19
Initiative +2 (12)
HP 95 (10d10 + 40)
Speed 30 ft., Climb 20 ft., Fly 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	6	-2	-2	**CON**	18	+4	+4
INT	3	-4	-4	**WIS**	15	+2	+2	**CHA**	5	-3	-3

Immunities Charmed, Frightened
Senses Darkvision 120 ft.; Passive Perception 12
Languages None
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The beetle knight makes two Scything Arm-Blade attacks.

Scything Arm-Blade. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Pincer Horn. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 15 (2d10 + 4) Piercing damage, or 26 (4d10 + 4) Piercing damage if the beetle knight moved 20+ feet straight toward the target immediately before the hit. If the target is Medium or smaller, it has the Grappled condition (escape DC 14). While Grappled, the target has the Restrained condition and the beetle knight can't use its Pincer Horn against another target.

Bonus Actions

Fling. *Strength Saving Throw:* DC 14, one creature Grappled by the beetle knight. *Failure:* The target is thrown up to 1d6 × 10 feet, landing with the Prone condition. If the target strikes a solid surface, it 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 14 Dexterity saving throw or take the same damage and have the Prone condition.

Reactions

Carapace Parry. *Trigger:* A creature the beetle knight can see hits it with an attack. *Response:* The beetle knight adds 2 to its AC against that attack, possibly causing it to miss.

Belfray

A shrill screech pierces the air as a large, misshapen bat swoops overhead. Its outstretched wings resemble elongated human arms, with flesh pulled taut to its deformed body. Rows of hooked fangs fill its maw below bulging, red eyes and a sniveling snout.

Once a common sight, bats in Drakkenheim have swelled in both number and form. Many are now as large as dogs with wingspans stretching almost six feet. Insects no longer satisfy their thirst for blood and they crave the taste of flesh.

Belfrays are nocturnal and seldom encountered during the day. Even within the Haze, they prefer the nightly octarine glow to the strange hazy days.

When night falls, Belfrays gather atop old towers and flutter through the streets. They can be found hanging from old lamp posts and in the rafters of ruined houses, waiting to swoop down upon passing creatures. They are most often found in the city's highest locations such as Castle Drakken, the Clock Tower, the Inscrutable Tower, and a some of the city's larger buildings.

Belfrays mostly feast on Ratlings, but many victims have been surprised by these creatures swarming from the darkness. One should always be wary of damp and dark spaces where a handful of Belfrays could lurk. Disturbing them might be your last mistake.

Belfray

Medium Monstrosity

AC 14
HP 104 (11d10 + 44)
Initiative +10 (20)
Speed 20 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	19	+4	+7	**CON**	18	+4	+7
INT	7	-2	-2	**WIS**	14	+2	+5	**CHA**	5	-3	-3

Skills Stealth +7
Resistances Necrotic, Poison
Immunities Poisoned, Blinded
Senses Blindsight 60 ft.; Passive Perception 12
Languages None
CR 6 (XP 2,300; PB +3)

Traits

Flyby. The belfray doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Keen Hearing. The belfray has Advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The belfray makes two Claws attacks and one Bite attack. It can replace its Bite with Sonic Blast, if available.

Claws. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 15 (2d10 + 4) Slashing damage.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage, and the target has the Enfeebled condition until the end of the belfray's next turn. The belfray regains Hit Points equal to the damage dealt by its Bite.

Sonic Blast (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot Emanation originating from the belfray that can hear it. *Failure:* 22 (4d8 + 4) Thunder damage, and the target has the Weakened condition (save ends). *Success:* Half damage only.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the belfray takes the Hide action.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Belfray, learning the following based on their result:

(5+) Accustomed to the Dark. You understand the Belfray's damage Resistances and Immunities.

(10+) Flying Blood-Drinker. You recognize its Flyby and Keen Hearing features, and Enfeebling Bite attack.

(15+) Weak Mind. You know the Belfray's strongest and weakest ability scores and saving throws.

Combat Tactics

The Belfray attempts to strike with a Sonic Blast from the shadows before engaging. Once a target is weakened, it swoops in with its claws. When damaged, Belfrays Bite, feeding on the blood of their victims to regain strength. It uses movement to stay away from threats, diving to attack before flying to a safe distance. If reduced below half of its maximum Hit Points, it attempts to fly away.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Heart, Guts. **Bones:** Skull, Spine. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin, Webbed Membrane.

Big Linda

The ground shudders beneath the approach of a monstrosity: a pale, green-white, bipedal reptile. A huge mouth dominates its skull-like face, as acidic saliva drips between rows of razor-sharp teeth. Spines run down its back and tail, and it's great body is supported by two trunk-like legs, though its feeble forearms appear nearly useless. It roars a sound like rent metal as it charges forward to devour you.

"Big Linda has proven well worth the lives I spent to capture her. She is the prize champion of my fighting pit, and a loyal friend. I am very much excited for you to meet her. Also, before you ask, yes, she bites"

—The Queen of Thieves

Hidden beneath the ruins of Drakkenheim, the enigmatic Queen of Thieves has a vast arena where the ambitious battle for a chance to win her favor. Those who climb its ranks must ultimately face the Queen's favorite pet: a monstrous reptilian creature affectionately nicknamed "Big Linda." Should any survive a minute in the pit—or manage to slay the beast—the Queen of Thieves promises anything within her power to grant. Of course, no one has yet claimed this prize.

Pit fighters are often puzzled by the Queen's calm smirk when they believe they can gain her favor. Few realize that each victory brings them ever closer to a tragic end in Big Linda's jaws while a crowd of thieves cheers on their gruesome deaths.

Big Linda was first spotted in the ruins near King's Gate hunting trolls. No creature like her has been seen, and it remains unclear how the Queen captured the beast. It's thought that she herself played a role, since no one hired for the mission is still alive. Even the crew she paid to deliver the caged beast met their deaths at the hands of a Hooded Lanterns patrol shortly thereafter.

It remains a mystery what creature transformed to become Big Linda, perhaps a mutated bird, or an overgrown gecko. The only creature remotely resembling it is the old dinosaur skeleton in the Drakkenheim museum, but even then, the many differences bring up a slew of questions as to its origin.

Big Linda

Huge Monstrosity

AC 17
HP 168 (16d12 + 48)
Initiative +4 (14)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	25	+7	+7	**DEX**	10	+0	+0	**CON**	19	+4	+4
INT	2	-4	-4	**WIS**	12	+1	+1	**CHA**	9	-1	-1

Skills Perception +5
Immunities Acid
Senses Blindsight 30 ft.; Passive Perception 15
Languages None
CR 9 (XP 5,000; PB +4)

Traits

Rejuvenation. If Big Linda is destroyed and her corpse is left within an area of the Deep Haze for 1 hour, she is revived with all of her Hit Points.

Regeneration. When Big Linda starts her turn in an area of the Deep Haze, she regains 10 Hit Points. Big Linda dies only if she starts her turn with 0 Hit Points and doesn't regenerate.

Actions

Multiattack. Big Linda makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 33 (4d12 + 7) Piercing damage, and if the target is Medium or smaller, it has the Grappled condition (escape DC 19). While Grappled, the target has the Restrained condition and Big Linda can't Bite another target.

Tail. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 20 (3d8 + 7) Bludgeoning damage.

Acid Spew (Recharge 5–6). *Dexterity Saving Throw:* DC 16, each creature in a 30-foot Cone. *Failure:* 63 (14d8) Acid damage. *Success:* Half damage.

Although the Queen keeps Big Linda well-fed and securely contained, she is aware the monstrosity is barely under her control. Maintaining the beast's feeding schedule of fresh "challengers" is difficult and few handlers last more than a week before being gobbled up. The position is seen as a death sentence rather than any position of prestige amongst the Queen's Men.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study Big Linda, revealing the following based on their result:

(10+) Hard to Kill. You know Big Linda's damage Immunities as well as its Rejuvenation and Regeneration traits.
(15+) Acidic Mucus! You're aware of her Acid Spew attack.
(20+) Big, Clumsy, and Dumb. You recognize Big Linda's highest and lowest ability scores and saving throws.

Combat Tactics

Big Linda sends Acid Spew against groups of opponents. She then tries to optimize her Bite and Tail attacks by placing herself within her enemies. She is hesitant to leave the Deep Haze but is also not smart enough to resist chasing those who antagonizing her. She rarely flees unless severely wounded, wherein she will seek the safety of the Deep Haze to recover.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Acidic Bile. **Organs:** Eyes, Heart, Guts, Glands, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth. **Hide:** Skin.

Bigger Linda

Gargantuan Aberration

AC 20 **Initiative** +14 (24)
HP 74 (4d20 + 32) + 74 (4d20 + 32) per player character
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	29	+9	+9	**DEX**	15	+2	+8	**CON**	26	+8	+14
INT	2	-4	-4	**WIS**	15	+2	+8	**CHA**	10	+0	+6

Skills Athletics +15, Perception +14
Resistances Poison
Immunities Acid, Necrotic
Senses Blindsight 60 ft., Passive Perception 24
Languages None
CR 20 (XP 25,000; PB +6)

Traits

Rejuvenation. If Bigger Linda is destroyed and her corpse is left within an area of the Deep Haze for 1 hour, she is revived with all of her Hit Points.

Regeneration. When Bigger Linda starts her turn in an area of the Deep Haze, she regains 20 Hit Points. Bigger Linda dies only if she starts her turn with 0 Hit Points and doesn't regenerate.

Haze Aura. A creature that starts its turn within 30 feet of Bigger Linda is subjected to the following effect. *Constitution Saving Throw:* DC 22. *Failure:* The target gains a Contamination level. *Failure or Success:* 14 (4d6) Necrotic damage.

Siege Monster. Bigger Linda deals double damage to objects and structures.

Immutable Form. Bigger Linda has Immunity to any spell or effect that would alter her form.

Epic Actions

Bigger Linda always takes her turn on Initiative count 20. On her turn, Bigger Linda can use her movement and interaction as normal. However, she does not take an action or Bonus Action on her turn unless forced to do so by a spell or other effect. Instead, Bigger Linda takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +15, reach 10 ft. *Hit:* 35 (4d12 + 9) Piercing damage, and if the target is Large or smaller, it has the Grappled condition (escape DC 23). While Grappled, the target has the Restrained condition and Bigger Linda can't Bite another target.

Tail. *Melee Attack Roll:* +15, reach 15 ft. *Hit:* 22 (3d8 + 9) Bludgeoning damage, and if the target is Large or smaller, it is pushed 20 feet away from Bigger Linda and has the Prone condition.

Stomp. *Melee Attack Roll:* +15, reach 5 ft. *Hit:* 25 (3d10 + 9) Bludgeoning damage. *Constitution Saving Throw:* DC 23. *Failure:* The target has the Staggered condition (save ends).

Breathe Deep. Bigger Linda's Breath Weapon recharges. Bigger Linda can only take this Epic Action as the first Epic Action she uses this round. After using this Epic Action, Bigger Linda can't take her Bite Epic Action until the start of the next round.

Breath Weapon (Special Recharge). *Dexterity Saving Throw:* DC 22, each creature in a 60-foot long, 5-foot wide Line. *Failure:* 31 (7d8) Necrotic damage plus 31 (7d8) Force damage, and the target gains a Contamination level. *Success:* Half damage only.

Trampling Rampage (Recharges When Bloodied). Bigger Linda moves up to her Speed in a straight line, moving through the space of Large or smaller creatures in her path. She makes one Stomp attack against each creature she moves through.

Teleport (1/Round). Bigger Linger teleports up to 120 feet to an unoccupied space she can see within the Deep Haze.

Epic Resistance. Bigger Linda chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on her. Bigger Linda can use this Epic Action even if she would otherwise be unable to take actions, her actions are being controlled by another creature, or if a spell or effect alters her game statistics.

Bigger Linda

Thundering through the streets of Drakkenheim with a crash, the infamous pet of the Queen of Thieves has mutated and enlarged to unfathomable proportions. The Haze swirls around it, and octarine energy pulses in its sunken eye sockets. The broken hafts of weapons and old arrows are embedded into its scales, stuck deeply between its regenerated flesh. Its spined back is illuminated by webs of glowing octarine veins; its wide snout is filled with jagged teeth. As it opens its maw wide, the building contaminated energy at the back of its throat begins to glow.

If Big Linda ever escapes the confines of the Queen of Thieves, the beast will no doubt return to the ruins of Drakkenheim and immediately seek out new hunting grounds. However, Big Linda's containment has stunted her true growth potential. Once freed, the longer Big Linda spends directly exposed to the energies the Haze, the more she grows. As she grows, new mutations begin to form, further amplifying her ferocity, predatory senses, and resilience. If left unchecked, Big Linda might become the apex predator of Drakkenheim—Bigger Linda.

Bloated Hive

Dripping with sweet smelling pus and mucus, the creature shuffles about on spindly limbs like a gangly ape. It has long gnarled fingers and an emaciated whip-cord thin frame. Where there should be a head there is instead a mass of pulsing flesh covered in gaping pores that extend down its neck and across its shoulders. Its body writhes with thousands of bugs crawling beneath its skin and swarming around its head. They burrow in and out of open wounds and sores and buzz in and out of its pores. It smells faintly of honey and sweat, and gurgles painfully amidst the chorus of buzzing and clicking of insects, as if the thing is painfully aware of its wretched state.

The Bloated Hive is a product of contamination that seems to have turned people into walking hives of insects. Some suspect the honey farms on the outskirts may have been the main source of these strange mutations, causing the apiarists and their hives to warp together, fusing into a grotesque and tortured creature. Their upper torso and head are now a writhing mass of open pores like a beehive, with bugs swarming in and out. They lumber around the ruins looking for nesting places where their hive can thrive. Many Bloated Hives operate alone, but sometimes a much more horrifying event occurs, where a single colony begins to occupy multiple Bloated Hives, forming a horrifying network.

The Bloated Hive tends to hide itself in the dark corners of ruins, often seeking the most damp and warm locations in the city. Many hives have been found along the Drann River within the Inner City, a large group of them living under Champion's Bridge, and even more in the sewers, Queen's Park Garden, and a sparse few in the woods to the north of Drakkenheim. Whenever traversing into dark and damp areas in the city, be on the lookout for an increase in insect activity and the sound of buzzing.

A Bloated Hive cannot speak, and acts on the whims of its occupants more so than its own free thought. Its mind is now a broken thing, connected inherently to the hive mind of a swarm of insects, but within that is a tortured human struggling for sentience. Some Bloated Hives have been known to respond to kind words, trinkets of their former selves, or music they recognize. Though these moments of subtle sentience are fleeting, as the hive reacts quickly to the feeling of an unwanted psyche struggling for dominance within the hive mind and could trigger a frenzied tantrum if not handled delicately.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Bloated Hive, recognizing the following based on their result:

(5+) Sightless Awareness. You know the creature's Immunities and senses.

(10+) Endless insects! You are aware of the creature's Spawn Swarm action and Disrupt the Hive trait.

(15+) Frail. You recognize the Bloated Hive's strongest and weakest ability scores and saving throws.

Combat Tactics

The Bloated Hive is usually a solitary creature that spends its time cowering in dark corners living out its cursed life as nothing more than a conduit for its colony. In combat, they focus entirely on keeping their distance from threats and spawning swarms of insects to defend themselves. If cornered, the Bloated Hive uses its Claws and Distracting Swarm before moving back into the shadows and attempting to escape and find a new nest.

Larger packs of Bloated Hives are much braver and more violent, and actively hunt and pursue targets until their numbers are less than their prey. Places where large colonies gather are dangerous. The Bloated Hives work in unison to protect their nests. Only if they become outnumbered do they flee.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Mucus, Sap. **Organs:** Guts, Glands, Flesh. **Bones:** Spine, Ribs. **Natural Weapons:** Claws. **Hide:** Skin.

Bloated Hive

Medium Monstrosity

AC 15
HP 82 (11d8 + 33)
Initiative +5 (15)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	**DEX**	16	+3	+3	**CON**	16	+3	+3
INT	11	+0	+0	**WIS**	12	+1	+1	**CHA**	5	-3	-3

Immunities Blinded, Frightened
Senses Tremorsense 60 ft.; Passive Perception 11
Languages None
CR 4 (XP 1,100; PB +2)

Traits

Insect Swarm. The bloated hive emits a 10-foot Emanation of buzzing insects. A creature that starts its turn in the Emanation takes 10 (3d6) Necrotic damage.

Disrupt the Hive. When the bloated hive dies, it immediately spawns a **Swarm of Contaminated Insects** in its space.

Actions

Multiattack. The Bloated Hive makes two attacks.

Claws. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Slashing damage.

Spawn Swarm (Recharge 5–6). The bloated hive creates a **Swarm of Contaminated Insects**, which appears in an unoccupied space within 5 feet. The swarm takes its turn immediately after the bloated hive.

Bonus Actions

Distracting Swarm. The bloated hive causes its Insect Swarm to fly in the face of a creature within 5 feet of it. The target can't take Reactions until the end of the bloated hive's turn.

Swarm of Contaminated Insects

Medium Swarm of Tiny Beasts

AC 12
HP 22 (5d8)
Initiative +2 (12)
Speed 0 ft., Fly 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	-4	-4	**DEX**	15	+2	+2	**CON**	10	+0	+0
INT	1	-5	-5	**WIS**	7	-2	-2	**CHA**	1	-5	-5

Resistances Bludgeoning, Necrotic, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 10 ft.; Passive Perception 8
Languages None
CR 1 (XP 200; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Contaminated Bites. *Melee Attack Roll:* +4, reach 0 ft. *Hit:* 10 (3d6) Necrotic damage, or 3 (1d6) Necrotic damage if the swarm has the Bloodied condition. *Constitution Saving Throw:* DC 10. *Failure:* The target gains one Contamination level.

Bojack

This creature, which appears to be a dead horse flopped on its back, convulses and its stomach suddenly splits open, exposing its intestines and organs. Long, spindly, arachnid-like legs violently sprout from its torso as its stomach opens into a maw filled with sharp jagged teeth formed from the splayed rib cage of the beast. The horse legs limply hang in the air, as the creature skitters towards you with intense speed, intestines flapping around its maw like a sickly tongue. The head of the horse dangles lifelessly, but its mouth still gnashes and salivates acidic bile.

Many valiant warriors have ridden into Drakkenheim mounted on a loyal steed, not realizing that the rubble and wreckage filling the streets makes the ruins an unsuitable environment for a horse. Often, these poor animals must be abandoned not long after entering the ruins, injured from the unstable terrain. Prime targets for other predators, the horses are often tragically slaughtered. However, when their corpses are left behind, a parasite-like mutation festers within them, causing their skin to erupt with spider-like limbs, pincers, and maws.

Bojack

Large monstrosity

AC 15
HP 93 (11d10 + 33)
Initiative +10 (20)
Speed 60 ft., climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	18	+4	+4	**CON**	16	+3	+3
INT	3	-4	-4	**WIS**	12	+1	+1	**CHA**	5	-3	-3

Skills Stealth +10
Immunities Charmed, Frightened
Senses Blindsight 120 ft., Passive Perception 11
Languages –
CR 5 (XP 1,800; PB +3)

Traits

Spider Climb. The bojack can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

False Appearance. While the bojack remains motionless, it is indistinguishable from a normal animal corpse.

Sudden Death. Creatures that haven't yet taken a turn in combat are Helpless against attacks made by the bojack.

Actions

Multiattack. The bojack makes two attacks, using Impaling Limbs or Corrosive Mucus in any combination.

Impaling Limbs. *Melee Attack Roll:* +7 to hit, reach 10 ft. *Hit:* 18 (4d6 + 4) Piercing damage and the target is Bleeding (2d6). While Bleeding in this way, the target is also Slowed.

Corrosive Mucus. *Ranged Attack Roll:* +7 to hit, range 30/60 ft. *Hit:* 14 (4d4 + 4) Acid damage and the target is Burning (2d4 Acid). While Burning in this way, the target's AC becomes 10 + its Dexterity modifier.

Bonus Actions

Predatory Cunning. The bojack takes the Dash, Disengage, or Hide action.

Disguising themselves as mere corpses strewn across the dark and misty streets of the ruined city, one can hardly differentiate a Bojack from a dead horse. With their spider limbs they can scurry along walls and ceilings with ease, and barely make a sound. They move with lightning-fast speed, able to scuttle across a city street in mere seconds. This terrifying speed, ease of traversing the terrain, and ability to disguise itself have made them a deadly threat to adventurers in the city.

One of the most horrifying recorded encounters with Bojacks in Drakkenheim came from an early report from Hooded Lantern scouts investigating old stables south of Champion's Gate near the city outskirts. They reported finding "piles of dead horses buzzing with large, mutated flies feasting on the meat." The report goes on to speak of several of the horse corpses suddenly "bursting open" with "insectoid legs and a horrible maw formed from the splayed rib cage of the dead beasts." The report describes the speed and ferocity displayed in the immediate strike, with nearly an entire squad of eight Hooded Lantern scouts ripped to shreds in only a matter of seconds while the remaining Lanterns fled back out of the city.

One of the surviving Hooded Lanterns, Sten Livingston Sr., was brave enough to volunteer to lead the following expedition into the ruins. On the road into the city a dead and bloated horse corpse lay on the side of the road. Livingston stopped his troops and approached the beast with weapons drawn, kicking the corpse to check if it would spring to life. The corpse remained motionless. It has since become a tradition spread through the Lanterns, and even into new adventuring parties, to kick the horse on the way into Drakkenheim. Many have chalked this up to a sign of good luck, not realizing the harrowing story and the lives lost that caused this strange tradition.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Bojack, learn the following based on their result:

(10+) Parasitic Mutation. You recognize the Bojack's Immunities and senses.
(15+) Acidic Ambusher. You're aware of the creature's Corrosive Mucus and Impaling Limbs attacks.
(20+) Fast and Cunning. You know the Bojack's strongest and weakest ability scores and saving throws.

Combat Tactics

The Bojack is an ambush skirmisher. It waits for the opportune moment to strike, attempting to surprise as many targets as possible. After it surprises its prey, it attacks with its Impaling Limbs or Corrosive Mucus and uses its Predatory Cunning to move out of melee range.

The Bojack can climb walls and will try and skitter up buildings or behind walls, springing back out to attack before escaping again. If brought below 20 Hit Points, the Bojack attempts to Dash away and Hide.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Acidic Bile, Mucus. **Organs:** Heart, Guts, Glands. **Bones:** Spine. **Natural Weapons:** Blades. **Hair:** Fur, Hair. **Hide:** Skin.

Cacophonous Chimera

The Cacophonous Chimera's three heads include a chittering rat, a screeching harpy, and a howling garmyr, which together perform a madness-inducing chorus as they slaughter their prey. Its forelimbs are clawed rat-like paws, its rear legs are avian talons, and the beast's colossal furry body is borne upon massive wings of blood-red feathers with a slithering lamprey eel for a tail.

The Cacophonous Chimera emerged from a catastrophic convergence of several creatures — a Garmyr, Deep Dreg, Manticore, Ratling, and a Harpy — amidst a fierce battle. Caught in a terrible arcane anomaly, these creatures were unwillingly combined into this single, horrific form. Each head retains the memories and instincts of its original form, driving the chimera in a constant battle for dominance and survival. This relentless conflict within itself fuels its madness and aggression towards anything it encounters in the ruins.

The Cacophonous Chimera lives in a constant state of internal discord as its three heads, each with its own predatory instincts, vie for control over its body. The constant bickering and screaming among the heads produce a sound that reverberates painfully within the skulls of all who hear it, inducing terror, confusion, and madness. Depending on which head momentarily gains dominance, the tone and effect of their combined shrieking varies, leaving their prey disoriented and defenseless.

This terror hunts throughout the Outer City, making lairs within the crumbling ruins of the Spokes Merchant's Exchange. The main tower was one of the tallest buildings outside Drakkenheim's walls and functioned as a hub for traders and local craftspeople to conduct business without needing to travel to the bustling market square of the Inner City. The structure has become a ramshackle ruin, the crooked spire compromised by the constant shrieking of the chimera. Still, this strategic perch not only provides an ideal vantage point for the monstrosity. The structural damage also dissuades other monsters and adventurers from intruding on the chimera's personal domain.

Roleplaying Traits

The following traits can be used to inspire roleplaying the Cacophonous Chimera:

- **Personality Trait:** "Just ONCE can we chat with someone a little before we eat them? RARGH! STOP TALKING! RIP AND TEAR! NO! NO! NO! Our stomach is FOUR TIMES bigger than it used to be! I'm STARVING!"
- **Bond:** "We're fused together. Although each of us wants to be separated, in truth we're afraid of what would happen if we were ever torn apart."
- **Ideal:** "I make such wonderful music! Each howl, shriek, and chitter resonates to form a deadly orchestra. I can't stand silence!"
- **Flaw:** "We're constantly arguing. Our internal strife often distracts us from opportunities or leads us into traps, as we can't agree even on the simplest decisions."

Study the Foe

Charactesr proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they Study a Cacophonous Chimera, learning the following based on their result:

(15+) Freakish Fusion. You're aware of the chimera's Epic Resistance Epic Action.

(20+) Fighting for Control. You recognize the chimera's Cacophony Epic Action, noting that if the creature could be silenced, it would be far less formidable.

(25+) Powerful but Distracted. You understand its strongest and weakest ability scores and saving throws.

Combat Tactics

Desperate to eat and consume, the Cacophonous Chimera viciously attacks prey on sight despite the desires of its harpy head to engage in a little conversation first. The Cacophonous Chimera is not a very subtle hunter. Its prey can hear it coming by the sound of its droning cacophony from at least a city block away, which may give them opportunity to prepare, hide, or flee.

The range of its Cacophony can affect creatures before they can see the chimera itself. By the time the chimera arrives, its prey may be shaken and immobilized by the sound. Depending on how ravenous and furious it is, the chimera closes with its prey and tears them apart using its Claws, Bite, and Tail.

Against a target that shows resilience to its cacophony or who retaliates with formidable attacks of their own, the chimera keeps a middle distance, trying to keep out of melee range while leaving its foes in its Cacophonous Chorus aura. However, its ravenous Garmyr head and Ratling head can often get in the way of the better judgment here, prompting the chimera to engage in melee even when it would not be advantageous. Furthermore, the three creatures are generally too busy arguing or overconfident to think twice about the actual danger and stakes they might be facing, and so may need to be grievously wounded before fleeing is an option.

Harvestable Components (Very Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Fur, Hair, Feathers. **Hide:** Skin, Webbed Membrane.

EPIC

Cacophonous Chimera

Huge Monstrosity

AC 18 **Initiative** +7 (17)
HP 54 (4d12 + 28) plus 54 (4d12 + 28) per player character
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	**DEX**	15	+2	+2	**CON**	25	+7	+12
INT	13	+1	+6	**WIS**	17	+3	+8	**CHA**	18	+4	+9

Skills Perception +8
Senses Darkvision 60 ft.; Passive Perception 18
Languages Abyssal, Common
CR 13 (XP 10,000; PB +5)

Traits

Cacophonous Chorus. The cacophonous chimera creates a 30-foot Emanation of noise. A creature that starts its turn in the Emanation that can hear it takes 10 (3d6) Thunder damage.

Keen Sight and Smell. The cacophonous chimera has Advantage on Wisdom (Perception) checks that rely on sight or smell.

Epic Actions

The cacophonous chimera always takes its turn on Initiative count 20. On its turn, the cacophonous chimera can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the cacophonous chimera takes one of the following Epic Actions at the end of each player character's turn:

Claws and Talons. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 11 (1d10 + 6) Slashing damage, and if the target is Large or smaller, it has the Prone condition.

Contaminated Bite (1/Round). *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 17 (2d10 + 6) Piercing damage plus 10 (3d6) Necrotic damage. *Constitution Saving Throw:* DC 17. *Failure:* The target gains a Contamination level.

Lamprey Tail. *Melee Attack Roll:* +11, reach 30 ft. *Hit:* 13 (2d6 + 6) Piercing damage, and the target has the Bleeding condition (2d4).

Aerial Maneuver (1/Round). The cacophonous chimera flies up to its Speed without provoking Opportunity Attacks.

Cacophony (1/Round). The cacophonous chimera's three heads sing a discordant song. The effect of the song varies based on which of the chimera's head is taking the lead. Each time the cacophonous chimera uses this Epic Action, it can't use the same effect it chose last round.

- **Bewildering Chitter (Ratling).** *Intelligence Saving Throw:* DC 17, each creature in a 300-foot Emanation originating from the chimera that can hear it. *Failure:* 10 (3d6) Psychic damage, and the target has the Bewildered condition (save ends).
- **Chilling Howl (Garmyr).** *Wisdom Saving Throw:* DC 17, each creature in a 300-foot Emanation originating from the cacophonous chimera that can hear it. *Failure:* 10 (3d6) Cold damage, and the target has the Immobilized condition (save ends).
- **Staggering Screech (Harpy).** *Charisma Saving Throw:* DC 17, each creature in a 300-foot Emanation originating from the cacophonous chimera that can hear it. *Failure:* 10 (3d6) Necrotic damage, and the target has the Staggered condition (save ends).

Wing Blast. *Strength Saving Throw:* DC 17, each creature within 15 feet of the cacophonous chimera. *Failure:* 13 (2d6 + 6) Thunder damage, and the target is pushed 10 feet away from the chimera. *Success:* Half damage only.

Epic Resistance. The cacophonous chimera chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The cacophonous chimera can use this Epic Action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Reactions

Crescendo of Chaos (1/Day). *Trigger:* The cacophonous chimera becomes Bloodied. It can take this Reaction even if it has the Incapacitated condition or is otherwise unable to take Reactions. *Response:* All conditions and spells on the cacophonous chimera immediately end unless it chooses to be affected by them, and it can move up to its Speed without provoking Opportunity Attacks and ignoring Difficult Terrain.

It then unleashes a blast of thunderous power. Creatures within 300 feet of it who can hear it are subjected to the following effect. *Wisdom Saving Throw:* DC 17. *Failure:* 17 (5d6) Thunder damage plus 17 (5d6) Psychic damage, and the target has the Prone condition and can't stand until the end of its next turn.

Chitter

Scampering up the wall is a creature the size of a hound. It resembles a mostly hairless squirrel save for its bushy tail and patchy tufts of mottled fur. Its eyes are glassy and milk white, and its mouth seems almost human, sporting huge, pearly white teeth that grin maniacally. It frantically clambers upward, while chittering a maddening chorus with its clacking teeth.

The Queen's Park Gardens are one of the most heavily contaminated areas in the city. Its massive gardens and trails were once a place of lush beauty, thick with trees, floral arrangements, topiary masterpieces, tranquil groves, and an abundance of wildlife. Drakkenheim's contamination warped all things, monstrously changing the creatures within. Now even the squirrels, which occupied the gardens in large numbers, are feral and mutated. Those wandering forested areas should be wary of chittering sounds echoing through the trees. These monsters attack in numbers, their clacking teeth maddening those nearby. The once friendly squirrels that locals would stop to feed now feed whether you want them to or not.

Chitters are also encountered along the heavily wooded northern outskirts of Drakkenheim and much of the farmlands surrounding the city. These places are not free from contamination; Chitters have been seen roaming like packs of feral dogs through the fields or lurking near woods. Chitters now occasionally roam the streets in the center of the city, climbing towers and buildings before leaping down onto their prey. No longer confined to the gardens, the city is their hunting ground and its ruins make wonderful homes for packs of Chitters.

Study the Foe

Characters proficient in Animal Handling gain Advantage on Intelligence (Nature) checks to Study a Chitter, learning the following based on their result:

(5+) Wall Crawling. You are aware of its climb speed, its Running Leap trait, and its Slow Fall feature.

(10+) Madding Noise. You know of its Chitter attack action.

(15+) Simple Minded. You recognize its mental ability scores and saving throws.

Combat Tactics

Chitters often attack in a small group. Usually two to three that form a family will stick together. The mutated squirrels have been known to be quite territorial and hostile, even to other Chitter families who try to infringe on their territory.

Chitters are excellent climbers, capable of falling a great distance without fear of hurting themselves. It is not uncommon for Chitters to be found in tall buildings, or up on the top floor of ruined houses, or hard-to-reach rooftops or attics. Chitters charge their enemies and leap at them, attempting to disable them with their chittering, and relying on their Claws and Bite. Chitters protect their homes with determined ferocity, but if reduced to less than a third of their Hit Points, they leap and clamber away.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Ribs, Spine. **Natural Weapons:** Teeth, Claws. **Hair:** Fur. **Hide:** Skin.

Chitter

Medium Monstrosity

AC 14
HP 67 (9d8 + 27)
Initiative +5 (15)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	16	+3	+3	**CON**	16	+3	+3
INT	9	-1	-1	**WIS**	12	+1	+1	**CHA**	11	+0	+0

Senses Blindsight 60 ft., Tremorsense 60 ft.; Passive Perception 11
Languages None
CR 4 (XP 1,100; PB +2)

Traits

Running Leap. As long as the chitter has moved 20+ feet this turn, it has a high jump and long jump of 30 feet.

Actions

Multiattack. The chitter makes two Sharpened Claws attacks and one Acrid Bite attack. It can also use Chitter, if available.

Acrid Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 14 (4d6) Necrotic damage.

Sharpened Claws. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

Chitter (Recharge 5–6). *Wisdom Saving Throw:* DC 13, each creature within 120 feet of the chitter that can hear it. *Failure:* The target has the Dazed condition until the end of the chitter's next turn.

Bonus Actions

Aggressive. The chitter moves up to its Speed toward a Hostile creature it can see. If it ends this movement adjacent to the creature, it gains Advantage on attack rolls against that creature until the end of its turn.

Reactions

Slow Fall. *Trigger:* The chitter takes falling damage and doesn't have the Incapacitated condition. *Response:* The triggering damage is reduced to 0.

Crater Wurm

The earth trembles, vibrating pebbles and dust. A deep rumble wells from below. Suddenly, stone cracks, extruding a titanic wurm. It rears its massive head, opening a petal-like mouth filled with long jagged crystalline teeth all pointed into its throat. Its body is covered in mudy purple plates with octarine spines jutting from between. Its hot breath sends octarine slime flying as it dives toward you.

Those who dared venture into the Crater Basin returned with harrowing tales of the tremendous Crater Wurms. They describe the earth shaking moments before a gargantuan wurm breaches the surface, swallowing creatures in its path. Curiously, the wurms are only seen in the desolate crater. Few understand how such gigantic creatures, let alone multiple wurms, can survive here, or why they do not leave to hunt elsewhere.

In truth, Crater Wurms mainly subsist on inorganic minerals found in the dirt, mud, and rock they burrow through, requiring little organic matter. The wurm's gullet functions like a contaminated crucible: minerals, rock, and living matter are broken down and crystallized, with delerium expelled as waste. Crater Wurms spend most of their lives underground, creating miles of twisting tunnels filled with glittering delerium, only surfacing in the Crater Basin to reproduce. Though none have yet seen the event, the wurm's massive form splits, releasing young from the carcass.

Perhaps no creature in Drakkenheim is more responsible for the deeply rooted contamination than Crater Wurms. The continued existence of these monsters could see the world transform into a contaminated wasteland. Tunneling below the surface, they have spread contamination deep into the bowels of the earth. Indeed, all the crystals scattered across the surface, the rich veins of delerium near the Scar, and the great deposits around the Crater itself pale in comparison to the mass of delerium left buried far underground by the Crater Wurms.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they Study a Crater Wurm, learning the following based on their result:

(15+) Subterranean Threat. You know it has Tremorsense and that it creates tunnels when digging through rock.

(20+) Earth Shaker. You're aware of the Crater Wurms' Breach and Bite attacks.

(25+) Blunderous Brute. You recognize the Crater Wurms' strongest and weakest ability scores and saving throws.

Combat Tactics

Crater Wurms disregard other creatures, viewing them as only morsels to consume. All are as the dust of the earth to it—simply food. These wurms understand that creatures they devour often try to flee. Their favored tactic is to remain buried until their Tremorsense detects movement. They then surface with its Breach action, making Bite attacks, swallowing nearby Prone creatures. They dive beneath the ground once at least one creature is swallowed, or if reduced to half its Hit Point maximum.

Harvestable Components (Very Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Heart, Guts. **Natural Weapons:** Teeth, Needles. **Hide:** Plates.

Crater Wurm

Gargantuan Monstrosity

AC 18
HP 247 (15d20 + 90)
Initiative +8 (18)
Speed 50 ft., Burrow 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	28	+9	+9	**DEX**	7	-2	-2	**CON**	22	+6	+11
INT	1	-5	-5	**WIS**	8	-1	+4	**CHA**	4	-3	-3

Senses Blindsight 30 ft., Tremorsense 60 ft.; Passive Perception 9
Languages None
CR 15 (XP 13,000; PB +5)

Traits

Tunneler. The crater wurm can burrow through solid rock at half its Burrowing Speed and leaves a 10-foot diameter tunnel in its wake.

Actions

Multiattack. The crater wurm makes a Bite attack, then makes Bite attacks against each creature adjacent to the first target.

Bite. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 35 (4d12 + 9) Piercing damage, and if it is Large or smaller, the target is subjected to the following effect. *Dexterity Saving Throw:* DC 22. *Failure:* The target is swallowed by the wurm. The target has the Blinded and Restrained conditions, has Total Cover against effects originating from outside the wurm, and takes 36 (8d8) Necrotic damage at the start of each of the wurm's turns. A creature that takes this Necrotic damage must also succeed on a DC 19 Constitution saving throw or gain one Contamination level.

If the wurm takes 30+ damage on a single turn from a creature inside it, it must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which land in spaces within 10 feet of the wurm with the Prone condition. If the wurm dies, a swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting with the Prone condition.

Breach. The wurm moves up to its Speed, entering the spaces of Large or smaller creatures. Each creature whose space it enters is subjected once to the following effect. At the end of its movement, the wurm can make one Bite attack against a Prone creature as a Bonus Action. *Strength Saving Throw:* DC 22. *Success:* The target is pushed 5 feet away from the wurm into a space of its choice. If the target chooses not to move, it suffers the effects of a failure. *Failure:* 35 (10d6) Bludgeoning damage, and the target is pushed 10 feet away from the wurm and has the Prone condition.

Dark Growth

The remains of a corpse is splayed across a ruined wall. A chaotic mass of jet-black brambles and vines pours from its torso, clinging to the nearby stonework. Branches have burst from its form, and its neck erupts into another mass of plant matter. The skull is severed from the body with its jaw unhinged and hanging in a horrible expression, stuck in place by the writhing vines. Throughout this Dark Growth, flowers bloom in iridescent neon hues and the smell of sweet pollen and decaying flesh fills the air. You hear gentle whispers from a distant voice, distinctly familiar and beckoning.

Contamination causes most plants to wither and die, but some thrive on it, absorbing water and delerium from the soil to mutate into deadly flora. In Drakkenheim's urban wasteland, suitable plots of fertile soil are scarce outside Queen's Park Garden, necessitating a creative adaptation to proliferate. These Dark Growths take root in the bodies of creatures through their infectious, delerium-infused spores.

Emitted from their blooming flowers, these spores drift silently throughout the air until they enter another creature's body through the ears, mouth, or nose. Once inside, these spores can lay dormant for some time, slowly contaminating their host with internal mutation which slowly decay their flesh and bone from within, transforming it into an ideal place for the Dark Growth to germinate. When the creature succumbs to contamination, or dies with the spores within it, the plant awakens. Consuming the internal organs of the dying infected, it suddenly and violently sprouts. Often, this transformation occurs so suddenly that the creature remains walking around, the Dark Growth using the corpse as a mobile shell so it may plant in an ideal location to spread future spores.

One apothecary reports a case where a knight returning from a mission into the Inner City had survived the journey relatively unscathed save for an excursion into the gardens where a puff of what they thought was pollen from strange iridescent flowers got in their eyes. The knight thought little of it, suffering no immediate effects. After returning to Emberwood, the knight complained of stomach cramps, nausea, and headaches, eventually passing out from the pain. The apothecary performed an emergency surgery, cutting the patient open only to have their intestines burst out like a barrage of meaty, thorn-covered brambles that attempted to strangle the apothecary. Their intestines had been completely replaced with plant matter that had fused into their guts.

Study the Foe

Characters proficient in Survival gain Advantage on Intelligence (Nature) checks to Study a Dark Growth, learning the following based on their result:

(5+) Contaminated and Thriving. You are aware of the Dark Growth's Resistances and Immunities.

(10+) Deadly Spores. You recognize the creature's Infection Spores action.

(15+) Kill it with fire! You know the creature's Vulnerability to Fire, and its strongest and weakest ability scores and saving throws.

Combat Tactics

A Dark Growth is a simple-minded plant. It uses Mimicry to lure passing creatures towards it, often mimicking the sounds of children or people in need. It entangles and infests any target near it, infecting it with its spores. The creature is a stationary plant and does not flee.

Harvestable Components (Rare)

Animus: Plant. **Fluid:** Contaminated Ichor, Sap. **Organs:** Flowers. **Bones:** Stems **Natural Weapons:** Spores, Needles. **Hair:** Leaves **Dust:** Plant Dust.

Dark Growth

Medium Plant

AC 13
HP 120 (16d8 + 48)

Initiative -1 (9)
Speed 0 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	8	-1	-1	**CON**	17	+3	+3
INT	3	-4	-4	**WIS**	11	+0	+0	**CHA**	3	-4	-4

Resistances Cold, Necrotic
Vulnerabilities Fire
Immunities Poison; Grappled, Poisoned, Prone, Restrained
Senses Tremorsense 60 ft.; Passive Perception 10
Languages None
CR 5 (XP 1,800; PB +3)

Traits

Mimicry. The dark growth can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Regeneration. The dark growth regains 10 Hit Points at the start of its turn. If the Dark Growth takes Fire or Radiant damage, this trait doesn't function at the start of the dark growth's next turn. The dark growth dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Actions

Multiattack. The dark growth makes three attacks: two with its Entangling Vines and one with its Infection Spores.

Entangling Vines. *Melee Attack Roll:* +7, reach 30 ft. *Hit:* 8 (1d8 + 4) Piercing damage, and the target has the Grappled condition (escape DC 15) and the target has the Restrained condition until the grapple ends.

Infection Spores. *Ranged Attack Roll:* +7, range 60 ft. *Hit:* 18 (4d6 + 4) Necrotic damage, and if the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target is infected with a disease called Dark Decay. Instead of acting normally on its turn, the target must move toward the closest creature that isn't infected with Dark Decay and make one melee attack against it. If the attack hits, the target of that attack must also make a saving throw against Dark Decay. At the end of each of its turns, the target repeats the save. *Subsequent Failures:* The target gains one Contamination level. *Third Success:* The disease ends.

An infected creature that dies or undergoes a Monstrous Transformation becomes a **Dark Growth Shambler**. A *Lesser Restoration* spell or similar magic that removes diseases ends Dark Decay, as does any magic that removes Contamination levels.

Dark Growth Shambler

Staggering from the shadows is a gaunt humanoid with pale flesh and a hunched form. Vines and branches protrude from its gaping mouth and push through its flesh throughout its body. Flowers emerge from these growths, blooming in iridescent neon hues. A smell of sweet sugar and decaying flesh fills the air, and whispers begin to issue from it even though the creature's mouth doesn't move.

Sometimes, when the body of one infected with Dark Growths bursts open in the moment of their death, the body does not immediately collapse and decay. Instead, the creature shambles around, its body still intact, but with vines and thorny black branches bursting from its eye sockets, mouth, and flesh, its body now a protective shell for the plant within.

Dark Growth Shambler

Medium Plant

AC 15
HP 90 (12d8 + 36)

Initiative +1 (11)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	13	+1	+1	**CON**	16	+3	+3
INT	5	-3	-3	**WIS**	13	+1	+1	**CHA**	5	-1	-1

Vulnerabilities Fire
Immunities Poison; Blinded, Poisoned
Senses Blindsight 30 ft.; Passive Perception 11
Languages Common
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The dark growth shambler makes two Claw attacks and one Infectious Bite attack.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Infectious Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Necrotic damage, and if the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target is infected with a disease called Dark Decay. Instead of acting normally on its turn, the target must move toward the closest creature that isn't infected with Dark Decay and make one melee attack against it. If the attack hits, the target of that attack must also make a saving throw against Dark Decay. At the end of each of its turns, the target repeats the save. *Subsequent Failures:* The target gains one Contamination level. *Third Success:* The disease ends.

An infected creature that dies or undergoes a Monstrous Transformation becomes a **Dark Growth Shambler**. A *Lesser Restoration* spell or similar magic that removes diseases ends Dark Decay, as does any magic that removes Contamination levels.

Reactions

Abrupt Decay. *Trigger:* The dark growth shambler drops to 0 Hit Points and it hasn't taken Fire damage this round. *Response:* The dark growth shambler creates a **Dark Growth** in its space.

Digipede

Scuttling atop dozens of spindly legs, this grotesque creature resembles a mutated centipede grown to horrific proportions. A segmented body nearly thirty feet long undulates atop unnaturally bending limbs resembling emaciated human fingers. Elongated yellow fingernails crackle and scrape the ground menacingly as it moves. Dominating its fat, round head is a single, massive human-like eye that swivels frenetically with a disturbing, unyielding intensity. Its antenna sprouts above like an eyebrow, while tightly closed mandibles resemble bags under the eye. Its foremost finger-legs end in pincer-like talons thrumming with electricity.

Adventurers exploring the Inner City learn to heed the sound of scraping nails—a harbinger of the Digipede's approach. Nicknamed "house" centipedes for their prodigious size, Digipedes are nightmarish creatures with a disposition toward violence. Rather than consuming their prey, they leave the bodies of their lifeless victims abandoned in the desolate city streets.

How Digipedes came to be is unknown. Perhaps they originated from ordinary centipedes mutated by pools of contaminated sludge, manifesting humanlike features during their grotesque transformations. Alternatively, they may be the result of an ongoing metamorphosis, their forms continuing to twist and warp, fueled by the relentless magical forces of the Haze. A few attribute their creation to a powerful wizard hiding in the ruins known as the Pale Man, claiming he commands them as spies and assassins. Finally, it's possible the beasts are not the product of contamination but a horrific experiment created within the Inscrutable Tower long before Drakkenheim fell.

Nevertheless, a Digipede is solitary, preferring to avoid others of its kind. A few ingenious adventurers have taken advantage of this curious trait, mimicking the creature's rhythmic scraping and generating bursts of static electricity to drive them off, or even guide them toward other threats. This secret is well known to vanguards of the Hooded Lanterns, who use Digipedes as a bizarre form of pest control against other threats haunting the ruins.

Study the Foe

Characters proficient in Nature gain Advantage on Intelligence (Arcana) checks to Study a Digipede, learning the following based on their result:

(10+) Charged Form. You recognize the creature's Resistance to Lightning damage and that it has Tremorsense thanks to its large antenna.

(15+) Sharp and Shocking. You are aware of the Digipede's Talons and Eye Beam actions.

(20+) Insectile Predator. You learn the creature's strongest and weakest ability scores and saving throws.

Combat Tactics

Despite its size, a Digipede will try to hide along rooftops, dark corners, narrow alleys, and any crevice which can accommodate it. It launches its Eye Beam from hiding to hinder its prey's escape, then rips into them with its Talons and Bite. The electric shocks from its attacks disrupt the ability of its prey to effectively fight back.

Digipede

Huge Monstrosity

AC 17
HP 135 (14d12 + 56)
Initiative +5 (15)
Speed 50 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	**DEX**	15	+2	+5	**CON**	18	+4	+7
INT	5	-3	-3	**WIS**	10	+0	+0	**CHA**	6	-2	-2

Skills Perception +3, Stealth +5
Resistances Lightning
Senses Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 13
Languages None
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The digipede makes one Bite attack and two Talons attacks.

Bite. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 22 (3d10 + 6) Piercing damage.

Talons. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 16 (3d6 + 6) Slashing damage plus 9 (2d8) Lightning damage. *Constitution Saving Throw:* DC 15. *Failure:* The target has the Shocked condition until the end of the digipede's next turn.

Eye Beam (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 60-foot long, 5-foot wide Line. *Failure:* 35 (10d6) Lightning damage, and the target has the Slowed condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. *Second Failure:* The target has the Immobilized condition. *Third Failure:* The target has the Paralyzed condition. *Success:* Half damage only.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Elemental Fluid. **Organs:** Eyes, Heart, Guts. **Natural Weapons:** Claws. **Hide:** Carapace.

Drakkenheim Sewer Gator

Surfacing from the rancid sewer waters is a terrible alligator nearly fifty feet long. A jagged ridge of delerium runs along its back, ending in a fell crown atop its head as pallid skin frames its octarine glowing eyes. A thick, purple tentacle-like tongue undulates out of its tooth-filled maw. Strong and sturdy legs support its scarred body, attesting to countless battles in the ruins.

Some creatures seem less affected by contamination, or perhaps are just lucky to only grow in size and ferocity. Reptiles are speculated to be more resistant to uncontrollable mutations than other creatures. The occasional gator making its way up the Drann River was always a problem, but now, stories of vicious lizards are becoming more bizarre and horrifying.

Rumors speak of a massive gator living in the sewers, with sightings in the Drann River or echoes of its growls heard from sewer grates. None who came close enough to verify its existence have yet survived. Some report half-submerged forms passing through sewer entrances, sometimes mistaking them for large turtles. Others tell of a large beast rumbling through the pipes under their feet. In the taverns of Emberwood, the creature has earned the nickname "the Gray Queen" due to her pale skin and delerium crown. Others have called it by other names: the Devil of the Drann or the Greater Gator. Some have suggested that multiple giant gators live in the dirty waters.

Study the Foe

Characters proficient in Animal Handling gain Advantage on Intelligence (Nature) checks to study a Drakkenheim Sewer Gator, learning the following based on their result:

(5+) Fearless Aquatic Predator! You learn the Drakkenheim Sewer Gator's condition Immunities and Swim speed.

(10+) Watch out for its bite! You are aware of the creature's Crushing Bite and Death Roll actions.

(15+) Get it out of the water! You know of the creature's Contaminated Regeneration trait.

Combat Tactics

The Drakkenheim Sewer Gator is primarily aquatic, haunting the sewer system or the Drann River. These monstrosities lunge from the waters to grab prey, dragging it beneath the surface. Once a target is in its jaws, the gator Death Rolls until its victim stops moving. It is a cunning hunter, knowing how to disappear below murky waters, but it can be provoked to chase its prey. Out of the water it is vulnerable and flees if reduced below half its Hit Points.

Harvestable Components (Very Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Ribs, Spine. **Natural Weapons:** Teeth. **Hide:** Skin.

Drakkenheim Sewer Gator

Huge Monstrosity

AC 18
HP 195 (17d12 + 85)
Initiative +8 (18)
Speed 40 ft., Swim 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	25	+7	+11	**DEX**	18	+4	+4	**CON**	21	+5	+9
INT	8	-1	-1	**WIS**	15	+2	+6	**CHA**	5	-3	-3

Skills Perception +10, Stealth +12
Immunities Frightened
Senses Darkvision 120 ft.; Passive Perception 20
Languages None
CR 12 (XP 8,400; PB +4)

Traits

Contaminated Regeneration. The sewer gator regains 10 Hit Points at the start of its turn as long as it is in contaminated water. The gator dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Amphibious Lunge. If the sewer gator swims 20+ feet on its turn, it can long jump or high jump up to 60 feet. If it ends this jump within 5 feet of a creature, it has Advantage on its next Crushing Bite attack against that creature, and that attack deals an additional 40 (9d8) Piercing damage.

Predatory Stealth. The sewer gator has Advantage on Dexterity (Stealth) checks to Hide in water.

Actions

Multiattack. The sewer gator makes two attacks. It can't make both a Crushing Bite attack and a Tail Strike attack against the same target.

Crushing Bite. *Melee Attack Roll:* +11, reach 15 ft. *Hit:* 33 (4d12 + 7) Piercing damage, and if the target is Large or smaller, it has the Grappled condition (escape DC 19). While Grappled, the target has the Restrained condition and the sewer gator can't use Crushing Bite against another target.

Tail Strike. *Melee Attack Roll:* +11, reach 15 ft. *Hit:* 25 (4d8 + 7) Bludgeoning damage, and the target is pushed 20 feet away from the sewer gator and has the Prone condition.

Death Roll. *Melee Attack Roll:* +11, reach 15 ft., one creature Grappled by the sewer gator. *Hit:* 33 (4d12 + 7) Piercing damage. *Strength Saving Throw:* DC 19. *Failure:* The target has the Dazed and Helpless conditions until it escapes the sewer gator's grapple.

Reactions

Submerge. *Trigger:* The sewer gator takes damage while in water. *Response:* The sewer gator swims half its speed and takes the Hide action.

Effulgent Cnidarian

A translucent bulbous mass floats through the air gently, throbbing neon colors radiating across its skin like a cosmic nebula or an eldritch borealis. A mass of thin strands dangle down from of the creature, pulsating with bioluminescent light. The tendrils move and glide about, gently groping and grabbing at objects as it passes by. The whole creature glows, illuminating the darkened city streets around it. A distant chorus of ethereal hums and tones fill the air.

Drakkenheim glows at night. The bizarre alien color palette of the cosmic borealis caused by the Haze and the delerium crystals is a sight to behold. Yet, within the eldritch nighttime landscape, one can also spot orbs of strange hypnotic light bobbing and swaying between the tall towers and ruined buildings. Upon closer inspection, these wisp-like motes appear to be a sort of aerial jellyfish, whose semi-translucent skin shifts in kaleidoscopic colors.

These strange jellyfish creatures light up the Inner City of Drakkenheim at night, like bizarre night lights that float through the city. Their nature and what exactly created them remains a mystery. Jellyfish were not a common creature found in the Drann River, and so Academy researchers have speculated that these creatures emerged from rifts between the Mortal World and the Space Between Worlds, or that they are the outcome of arcane energies coalescing into a sentient wisp of magic. They act as if drawn to the glow of delerium that illuminates the city in the twilight of dusk. They gently hum in discordant notes, giving an eerie presence to the ruins at night.

Study the Foe

Characters proficient in Nature gain Advantage on Intelligence (Arcana) checks to Study an Effulgent Cnidarian, learning the following based on their result:

(5+) Aberrant Resistance. You recognize the monster's Immunities and Resistances.

(10+) Hypnotic Color Change. You learn of the monster's Hallucinogenic Bioluminescence trait.

(15+) Weak but Aware. You are aware of the monster's Strength and Dexterity ability scores and saving throws.

Combat Tactics

The Effulgent Cnidarians are not predatorial — they only want to bask in the glow of delerium crystals, feeding slowly on the arcane energies they emit. They are, however, protective of their food sources. If creatures venture into an area of heavy delerium crystallization, they are sure to find a few Cnidarians bobbing about. The Cnidarian prefers to use its Hallucinogenic Bioluminescence to dissuade threats from engaging it, instead hoping to cause its enemies to kill one another. The Cnidarians feed on creatures under its hypnosis, absorbing their essence through its tendrils. If attacked, it uses its Reflexive Flash and attempts to move away from its threats, often floating straight up as quickly as it can and out of the reach of danger.

Cnidarians do not stay around to fight. If all targets have avoided its charm, and are actively attacking it, it abandons its food source to seek other safer areas.

Effulgent Cnidarian

Large Aberration

AC 17
HP 153 (18d10 + 54)
Initiative +6 (16)
Speed 0 ft., Fly 20 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	15	+2	+2	**CON**	16	+3	+3
INT	18	+4	+4	**WIS**	18	+4	+4	**CHA**	15	+2	+2

Resistances Bludgeoning, Radiant
Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned
Senses Blindsight 60 ft.; Passive Perception 14
Languages None
CR 9 (XP 5,000; PB +4)

Traits

Altered Reality. The cnidarian has the Invisible condition for creatures Charmed by it.

Hallucinogenic Bioluminescence. A creature that starts its turn within 60 feet of the cnidarian and can see it is subjected to the following effect unless the cnidarian chooses otherwise. *Wisdom Saving Throw:* DC 16. *Failure:* The target has the Charmed condition (save ends). While Charmed, the target regards all other creatures as enemies except the cnidarian, whom it regards as an ally.

Whenever the target makes an attack or casts a detrimental spell, it must choose its target at random from the creatures it can see within range. If a creature provokes an Opportunity Attack from the target, it must make the attack, if able. If the target ends its turn without taking an Attack or Magic action, it takes 14 (4d6) Psychic damage.

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 has Disadvantage on attack rolls against the cnidarian until the start of its next turn. If the creature looks at the cnidarian in the meantime, that creature must immediately make the saving throw.

Neon Illumination. The cnidarian sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Actions

Multiattack. The cnidarian makes two Tendrils attacks.

Tendrils. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 27 (6d8) Necrotic damage, or 48 Necrotic damage if the target is Charmed by the cnidarian.

Reactions

Reflexive Flash. *Trigger:* A creature the cnidarian can see within 30 feet deals damage to it. *Response—Constitution Saving Throw:* DC 16, each creature in a 30-foot Emanation originating from the cnidarian that can see it. *Failure:* 10 (3d6) Radiant damage and the target has the Blinded condition (save ends). *Success:* Half damage only.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Contaminated Ichor, Goopy Ooze. **Organs:** Glands. **Natural Weapons:** Tentacles. **Hide:** Skin. **Dust:** Aberrant Dust.

In the search for glowing rocks
beware the mind jellyfish.

Elemental, Contaminated

"Contamination is best understood as an unraveling of the foundational aspects of magic; a breakdown of the laws defining the cosmos. The elements, so fundamental to the form of the Mortal World, are particularly susceptible to this corruption."

— Grandmaster Wizard Eldrick Runeweaver

Some mistakenly believe that eldritch contamination only affects organic creatures, but its warping influence can affect the fabric of reality itself. Delerium pollutes the earth, befouls the water, corrupts the wind, and suffuses fire, creating Contaminated Elementals.

These creatures can be found throughout the ruins, anywhere planar rifts and contaminated energy flow. They are especially common in the Crater Basin, Queen's Park Garden, and the Inscrutable Tower. These elementals embody the corrupted ideals of their elemental origins, desiring to grow, consume, and spread.

Spellcasters often summon elementals to bind their animus when making magic items. Contaminated Elementals are sought after for making delerium-infused weapons and items channeling contaminated spells.

Animated Delerium Sludge

A mound of iridescently streaked black muck lumbers through the ruins, splashing with each ponderous step. The sludge reshapes into a towering, almost human-like form, with slimy arms and think unsteady legs. A head bubbles atop its viscous body revealing a slime drooling maw and two hollows for eyes. Yet, it carries a strangely mirthful expression, as if finding joy in its grotesque existence. The mound emits a gravelly roar, full of sinister glee, and barrels towards you, undettered by the debris in its way.

These Contaminated Water Elementals are often found in the cisterns, sewers and other aquatic locations of Drakkenheim.

Study the Foe

Characters proficient in Nature gain Advantage on Intelligence (Arcana) checks when they Study an Animated Delerium Sludge, learning the following based on their result:

(10+) Malleable and Resilient. You learn of the creature's Immunities.

(15+) Contamination by Contact. You are aware of its Contaminated Touch and Engulf actions.

(20+) Easy to Outwit. You know the elemental's mental ability scores and saving throws.

Combat Tactics

Animated Delerium Sludge often lies dormant in bodies of water before attempting to Engulf an unsuspecting creature. If reduced to less than 20 Hit Points, it attempts to slip back into the nearby sludge and Hide, hoping to be left alone.

Harvestable Components (Rare)

Animus: Elemental. **Fluid:** Contaminated Ichor, Goopy Ooze. **Dust:** Elemental Dust.

Animated Delerium Sludge

Large Elemental

AC 14
HP 114 (12d10 + 48)
Initiative +2 (12)
Speed 30 ft., Swim 90 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	14	+2	+2	**CON**	18	+4	+4
INT	5	-3	-3	**WIS**	10	+0	+0	**CHA**	8	-1	-1

Immunities Necrotic, Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 5 (XP 1,800; PB +3)

Traits

Invisible in Sludge. The elemental has the Invisible condition while fully submerged in delerium sludge.

Sludge Form. The elemental can enter a Hostile creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Actions

Contaminated Touch. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (3d6) Necrotic damage. *Constitution Saving Throw:* DC 15. *Failure:* The target gains one Contamination level.

Engulf. *Strength Saving Throw:* DC 15, each Large or smaller creature in the elemental's space. *Success:* The target is pushed out of the elemental's space. *Failure:* The target has the Grappled condition (escape DC 15). While Grappled, the target has the Restrained condition. The elemental can grapple one Large creature or two Medium or smaller creatures at a time.

At the start of each of the elemental's turns, the target takes 28 (8d6) Necrotic damage and is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target gains one Contamination level.

A creature within 5 feet of the elemental can take an action to pull a creature or object out of it with a successful DC 15 Strength (Athletics) check.

Entropic Flame

An elemental alight with purple-green flames illuminates the desolate streets ahead. Composed of cascading octarine fire, the elemental moves like wildfire spreading uncontrollably. Within the dancing flames is a scornful expression of rage. It crackles and blazes, the heat from its body distorting the air around it. The pungent smell of burning ozone and sulfur saturates the area, and flecks of cinder and ash whirl about, shedding from the creature as it glides menacingly toward you.

The fires from the day Drakkenheim was destroyed never truly died. Many became Entropic Flames — Contaminated Fire Elementals that travel the ruins like living embers. Countless can be found wandering the areas around the Crater and southern Drakkenheim. The Followers of the Falling Fire view Entropic Flames almost like fallen angels, symbols of the meteor itself.

Entropic Flame

Large Elemental

AC 16
HP 91 (14d10 + 14)
Initiative +6 (16)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	17	+3	+3	**CON**	13	+1	+1
INT	5	-3	-3	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Immunities Fire, Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 10
Languages Deep Speech
CR 5 (XP 1,800; PB +3)

Traits

Fire Form. The elemental can move through a space as narrow as 1 inch without squeezing.

Enduring Flame. Flames within 10 feet of the elemental can't be extinguished, and the Burning condition can't end for creatures within 10 feet of the elemental.

Illumination. The elemental sheds Bright Light in a 30-foot radius and Dim Light in an additional 30 feet.

Actions

Multiattack. The elemental makes three Dancing Flame attacks.

Dancing Flame. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 13 (3d6 + 3) Fire damage, and the target has the Burning condition (3d6 Fire).

Bonus Actions

Flickerjump. The elemental teleports to an unoccupied space it can see within 60 feet.

Study the Foe

Characters proficient in Nature gain Advantage on Intelligence (Arcana) checks when they Study an Entropic Flame, learning the following based on their result:

(10+) Supernaturally Resilient. You are aware of the creature's Immunities.

(15+) Inextinguishable Fires. You learn of the elemental's Dancing Flame action and Flickerjump Bonus Action, as well as its Enduring Flame trait.

(20+) Swift and Senseless. You know the creature's strongest and weakest ability scores and saving throws.

Combat Tactics

An Entropic Flame is a haughty combatant driven by a burning desire to set the world on fire. It teleports from place to place using its Flickerjump, setting alight creatures and objects using its Dancing Flames. If possible, it tries to remain close to Burning targets to keep them on fire within its Enduring Flame aura.

Within the smoking ruins of Drakkenheim, Entropic Flames love to set buildings, furniture, and other objects on fire. They quickly turn the battlefield into a roiling inferno, one which cannot be extinguished easily thanks to their presence.

Harvestable Components (Rare)

Animus: Elemental. **Fluid:** Contaminated Ichor. **Dust:** Elemental Dust.

Living Deep Haze

The Haze enveloping you begins to churn and swirl, gradually coalescing into a dense mass of octarine fog. A ghostly visage emerges as a nebulous form takes shape, its features twisted in an eerie semblance of anguish. Flashes of contaminated energy crackle and spark inside the cloud, casting fleeting, sinister lights which mimic the movements of a tortured face. This roiling fog floats through the ruins, drifting like a specter haunted by its own turbulent essence.

Living Deep Haze

Large Elemental

AC 15
HP 90 (12d10 + 24)
Initiative +11 (21)
Speed 0 ft., Fly 90 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	**DEX**	20	+5	+5	**CON**	14	+2	+2
INT	5	-3	-3	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Immunities Necrotic, Poison; Burning, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 10
Languages Deep Speech
CR 5 (XP 1,800; PB +3)

Traits

Fog Form. The elemental can enter a Hostile creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Deep Haze. A creature that enters the same space as the elemental or starts its turn there is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* 10 (3d6) Necrotic damage, and the target gains one Contamination level.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage.

True to their name, these Contaminated Air Elementals lurk within the thickest parts of the Haze, seamlessly blending in with the deadly environment. They exist to spread the contaminating mist and fog through their bodies, and delight in causing mutation and monstrous transformation.

Study the Foe

Characters proficient in Nature gain Advantage on Intelligence (Arcana) checks when they Study a Living Deep Haze, learning the following based on their result:

(10+) Mundane Immunity. You are aware of the elemental's Immunities.
(15+) Animate Haze. You know of the creature's Fog Form and Deep Haze traits.
(20+) Fast but Dim-Witted. You understand its strongest and weakest ability scores and saving throws.

Combat Tactics

When it encounters an uncontaminated creature, the Living Deep Haze rapidly moves into its space thanks to its Fog Form trait. It then tries to remain there as much as possible so the creature is exposed to its Deep Haze trait. The Living Deep Haze wants to transform its targets into monsters, so it uses its Slam attacks to knock them Unconscious so they can awaken to a new existence as mutant horrors.

Harvestable Components (Rare)

Animus: Elemental. **Dust:** Elemental Dust.

Walking Delerium Geode

A rich outcrop of delerium crystals glimmer from the collapsed ruin nearby. As you approach, the debris begins to shift and move. A hunched, hulking form, one vaguely humanoid, rises up with a chorus of crystalline clinks and grinding rock. The central mass of stone and crystal is supported by two short, stubbly legs of rubble, its arms and shoulders shaped from large boulders of brick and wood that end in balled fists bristling with delerium spikes. Its head, an elongated crystal, is marked by angles and fractures that gradually form into a sorrowful face.

More than once has an inattentive prospector confused a rich delerium deposit with a Walking Delerium Geode, only to end up as a red smear on the streets of Drakkenheim. These Contaminated Earth Elementals are found throughout the ruins, and are frustratingly common near especially large deposits of the valuable crystals.

Walking Delerium Geode

Large Elemental

AC 17
HP 126 (12d10 + 60)
Initiative -1 (9)
Speed 30 ft., Burrow 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	**DEX**	8	-1	-1	**CON**	20	+5	+5
INT	5	-3	-3	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Vulnerabilities Radiant, Thunder
Immunities Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious
Senses Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 10
Languages Deep Speech
CR 5 (XP 1,800; PB +3)

Traits

Death Burst. The elemental explodes when it dies and it hasn't taking Force, Radiant, or Thunder damage since its last turn. *Constitution Saving Throw:* DC 16, each creature in a 30-foot Emanation originating from the elemental. *Failure:* 42 (12d6) Necrotic damage, and the target gains one Contamination level. *Failure or Success:* The explosion triggers a random Arcane Anomaly (see Appendix C).

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Actions

Multiattack. The elemental makes two Shard Slam attacks.

Shard Slam. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage. *Constitution Saving Throw:* DC 16. *Failure:* 10 (3d6) Necrotic damage, and the target gains one Contamination level.

Study the Foe

Characters proficient in Nature gain Advantage on Intelligence (Arcana) checks when they Study a Walking Delerium Geode, learning the following based on their result:

(10+) Dense Delerium. You are aware of the elemental's Immunities.

(15+) Pummeled Contamination. Unsurprisingly, hits from this elemental's fists cause Contamination.

(20+) Deadly Destruction. You learn of the creature's Death Burst trait, as well as its strongest and weakest ability scores and saving throws.

Combat Tactics

The Walking Delerium Geode rests in wait unless disturbed by someone trying to harvest its delerium crystals. Once awoken, it hammers targets with its Shard Slam.

Harvestable Components (Rare)

Animus. Elemental. **Fluid:** Contaminated Ichor. **Dust:** Elemental Dust.

Delerium. True to its name and nature, characters may be able to collect delerium from the remains of the Walking Delerium Geode, though its destruction tends to cause many crystals to shatter and break.

Roll 1d20 to determine what the characters can find: 1: nothing remains but broken splinters and ash; 2–9: 4d6 delerium chips; 10–12: 3d10 delerium fragments; 13-16: 2d6 delerium shards; 17–19: 1d4 delerium crystals; 20: 1 delerium geode.

Eldritch Cataclysm

A swirling vortex of dark clouds, debris, and icy shards moves in like an eldritch storm. Crackling octarine lightning fills the air, the ground rumbles and shakes with the might of the unnatural weather phenomenon, but this is no ordinary storm. Within the dark clouds appears a snarling face, its eyes and mouth like pools of octarine light. The creature is the weather itself, warped and infused by the Haze of Drakkenheim into an arcane and twisted form of life, filled with the uncaring and unbridled anger of a storm.

Drakkenheim was always known for its lousy weather; miserable rainy days were commonplace even before the city was ravaged by the falling stars. Now, the city is frequently wracked by violent and otherworldly weather conditions. The ever-present mists of the Haze occasionally give way to contaminated acid rain, flashing bolts of arcane lightning, and piercing hailstones filled with delerium shards. Most adventurers know it's best to avoid venturing into the ruins altogether on such days, but in the erratic conditions of the ruins, the weather can shift dramatically at a moment's notice.

During the fiercest octarine thunderstorms, the powerful energies converge into a maelstrom of lesser elemental forces, fusing into a sentient storm known as an Eldritch Cataclysm. Its manifestation is marked by a swirling vortex of dark clouds, debris, and icy shards, all illuminated by the ominous glow of octarine lightning. These raging elementals are driven by pure destructive impulse, and their presence calls forth a host of other Contaminated Elementals to join them in a cacophony of annihilation. **Entropic Flames** and **Living Deep Hazes** are readily drawn to Eldritch Cataclysms, but their presence compels even normally docile Contaminated Elementals such as **Walking Delerium Geodes** and **Animated Delerium Sludges** to rise up and destroy.

Fascinated by the destructive power of these elemental creatures, mages of the Amethyst Academy have studied these phenomena surrounding the emergence of an Eldritch Cataclysm. Corroborating reports from Hooded Lantern scouts indicate that the locus for these storms appears to be the swirling vortex of raw magical energies which overhang the Crater itself.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they Study an Eldritch Cataclysm, learning the following based on their result:

(15+) Amalgamation of Energies. You learn the crature's Immunities, as well as its Air Form trait.

(20+) An Octarine Storm. You recognize its Chain Lightning, Meteor Strike, Quake, and Icy Bolt actions.

(25+) Exceedingly Resilient. You are aware of its strongest and weakest ability scores and saving throws.

Combat Tactics

Eldritch Cataclysms rule the skies, and never willingly descend to the ground. Instead, it rains down lightning, meteors, and icy blasts from above. The temperamental nature of these elementals means they delight in attacking with a variety of elements, and seldom use the same action two rounds in a row. They enjoy using their Meteor Strike on targets they've Frozen with Icy Bolt, and delight in using their Cyclonic Storm to blow away weapons and equipment dropped by targets of their Chain Lightning.

These enraged creatures revel in destruction but have little conception that anything could actually pose a threat to them. When confronted with a foe able to withstand their onslaught, they treat it as a personal affront, and furiously focus their subsequent attacks upon them occasionally to the exclusion of all else. Despite this single-minded strategy, an Eldritch Cataclysm can recognize when a creature is resistant or immune to its elemental attacks and tries to use only the most effective powers against its chosen target.

Harvestable Components (Very Rare)

Animus: Elemental. **Fluid:** Contaminated Ichor, Elemental Fluid. **Dust:** Elemental Dust.

Eldritch Cataclysm

Gargantuan Elemental

AC 20
HP 210 (12d20 + 84)
Initiative +12 (22)
Speed 30 ft., Fly 120 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	25	+7	+7	**CON**	25	+7	+7
INT	12	+1	+6	**WIS**	17	+3	+8	**CHA**	20	+5	+10

Immunities Cold, Fire, Lightning, Poison, Thunder; Burning, Exhaustion, Frozen, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Shocked, Stunned
Senses Darkvision 120 ft.; Passive Perception 13
Languages Common
CR 13 (XP 10,000; PB +5)

Traits

Air Form. The eldritch cataclysm can enter a Hostile creature's space and stop there. It can move through a space as narrow as 1 inch without squeezing.

Cyclonic Storm. The eldritch cataclysm emits a 120-foot Emanation of high winds that disperse gases and vapors and extinguish unprotected flames. Ranged attacks that pass through the area have Disadvantage. Objects that are not worn or carried are blown away 1d6 x 5 feet in a random direction. A creature that starts its turn in the Emanation is subjected to the following effect. *Strength Saving Throw:* DC 17 (flying creatures have Disadvantage). *Failure:* The target has the Slowed condition until the start of its next turn. *Failure by 5 or More:* The target is flung 1d6 × 5 feet in a random direction, landing with the Prone condition.

Actions

Multiattack. The eldritch cataclysm uses Chain Lighting or Icy Bolt, then uses Meteor Stike or Quake.

Chain Lightning. *Melee or Ranged Attack Roll:* +12, range 120 ft. *Hit:* 21 (3d8 + 7) Lightning damage, the target has the Shocked condition until the end of the cataclysm's next turn, and the lightning leaps to another creature of the cataclysm's choice within 15 feet of the first target. The cataclysm makes a separate Chain Lightning attack against the target. The cataclysm can make any number of Chain Lightning attacks in this way, but a creature can be targeted only once each time the cataclysm takes this action.

Icy Bolt. *Melee or Ranged Attack Roll:* +12, range 120 ft. *Hit:* 21 (3d8 + 7) Cold damage. *Hit or Miss:* The target and each creature within 5 feet of it are subjected to the following effect. *Dexterity Saving Throw:* DC 17. *Failure:* 18 (4d8) Cold damage, and the target has the Frozen condition (DC 17).

Meteor Strike. *Dexterity Saving Throw:* DC 17, each creature in a 15-foot radius, 40-foot tall Cylinder centered on a point the cataclysm can see within 120 feet. *Failure:* 18 (4d8) Fire damage plus 18 (4d8) Bludgeoning damage.

Quake. *Constitution Saving Throw:* DC 17, each creature in a 30-foot Emanation originating from the cataclysm. *Failure:* 28 (8d6) Thunder damage, and the target has the Prone condition. *Success:* Half damage only.

Fighting a thunderstorm with eyes might not be the weirdest thing you do today.

Graffiti

Walking through the rubble-strewn city streets, scraps of parchment and bits of faded street art still advertise the events, political intrigues, and foreign affairs of that fateful eve. Broadsheets from the day the meteor struck feature the headline "Queen Lenore's Latest Outfit: Blue or Gold?" while scandals of Elyrian nobility and an interview with the latest champion of the Rex Colosseum dominate below the fold. The nearby debris coalesces into a crowd of figures that press against you, seemingly straining to read the page's changing headline that now reads, "Adventurers Assaulted on the Streets of Drakkenheim!"

On September 16, in the year 1,111, at 9:02am, strange graffiti appeared on the front door of the Drakkenheim Gazette. This defacement would prove to be a harbinger of doom, for when the meteor struck that woeful eve, a wave of arcane energy fused the heraldic street art with the spirits of the Gazette's couriers, creating a bizarre creature called the Graffiti.

The graffiti delights in using illusions to change road signs, disguise landmarks, and otherwise confuse travelers. Given its predilection for drama, some suggest that bold travelers with enticing words might win the support of the Graffiti, though none alive have claimed to have succeeded.

They say on rare mornings an arcane anomaly can strike within sight of a Graffiti, conjuring another Graffiti to seek the latest events within Drakkenheim.

Graffiti

Tiny Construct

AC 18
HP 81 (18d4 + 36)
Initiative +0 (10)
Speed 5 ft., Climb 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	-5	-5	**DEX**	10	+0	+0	**CON**	14	+2	+5
INT	12	+1	+4	**WIS**	14	+2	+5	**CHA**	18	+4	+7

Skills History +7, Insight +5, Investigation +4, Perception +8
Immunities Poison; Blinded, Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Blindsight 120 ft., Truesight 120 ft.; Passive Perception 20
Languages All, Telepathy 120 ft.
CR 6 (XP 2,300; PB +3)

Traits

Antimagic Susceptibility. The graffiti is incapacitated while in the area of antimagic. If targeted by *Dispel Magic*, the graffiti must succeed on a Constitution saving throw against the caster's spell save DC or become Unconscious for 1 minute.

Regeneration. The graffiti regains 10 Hit Points at the start of each of its turns. If the graffiti is splashed with water, targeted by *Prestidigitation*, or takes Cold damage, this trait doesn't function at the start of its next turn. Its body is destroyed only if it starts its turn with 0 Hit Points and doesn't regenerate.

Solvent Susceptibility. The graffiti is instantly destroyed by *Universal Solvent*.

Spider Climb. The graffiti can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Surface Bound. The graffiti can only move along contiguous flat surfaces, such as walls or floors.

Actions

Satire. The graffiti shapes itself into a satirical representation of a foe. *Wisdom Saving Throw:* DC 15, one creature within 60 feet that can see the graffiti. *Failure:* 10 (3d6) Psychic damage and the target has Disadvantage on attack rolls and ability checks until the start of the graffiti's next turn. *Success:* Half damage only.

Transposition. The air quivers around creatures near the graffiti. *Charisma Saving Throw:* DC 15, up to five creatures the graffiti can see within 120 feet. *Failure:* The creature teleports to an unoccupied space capable of supporting the creature within 120 feet.

Summon Public Opinion (Recharge 6). The graffiti conjures a swarm of Drakkenheim citizen spirits within 120 feet of itself. The swarm uses the **Chorus** stat block. The chorus acts immediately after the graffiti on the same Initiative count, and it obeys the graffiti. The chorus disappears after 1 minute or the graffiti dies

Spellcasting. The graffiti casts one of the following spells,requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Mage Hand, Minor Illusion*
1/Day Each: *Hallucinatory Terrain, Major Image*

Study the Foe

Characters proficient in Arcana or History gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Graffiti, learning the following based on the result.

(5+) Reforming Words. You learn of the creature's Regeneration ability.
(10+) Manifesting Visions. You recognize the creature's Summon Public Opinion and Transposition abilities.
(15+) Magical Erasure. You are aware of the creature's Solvent Susceptibility and Antimagic Susceptibility traits.

Combat Tactics

When a creature draws a Graffiti's attention, it uses illusions to confuse its targets. It then uses Summon Public Opinion and watches the drama unfold. To keep things interesting, the Graffiti uses its Transposition ability to see how creatures respond to situations when they're forced to approach them from new perspectives.

When the graffiti is in the heart of the action, it targets the most influential creature with Satire. Should the graffiti decide its target is sufficiently entertaining, or dangerous, it will flee the situation. If the graffiti is reduced to 0 Hit Points, it plays dead and then escapes at the first opportunity.

Harvestable Components (Rare)

Animus: Construct. **Fluid:** Chemical Solution, Elemental Fluid, **Dust:** Elemental Dust.

Chorus

Huge Swarm of Medium Constructs

AC 16
HP 33 (6d10)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	14	+2	+2	**CON**	10	+0	+0
INT	10	+0	+0	**WIS**	10	+0	+0	**CHA**	10	+0	+0

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Poisoned, Prone, Restrained, Stunned
Senses Darkvision 60 ft.; Passive Perception 10
Languages All
CR 3 (XP 1,100; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through an opening large enough for a Small creature. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Multiattack. The swarm makes two Slam attacks.

Psychic Slam. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 13 (4d4 + 3) Psychic damage.

Gravekeeper

Before you is a hovering mass of writhing appendages. Amongst its horrid and grotesque form you can make out the many faces of the long-lost gravekeepers of Castle Drakken, but their expressions are twisted in the horror of their last moments, and their eyes are hollow with a dim octarine light emanating from within. Covering the floating mass are hundreds of arms, several of them holding softly glowing lanterns. The lanterns glow with octarine flames that cast flickering shadows across the crypt. The Gravekeeper wanders amongst the dead, awakening them into grasping souls, clawing their way out of the many graves amongst the lordly tombs of the castle.

"The Royal Crypts below Castle Drakken housed the bodies of kings and queens, dukes and nobles of generations gone. They were tended by the many gravekeepers who worked diligently to light the lanterns below so the dead could have safe passage to the light. I shudder to think what has become of those crypts, and their keepers, in these dark times."

— Overheard from a party of nobles in the Red Lion Hotel

The seeping contamination within the castle formed a deadly octarine sludge that came to rest in the deepest parts of the catacombs below. The unfortunate fate of the royal dead of Drakkenheim was to be lost in the contaminated sludge that now rests as a thick pool in the crypts. The former gravekeepers used to tend to the crypts with illuminated lanterns that lit the way for the dead. They would tend to the crypts and keep them clean. They were sworn to protect the royal dead from graverobbers or any intruders. When the cataclysm of Drakkenheim sent waves of contaminated destruction through the city, the gravekeepers mutated into a mass of limbs and screaming faces, merged with several of the dead that were housed in the crypts, while still clutching their many lanterns.

The mind of the Gravekeeper was warped by contamination and now it acts as a hivemind for the dead in the crypts. The dead now reach from their graves causing the walls and pillars of the Drakkenheim crypts to appear as a mass of undead arms, grasping and groaning. The thick sludge below bubbles and ripples and at times gouts of contaminated goo spray upwards, seemingly on the command of the keeper of the crypt.

Now the creature known as the Gravekeeper drifts silently through the crypts, its control over its domain flowing through every corpse. The creature is still bound to uphold the tasks it held in life; protect the dead from any intruders and tend to the crypts.

Study The Foe

Characters proficient in Religion or History gain Advantage on Intelligence (Arcana) checks when they Study the Gravekeeper, learning the following based on their result:

(15+) Hovering Viligence. You are aware of the creature's Truesight and its Epic Resistance.

(20+) Magical Lanterns. You learn of its Lantern Blast.

(25+) Plodding Resilience. You know its strongest and weakest ability scores and saving throws.

Combat Tactics

The Gravekeeper defends the Monarchal Crypts of Castle Drakken from any trespasser.

Harvestable Components (Very Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Guts, Flesh. **Hide:** Skin. **Dust:** Aberrant Dust.

EPIC

Gravekeeper

Large Aberration

AC 18 **Initiative** +3 (13)
HP 73 (7d10 + 35) + 73 per player character (7d10 + 35)
Speed 0 ft., Fly 30 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	7	-2	-2	**CON**	21	+5	+10
INT	19	+4	+9	**WIS**	17	+3	+8	**CHA**	21	+5	+10

Skills Perception +13
Senses Truesight 120 ft.; Passive Perception 23
Languages All but doesn't speak
CR 15 (XP 13,000; PB +5)

Traits

Dazzling Aura. The gravekeeper sheds Bright Light in a 60-foot radius. A creature that starts its turn in the Bright Light takes 10 (3d6) Radiant damage.

Epic Actions

The gravekeeper always takes its turn on Initiative count 20. On its turn, the gravekeeper can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the gravekeeper takes one of the following Epic Actions at the end of each player character's turn:

Slam. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 22 (4d8 + 4) Bludgeoning damage plus 10 (3d6) Necrotic damage.

Lantern Blast. Magical octarine beams flash from one of the Gravekeeper's many lanterns at one creature it can see within 120 feet that is not behind Total Cover, subjecting it to one of the following effects (the gravekeeper can only use each blast once per round):

1. ***Dispelling Blast.*** *Intelligence Saving Throw:* DC 18. *Failure:* 35 (10d6) Psychic damage. Any spell or magical effect on the target ends, and it has the Bewildered condition (save ends). *Success:* Half damage only.
2. ***Forceful Blast.*** *Strength Saving Throw:* DC 18. *Failure:* 35 (10d6) Force damage, and the target is pushed 20 feet away from the gravekeeper and has the Prone condition. *Success:* Half damage only.
3. ***Blinding Blast.*** *Constitution Saving Throw:* DC 18. *Failure:* 35 (10d6) Radiant damage, and the target has the Blinded condition (save ends). *Success:* Half damage only.
4. ***Contaminating Blast.*** *Constitution Saving Throw:* DC 18. *Failure:* 35 (10d6) Necrotic damage, and the target gains one Contamination level. *Success:* Half damage only.
5. ***Igniting Blast.*** *Dexterity Saving Throw:* DC 18. *Failure:* 35 (10d6) Fire damage, and the target has the Burning condition (10d6 Fire). *Success:* Half damage only.
6. ***Freezing Blast.*** *Constitution Saving Throw:* DC 18. *Failure:* 35 (10d6) Cold damage, and the target has the Frozen condition (DC 18). *Success:* Half damage only.

Glide (1/Round). The gravekeeper moves up to its Speed without provoking Opportunity Attacks.

Sludge Column (Recharge 5–6). *Constitution Saving Throw:* DC 18, each creature in a 10-foot radius, 60-foot tall Cylinder, centered on a point within 120 feet of the Gravekeeper. *Failure:* 42 (12d6) Necrotic damage, and the target gains one Contamination level. *Success:* Half damage only.

Animate Walls (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature within 10 feet of any number of walls within 120 feet of the gravekeeper. *Failure:* The target has the Grappled condition (escape DC 18). The wall sprouts limbs to facilitate this grapple, which disappear when the condition ends.

Epic Resistance. The gravekeeper chooses one condition, spell, or other effect currently affecting it and rolls 1d20. On an **11+**, the effect ends on it. The gravekeeper can use this Epic Action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Haze Husk

The walking dead wander Drakkenheim draped in the ragged clothes from their final day. Their wounds billow with eldritch energy and their putrid flesh slides over their bones. Hollow black eyes stare, and their gaping mouths groan in pain. Each face wears the agony of their last moments while shards of delerium protrude from their skin.

The Haze reanimates those who died in Drakkenheim to mindlessly wander as zombies. Most Haze Husks are those who perished when the meteor struck, while others died exploring the ruins, remaining near where they fell.

While dead bodies do not decay in the ruins, over time even undead flesh is warped by contamination. Their skeletons slowly crystallizing into delerium, eventually bursting through their skin. When damaged, a Haze Husk's unstable crystals often break, releasing contaminated energy and splinted shards.

Haze Husks ignore most contaminated monsters but attack all others. They do not eat their victims, preferring to lie in wait until the dead rise to join them. Left on their own, they rarely travel far from where they died, but if commanded, they will follow more powerful undead, such as Haze Wights and Arcane Wraiths, who recruit them into a sort of militia or retinue.

Reanimated by the Haze

Left undisturbed in the ruins of Drakkenheim, the corpse of a humanoid character of 5th level (or Challenge Rating 5) or lower has a 10 percent chance each day of rising as a **Haze Husk**.

Study the Foe

Characters proficient in Arcana gain Advantage on Intelligence (Religion) checks to Study a Haze Husk, learning the following based on their result:

(10+) Unintelligent Undead. You know these creatures are clumsy, relatively weak, and nearly mindless.

(15+) Volatile Shards. You are aware of the Haze Husk's Death Burst.

(20+) Made With Delerium. You understand that it's possible to create these zombies with delerium and an *Create Dead* spell (see the Creating Haze Husks sidebar).

(25+) Blind to Contamination. Haze Husks seem to ignore contaminated monsters. Perhaps a partially mutated person might avoid a Haze Husk's attention.

Combat Tactics

In combat, Haze Husks lunge at the closest target without tactics or concern for self-preservation, battering down doors and clamber over obstacles in pursuit. When commanded by other undead or a spellcaster who created them, they are somewhat more capable, and can be ordered to remain at heel.

A character with one or more Contamination levels and at least one mutation may be able to pass themselves off as a contaminated monster to a Haze Husk. Doing so successfully requires a DC 15 Charisma (Performance or Deception) check, which Charms the Haze Husk for 1 minute.

Harvestable Components (Common)

Animus: Undead. **Fluid:** Contaminated Ichor. **Bones:** Skull, Spine, Ribs. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

Delerium. Characters may be able to collect delerium from the remains of the Haze Husk, though its destruction tends to cause any fragment or chips to shatter and break. Roll 1d6 to determine what the characters can find. 1-3: nothing remains but broken splinters and ash; 4: 1d4 delerium chips; 5: 1d3 delerium fragments; 6: 1 delerium shard.

Creating Haze Husks

A character who knows the *Animate Dead* spell can consume a delerium fragment worth at least 100 gp per corpse as part of casting the spell to animate them as **Haze Husks**. Additionally, a character who uses a delerium crystal worth at least 1,000 gp per corpse when casting *Create Undead* with a level 8 spell slot or higher can animate two **Haze Wights**, or three **Haze Wights** by using a level 9 spell slot.

Haze Husk

Medium Undead

AC 10
HP 7 (1d8 + 3)
Initiative +0 (10)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	10	+0	+0	**CON**	16	+3	+3
INT	3	-4	-4	**WIS**	6	-2	+0	**CHA**	5	-3	-3

Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 8
Languages Understands the languages it knew in life but can't speak
CR 1/4 (XP 50; PB +2)

Actions

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage.

Reactions

Death Burst. *Trigger:* The haze husk is reduced to 0 Hit Points by damage that isn't Radiant or from a Critical Hit. *Response—Constitution Saving Throw:* DC 10, each creature in a 5-foot Emanation originating from the haze husk. *Failure:* 7 (2d6) Necrotic damage. *Failure by 5 or More:* The target gains one Contamination level.

Haze Wight

The stretched skin of this undead warrior is purple and bruised. Clad in broken armor, a deep gash in its breastplate marks the lethal blow that ended its life. Eldritch magic wells within the wound. As it catches sight of you, its face twists into a hateful scowl. Its dead eyes burn with spectral energy and contaminated magic seeps from blackened claws. In a cracked voice, it howls a delusional challenge: "To arms, comrades! Drakkenheim will be free of these monsters!"

Madness awaits those who too often venture into the ruins. Not even the dead are spared, as those who fall here may rise again as Haze Wights. These undead retain a semblance of their former intellect and personality but twisted by delusion, despair, and malice. Imbued with contaminated power, they often raise Haze Husks to fight alongside them.

Many Haze Wights believe theye are great heroes rallying the common folk against invaders, but in their madness, they see all humanoids as monsters. Like their Haze Husk minions, Haze Wights generally ignore contaminated monsters and treat them like "fair citizens" of the city. Groups of Haze Wights may act as if they are still a party of explorers, monster hunters, or part of a military expedition. In battle, they launch contaminated energy as if making skillful sword swipes, deft crossbow fire, or streaking magical blasts.

Haze Wights are often encountered in groups including a small retinue of Haze Husks and sometimes even an Arcane Wraith. In their madness, they believe their ability to reanimate Haze Husks is an inspiring battle command, a prayer of healing, or a call for reinforcements.

Reanimated by the Haze

Left undisturbed in the ruins of Drakkenheim, the corpse of a humanoid character of 6th level (or Challenge Rating 6) or higher has a 10 percent chance each day of rising as a **Haze Wight**.

Haze Wight

Medium Undead

AC 15
Initiative +2 (12)
HP 65 (10d8 + 20)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	14	+2	+2	**CON**	15	+2	+2
INT	10	+0	+0	**WIS**	13	+1	+1	**CHA**	17	+3	+3

Skills Perception +3, Stealth +4
Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 13
Languages The languages it knew in life
CR 3 (XP 700; PB +2)

Actions

Multiattack. The haze wight makes two Contaminated Blast attacks.

Contaminated Blast. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 60 ft. *Hit:* 13 (3d6 + 3) Necrotic damage. The first time the target is hit by a Contaminated Blast each turn, it is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* The target gains one Contamination level.

Bonus Actions

Animate Haze Husk. The haze wight reanimates the corpse of a haze husk it can see within 60 feet. The haze husk is revived with 5 Hit Points and immediately stands.

Study the Foe

Characters proficient in Arcana gain Advantage on Intelligence (Religion) checks to Study a Haze Wight, learning the following based on their result:

(10+) Delusional Undead. You recognize that these creatures think they are still alive, and that we are the monsters!

(15+) Contaminated Eldritch Power. You are aware of the Haze Wight's Contaminated Blast.

(20+) Awaken Minions. You know of the creature's Animate Haze Husk Bonus Action.

(25+) Made With Delerium. You understand that it's possible to create these zombies with delerium and an *Animate Dead* spell (see the Creating Haze Husks sidebar).

Combat Tactics

Haze Wights are intelligent warriors who can engage in melee or ranged combat. However, they mistakenly believe their foes are mindless monsters not requiring careful tactics, seeing most targets as beasts to be put down. When a foe demonstrates unexpected magic or strategy, some fight more carefully, commanding minions to surround and corner their opponents.

Groups of these wights sometimes believe they are still-living, acting as if they still possess their former abilities, using teamwork and 'healing' each other by reanimating the fallen as Haze Husks. Nevertheless, their delusions render them incapable of imagining defeat; they do not flee when wounded, nor when allies fall. Instead, they believe they fight in a heroic last stand, desperately railing against the inevitable doom they already suffered.

Harvestable Components (Uncommon)

Animus: Undead. **Fluid:** Contaminated Ichor. **Bones:** Skull, Spine, Ribs. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

Hazewing Moths

Rounding the corner, you stumble upon a bizarre alleyway where streaks of delerium cling to the walls like trellised vines. Criss-crossing the thoroughfare like laundry lines are elegant silk strands. Nestled into the corners and crevasses are tightly wrapped, pulsating cocoons and masses of glittering eggs. Several massive caterpillars with strange multicolored bodies clutch to the delerium, gnawing at the crystals with their disturbing mandibles, when suddenly a fluttering flock of large moths with opalescent wings descend from above.

These mutated insects have developed a curious life-cycle within the ecosystem of Drakkenheim's ruins. Large delerium deposits attract Hazewing Moths that flutter and land on the crystals to lay their eggs. After they hatch, the larval caterpillars consume enough delerium to wrap themselves into cocoons before transforming into adults. This lifecycle is not limited by the change of seasons in Drakkenheim, playing out rapidly over a few weeks. As such, the moths, caterpillars, egg clusters, and cocoons are frequently encountered together in large nests near rich fields of delerium crystals.

Throughout the ruins, clusters of delerium infested with Hazewing Moth egg masses are dangerous prizes, as the moths seek out the largest veins for their egg-laying grounds. Both the egg mass and the cocoon cause the breakdown of reality itself, leading to arcane anomalies and the accelerated progression of the Haze.

Hazewing Moth Caterpillar

The undulating body of this monstrous caterpillar bristles with sharp, luminescent spines. The creature's skin is a disturbing tapestry of purples and greens, throbbing with an eerie, bioluminescent glow.

The larval form of the Hazewing Moth is a disgusting, hairy, purring caterpillar. Using their strange mandibles, Hazewing Moth Caterpillars are able to slowly feed on and consume delerium crystals by secreting a specially adapted saliva which turns crystalized delerium into sludge, that the caterpillars drink. The caterpillars metabolize this into a dust which coats their wings as adults.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they Study a Hazewing Moth Caterpillar, learning the following based on their result:

(10+) Death Bite. This aberrant caterpillar has a dangerous necrotic bite.

(15+) Crystaline Craving. The caterpillar hungers for delerium crystals, which may divert its attention.

Combat Tactics

A Hazewing Moth Caterpillar is always seeking its next meal and attacks without discretion, wriggling towards the closest target to Bite them. The caterpillars continue to eat and Bite a downed character even in combat if they aren't being actively attacked. While it's happy to consume living flesh, a Hazewing Caterpillar is eager to feed on delerium. Characters may be able to draw its attention or even render it docile by offering it a shard or two and making a successful DC 15 Animal Handling check.

Harvestable Components (Common)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor, Mucus. **Natural Weapons:** Mandibles. **Hide:** Carapace. **Dust:** Aberrant Dust.

Hazewing Moth Caterpillar

Small Aberration

AC 11
HP 27 (6d6 + 6)
Initiative -1 (9)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	8	-1	-1	**CON**	13	+1	+1
INT	1	-5	-5	**WIS**	10	+0	+0	**CHA**	3	-4	-4

Senses Blindsight 30 ft.; Passive Perception 10
Languages None
CR 1 (XP 200; PB +2)

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Piercing damage plus 10 (3d6) Necrotic damage.

Hazewing Moth Chrysalis

Thick silvery strands fasten this bulbous glowing cocoon against a nearby wall. Within its crystalline shell, something pulses with unnerving, face-like patterns. These spectral visages seem to gasp and moan in silence. A thin mist rises off the surface of the chrysalis.

Once a Hazewing Moth Caterpillar has eaten its fill of delerium, it finds a secure place to wrap itself in a protective cocoon and begin the process of transforming into an adult. Filled with digested crystals, these cocoons magnify the presence of the Haze nearby, creating a potent natural defense for the otherwise immobile and vulnerable creatures.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they Study a Hazewing Moth Chrysalis, learning the following based on their result:

(5+) Protective Chrysalis. You understand the creature's Immunities and its Anchored trait.

(10+) Haze Amplifier. You are aware of its Haze Aura trait.

(15+) Adult Emergence. You learn of the creature's Sudden Emergence Reaction.

Combat Tactics

Immobile and incapable of attacking directly, the chrysalis simply holds fast while using Harden. Note that the Haze Auras of multiple chrysalis do not stack.

Harvestable Components (Common)

Animus: Aberration. **Fluid:** Contaminated Ichor, Goopy Fluid. **Hide:** Carapace. **Dust:** Aberrant Dust

Hazewing Moth Chrysalis

Medium Aberration

AC 20
HP 28 (3d8 + 15)

Initiative -5 (5)
Speed 0 ft., Climb 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	1	-5	-5	**CON**	20	+5	+5
INT	1	-5	-5	**WIS**	5	-3	-3	**CHA**	3	-4	-4

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained
Senses Blindsight 30 ft.; Passive Perception 13
Languages None
CR 1 (XP 200; PB +2)

Traits

Anchored. The chrysalis is firmly anchored in place. It can't be forced to move or teleport unless it chooses to be.

Haze Aura. The chrysalis conjures Deep Haze in a 30-foot Emanation, which renders its area Lightly Obscured. A creature that starts its turn in the area is subjected to the following effect. *Constitution Saving Throw:* DC 10. *Failure:* The target gains one Contamination level. *Failure or Success:* 10 (3d6) Necrotic damage.

Actions

Harden. The chrysalis regains 7 (2d6) Hit Points, gaining any excess healing as Temporary Hit Points.

Reactions

Sudden Emergence. *Trigger:* The chrysalis is reduced to 0 Hit Points. *Response:* Roll 1d6. On a **6**, a **Hazewing Moth Adult** emerges from the chrysalis, sharing its Initiative count. On a **1–5**, vile goo spills out of the chrysalis, and each creature within 5 feet of it is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure*: The target gains one Contamination level. *Failure or Success:* 10 (3d6) Acid damage plus 10 (3d6) Necrotic damage.

Hazewing Moth Adult

This large moth has brilliantly patterned wings that glimmer purple and green. The delicate membranes feature hypnotic shapes that resemble screaming human faces. The creature has a grotesque bat-like face with a curved antenna sprouting from its forehead ending in a bioluminescent lantern that gives off splashes of prismatic light. Its eyes are a mosaic-like fractal, and delerium dust drifts around it as it flaps about.

Adult Hazewing Moths no longer consume delerium crystals. Instead, they seek out mates and psychic forces to sustain themselves. The moths hypnotize their victims and drink their personalities and memories, gaining nourishment from the psychic forces of their prey. The memories and nightmares of the slain appear on the wings and chrysalis of the next generation of moths.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they Study a Hazewing Moth Adult, learning the following based on their result:

(5+) Vulnerable Flier. You know this flying creature has no special Resistances or Immunities.

(10+) Mesmeric Moth. You learn of the creature's Delerium Dust action and Hypnotic Flutter Bonus Action.

(15+) Intellect Eater. You recognize the moth's deadly Proboscis attack, and its strongest and weakest ability scores and saving throws.

Combat Tactics

Adult Hazewing Moths are protective of the eggs, caterpillars, and cocoons of others of their kind, and use their abilities to defend the clutch. The moths use their Hypnotic Flutter and Delerium Dust to send their targets into a near catatonic state before they flutter down to drink the target's psychic energy using their Proboscis.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Guts. **Natural Weapons:** Mandibles, Needles. **Hide:** Carapace. **Dust:** Aberrant Dust.

Hazewing Moth Adult

Medium Aberration

AC 15
HP 91 (14d8 + 28)
Initiative +8 (18)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	20	+5	+5	**CON**	15	+2	+2
INT	3	-4	-4	**WIS**	12	+1	+1	**CHA**	7	-2	-2

Senses Darkvision 60 ft.; Passive Perception 11
Languages None
CR 5 (XP 1,800; PB +3)

Actions

Proboscis. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 14 (4d6) Psychic damage. If the target has the Incapacitated condition, its Intelligence score is reduced by 1d4 until it finishes a Short or Long Rest. The target dies if this effect reduces its Intelligence score to 0.

Delerium Dust (Recharge 5–6). *Wisdom Saving Throw:* DC 13, each creature in a 30-foot Emanation originating from the hazewing moth. *Failure:* 14 (4d6) Radiant damage, and the target has the Addled condition (save ends).

Bonus Actions

Hypnotic Flutter. Intelligence Saving Throw: DC 13, each creature in a 60-foot Emanation of the hazewing moth that can see it (hazewing moths automatically succeed). *Failure:* The target has the Slowed condition (save ends). If the target is already Slowed, it instead has the Immobilized condition (save ends). If the target is already Immobilized, it also has the Incapacitated condition (save ends both).

Hypnotic Eldritch Blossom

The multi-colored petals of this large lotus-like flower gently open. Light dances across its leaves and shimmering blossom in strange hypnotic rhythm. The colors seem to shift as it moves, at times creating unimaginable colors. As you gaze at it, maddening patterns fill your mind, and a wave of confusion sweeps over you, making it impossible to tell if your glance was for but a moment or a lifetime.

Queen's Park Garden was one of the most visited locations in the city prior to the meteor. Although the park existed since the city's founding, it was Helena von Kessel II, the mother of the late Ulrich IV, who ordered its redesign into the brilliance it grew to be. This redesign added tiered gardens, topiary masterpieces, cobblestone walkways, tranquil streams, and quaint waterfalls. The Queen's Park Gardens included an astounding assortment of flowers, many of which were exotic to Westemär. Even the wooded groves bustled with wildlife and an unrivaled selection of trees and bushes. With the contamination of Drakkenheim, the beauty of the gardens have become horrific feasting grounds for carnivorous plants, sentient trees, and strangling vines, and its flowers are now a constant threat to any who enter.

Hypnotic Eldritch Blossoms are one of many plants warped by mutation. They emit a hallucination-inducing pollen and overflow with contaminated nectar. They are often fatally mistaken for eldritch lilies, a magical plant sought for its contamination resistive properties. These flowers mimick lilies to lure prey close enough to be hypnotized. They often grow in hazardous environments such as near delerium encrusted growths, contaminated water, or delerium sludge. Once entranced by the pollen's influence, creatures move closer to be contaminated until transformed into a monsters.

Apothecaries who have studied the strange blossoms suspect they may be part of a network that "speaks" to delerium in a manner we could never understand. The flowers may be seeking to corrupt the living, changing them into more suitable creatures that can further the spread of contamination.

Study the Foe

Characters proficient in Survival gain Advantage on Intelligence (Nature) checks to Study a Hypnotic Eldritch Blossom, learning the following based on their result:

(5+) Slow Moving Plant. You're aware of the plants movement, Resistances, and Immunities.
(10+) Enchanted Blossoms. You learn of its Hypnotic Pollen action and Spell Reflection Reaction.
(15+) Tough and Unthinking. You recognize the blossom's strongest and weakest ability scores and saving throws.

Combat Tactics

These plants typically grow in places protected from easy access, such as a pool of contaminated water, and they weaponize their environment against threats. The blossom attempts to contaminate victims with its nectar and uses the surroundings to amplify the danger of contamination. The flower is not agile enough to escape attacks, and relies on its Hypnotic Pollen to keep itself alive. Hypnotized victims view the flower as an impossibly beautiful object and are lured into any nearby hazards.

Harvestable Components (Common)

Animus: Plant. **Fluid:** Contaminated Ichor, Sap. **Organs:** Flowers. **Bones:** Stem. **Natural Weapons:** Spores. **Hair:** Leaves. **Dust:** Plant Dust.

Hypnotic Eldritch Blossom

Medium Plant

AC 5
HP 18 (4d8)
Initiative -5 (5)
Speed 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	1	-5	-5	**CON**	10	+0	+0
INT	1	-5	-5	**WIS**	3	-4	-4	**CHA**	5	-3	-3

Immunities Blinded, Deafened, Frightened
Senses Blindsight 30 ft.; Passive Perception 6
Languages None
CR 1 (XP 200; PB +2)

Traits

False Appearance. While the eldritch blossom remains motionless, it is indistinguishable from an ordinary flower.

Actions

Contaminated Touch. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 10 (3d6) Necrotic damage. *Constitution Saving Throw:* DC 10. *Failure:* The target gains one Contamination level. If the target is Charmed by the eldritch blossom, it is hit automatically and has Disadvantage on its save.

Hypnotic Pollen (Recharges after a Short or Long Rest). *Wisdom Saving Throw:* DC 10, each creature in a 30-foot Emanation originating from the eldritch blossom. *Failure:* The target has the Charmed condition for 1 minute. While Charmed, the target has the Incapacitated condition and must approach the eldritch blossom on its turns, taking the most direct path possible and moving through hazards. The effect ends early if a creature takes an action to shake the target out of its stupor.

Reactions

Spell Reflection. *Trigger:* The eldritch blossom succeeds on its save against a spell that targets only the eldritch blossom and doesn't have an area of effect, or a spell attack misses the eldritch blossom. *Response:* The eldritch blossom chooses a creature it can see within 30 feet as the spell's new target (the original caster is a valid target). If the spell forces a saving throw, the new target makes its own save. If the spell has an attack roll, the original caster rerolls the attack against the new target.

Kronen

In the shadow of the ruins, a pale, gaunt human appears. Their peculiar black cordlike hair shimmers strangely. With a bizarre gate they they stride forward revealing a monstrous form. Six skittering legs hold up its sprawling torso resembling the thorax and abodmen of a massive cockroach. Its chitinous shell gleams with a sickly sheen, a pair of long twitching antennae sprout from its head, and its arms end in clawed, human-like hands. Small oculi dot its forhead surrounding large compound eyes. Opening its mouth reveals not a tongue, but horrific mandibles. Countless small cockroaches dart among weeping holes covering its torso.

Drakkenheim's citizens were struck with panic and terror the day the city fell. While many tried to flee amidst the chaos, a few sought safety, barricading themselves in whatever shelter they could find. They hid in cellars, closets, outhouses, tunnels, and other seemingly secure places in a desperate attempt to survive. When the flames died down and the Haze took hold, a few chose to wait out the eerie mists. Who can say if they would have fared better had they attempted escape?

Isolated and alone, most tried surviving on contaminated water and subsisting on vermin creeping into their shelters. These fools did not realize the Haze could permeate their hiding places. Worse, the insects and rodents they consumed began to feed on them. Gradually exposed to contamination, the survivors metamorphosed into loathsome, vermin-like monstrosities befitting their wretched dwellings. Most knew that something had changed but they had little sense for how much time has passed.

Many of these unfortunates remain in their hiding places, confined within nightmarish conditions. Indeed, many are trapped within their shelters due to flooded passages, fallen rubble, or collapsing ruins. When discovered within deep cellars and sealed passages, they respond with panicked and confused violence. Explorers seeking to unearth treasure and lost relics within the city quickly learn to carefully inspect dig sites for hollows or buried chambers where a "Kronen" may dwell.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Kronen, learning the following based on their result:

(5+) Infected Vermin. You are aware of the creature's Infestation Reaction.

(10+) Speed and Dread. You learn of the creature's Loathsome Presence action and Scuttle Bonus Action.

(15+) Broken Personality. You understand the creature's strongest and weakest ability scores and saving throws.

Combat Tactics

A Kronen is usually agitated and alarmed when encountered, and its first instinct in combat is to find a new hiding place or flee deeper into its lair. It uses its Loathsome Presence while clawing at any in the way of its escape using Scuttle, reflexively spreading roaches to attackers via its Infestation Reaction.

If it escapes, a Kronen is eventually drawn to return to its old hiding place. Should characters remain there, the Kronen will furiously attack to reclaim its shelter but won't pursue characters who leave it alone in its hideout.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Guts, Flesh. **Natural Weapons:** Claws. **Hide:** Carapace. **Dust:** Aberrant Dust.

Kronen

Large Aberration

AC 17
HP 123 (13d10 + 52)
Initiative +5 (15)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	14	+2	+2	**CON**	18	+4	+7
INT	10	+0	+0	**WIS**	12	+1	+4	**CHA**	6	-2	-2

Skills Stealth +5, Survival +4
Senses Darkvision 60 ft.; Passive Perception 11
Languages Understands Common but can't speak
CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The kronen makes two Claw attacks and uses Loathsome Presence.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Loathsome Presence. *Wisdom Saving Throw:* DC 15, each creature that can see the kronen. *Failure:* 18 (4d8) Psychic damage, and the target has the Frightened condition for 1 minute (save ends). If the creature's saving throw is successful or the effect ends for it, it is immune to the kronen's Loathsome Presence for 24 hours.

Bonus Actions

Scuttle. The kronen takes the Dash action.

Reactions

Infestation. *Trigger:* A creature ends its turn within 5 feet of the kronen. *Response—Dexterity Saving Throw:* DC 15. *Failure:* The target is covered in cockroaches. It takes 14 (4d6) Piercing damage at the end of each of its turns until a creature takes an action to swipe the cockroaches off its body.

Last Memory

Seared into brick and cobblestone is the ashen silhouette of a human form. Not a trace of their body remains, the blackened stone capturing the last imprint of their existence, the moment they were incinerated by the meteor's eldritch fire. Inexplicably, the silhouette animates into distorted shapes, as distant screams and echoing anguished whimpers fill your ears.

These disembodied undead were formed the moment the meteor struck Drakkenheim. In a flash, those close to the impact were reduced to ash, but eldritch forces unleashed by the explosion trapped the memories of those it obliterated. Captured forever in that moment as silhouettes, a Last Memory is not a ghost or specter. They are not metaphysically connected to a living creature or its spirit—that creature is gone, annihilated body and soul by the eldritch fires which consumed them. Instead, these undead are pain, suffering, and misery given form in a gruesome instant. These spirits cannot be reasoned with nor spoken to, and cannot be aided or soothed. They are incapable of existing outside the singular event of their destruction, desiring only to force that moment into the minds of others, causing them to experience their anguish over and over again.

Even if the mere physicality of a Last Memory is destroyed, its lingering agony causes them to reappear, their endless torment a gravestone marking one lost to the meteor. Last Memories destroyed in the ruins of Drakkenheim return days later, emerging in a sorrowful chorus of screams that echo through the city.

Study the Foe

Characters proficient in Arcana gain Advantage on Intelligence (Religion) checks to Study a Last Memory, learning the following based on their result:

(5+) Deathless Memory. You know the creature's monster type, Resistances, and Immunities

(10+) Painful Recall. You are aware of the creature's Anguish action.

(15+) Weak Undead. You learn the creature's ability scores and saving throws.

Combat Tactics

Last Memories can move along the ground or up walls, often hiding as shadows on the ground. They have even followed prey, appearing as a strange movement in one's peripheral vision, or a shifting shadow from an unknown source.

When they reveal themselves, Lost Memories cry out in anguish, causing those nearby to suffer visions of their last moments, inducing emotional trauma to any who succumb to it. They grasp those nearby, terrorizing them with waves of sorrow. Last Memories seem to embody the raw emotions of their death, using those emotions as weapons against the living. They do not flee, for they do not cherish their existence. Their only purpose is to spread the fear and the pain of their own death before fading away, only to reappear days later to relive their agony.

Harvestable Components (Common)

Animus: Undead. **Fluid:** Ectoplasm, Contaminated Ichor.
Dust: Undead Dust.

Last Memory

Medium Undead

AC 12
HP 27 (6d8)
Initiative +2 (12)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	-5	-5	**DEX**	15	+2	+2	**CON**	11	+0	+0
INT	10	+0	+0	**WIS**	11	+0	+0	**CHA**	10	+0	+0

Resistances Acid, Cold, Fire, Lightning, Thunder
Immunities Necrotic, Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Blindsight 60 ft.; Passive Perception 10
Languages Common
CR 1 (XP 200; PB +2)

Traits

Eternal Torment. If a last memory dies, it reappears 1d4 days later, unleashing a howling scream that can be heard up to 300 feet away.

Silhouette. The last memory can only move along contiguous flat surfaces, such as walls or floors. It cannot fly or swim and must always be in contact with a surface. Additionally, the last memory ignores all natural Difficult Terrain and can climb without making an ability check.

Unusual Nature. The last memory doesn't require air, food, drink, or sleep.

Actions

Sorrowful Touch. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 30 ft. *Hit:* 12 (3d6 + 2) Psychic damage, and the target has the Slowed condition until the end of its next turn.

Anguish (Recharge 5–6). *Wisdom Saving Throw:* DC 10, each creature in a 30-foot Emanation originating from the last memory that can hear it. *Failure:* 10 (3d6) Psychic damage and the target becomes Jinxed 1d6 (save ends).

Living City

An eerie light shines within the oddly intact yet ramshackle house across the road. The door hangs ajar, gently banging open and closed as the mist and winds whip through the dark streets. As you step inside the building, the lurching floorboards creak and groan. The furnishings are bizarrely orderly, and you notice nary a speck of dust or debris accumulated in the otherwise ordinary rooms. After a moment you notice a strange glistening liquid seeping out between the timbers, and the odd reddish goo that melts between the mortar of the bricks. Suddenly, the door slams shut, the windows close and shutter, and the entire room warps and shifts. Hundreds of yellow eyes open across the walls, grinning toothy mouths form on the ceilings and floors. Glistening barbed pseudopods reach up from the furniture, as you realize you have stepped right into the gullet of a patient predator.

Some say that the greatest threat adventurers and faction agents face in Drakkenheim is the city itself. The unstable magic of the Haze makes navigation through the city streets perilous and disorienting. It often feels like the alleys and buildings are changing position around travelers, as if Drakkenheim were slowly weaving a maze around them. Damaged buildings are filled with rubble, prone to collapse, and the perfect places for monsters to hide in ambush. Dangers and hazards abound from the transformed landscape, and tales are told of structures themselves magically transmuted into strange substances, the stone and wood becoming metals, glass, sand, or even partially made from flesh and bone, as if a twisted artist had sculpted the buildings out of macabre materials.

Just as the Haze has awakened unhinged sentience in the elements and guardian constructs of Drakkenheim, bizarre arcane anomalies occasionally cause the furnishings and buildings of the city to awaken. Eyes, mouths, and even tendrils may appear on surfaces within. Those who brave the interior rooms and halls hear whispers in their minds as the building develops its own personality. On rare occasions, however, the internal composition of objects mutates into a metamorphic goo, imbuing the structure with the ability to change its form and composition in nearly limitless ways. When this occurs to a normal object like a table or chest of drawers, the result is a typical mimic.

A Living City emerges when this happens to an entire building. Also called manor mimics or werehouses, these deadly creatures slowly meander through the city, finding empty plots or taking the place of ruined buildings. Once they find a suitable location, they may quite literally set up shop. Due to their nature, a Living City does not create the appearance of a damaged or ruined structure, so adventurers may be naturally wary of oddly intact buildings they encounter while roaming the ruins.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Living City, learning the following based on their result:

(15+) Animated Building. You are aware of the Living City's Structural Form and No Exit traits, as well as its Immunities.

(20+) Escape Routes. You recognize that destroying the creature's walls and doors creates exits, but these are short-lived because of its Shifting Form Epic Action.

(25+) Slow, Smart, and Tough. You learn of the Living City's strongest and weakest ability scores and saving throws.

Combat Tactics

A Living City takes the form of an oddly intact residence, workshop, or warehouse using its Structural Form trait, and waits for hapless creatures to wander inside. A Living City may deceive characters into entering it using its telepathy and Haunting Whispers. It suppresses its Digestive Aura and so it can take full advantage of its False Appearance trait.

Typically, a Living City shapes its body to create outer rooms that have walls bordering the edge of the Living City's space, and inner rooms deep within which do not have walls, ceilings, or floors immediately adjacent to spaces outside the Living City. The Living City will create doors, windows, or even stairs within it so that its prey can easily move from outside, to the outer rooms, and then further inside to the inner rooms. Often, the Living City might place any treasure or valuables it has collected in these inner rooms as bait.

Once a few characters have entered one of its innermost rooms, the Living City attacks and activates its Digestive Aura. When it rolls Initiative, it uses its No Exit trait to close all the doors and windows in its body, trapping characters inside. Then, it attacks them with its Grasping Tendrils, Bite, and Haunting Whispers, while using its Shifting Form Epic Action to slowly change its interior, separating the characters and cutting off their escape routes.

Should the player characters break a hole in one of its walls, the Living City uses its Shifting Form trait to plug the hole. Note that some area-of-effect attacks and spells (such as *Burning Hands*) can damage or destroy multiple sections of the Living City. However, a Living City can only take damage from one section being destroyed per turn. If characters manage to slip outside the Living City through a breached hole or exit, the Living City may use its Grasping Tendrils to pull them back in. It then tries to quickly seal them inside again with Shifting Form.

Harvestable Components (Very Rare)

Animus: Montrosity. **Fluid:** Contaminated Ichor, Goopy Ooze, Acidic Bile. **Organs:** Glands.

EPIC

Living City

Gargantuan Monstrosity

AC 20 **Initiative** +5 (15)
HP 70 (4d20 + 28) + 70 per player character (4d20 + 28)
Speed 5 ft., Climb 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	1	-5	+0	**CON**	25	+7	+7
INT	15	+2	+7	**WIS**	13	+1	+6	**CHA**	12	+1	+6

Skills Deception +6, Stealth +0
Immunities Grappled, Prone
Senses Darkvision 60 ft.; Passive Perception 11
Languages Common; telepathy 10 ft.
CR 13 (XP 10,000; PB +5)

Traits

Digestive Aura. A creature that starts its turn in the living city's space takes 10 (4d4) Acid damage. At the start of its turn, the living city decides whether its Digestive Aura is active until the start of its next turn (no action required).

False Appearance. While the living city remains motionless in its Structural Form, it is indistinguishable from an ordinary structure or vehicle, such as a house or a sailing ship.

Structural Form. The living city can spend 10 minutes in Concentration to shape-shift into a Gargantuan structure or back into its true, amorphous form. Its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

While in the form of a structure, the living city takes up its entire space and creates floors, walls, doorways, and windows within its space which resemble and behave like normal structures, while leaving behind open space within it to create rooms. Creatures can pass through the open spaces and stop there as if moving through a normal structure.

The walls and floors of the living city can be damaged and thus breached. Each 5-foot-by-5-foot section has AC 15 and 30 Hit Points. Reducing a section to 0 Hit Points destroys it and deals 30 damage to the living city. A living city can only take this damage once per turn.

In addition, the living city extrudes pieces of itself inside its space which resemble furnishings and everyday objects. The extrusions appear, feel, sound, and behave exactly like the mimicked objects. A thin, slimy tendril connects any furnishings or objects to the body of the living city. The tendril has AC 15 and 1 Hit Point. If the tether is severed or destroyed, the simulacra melts into goo, but does no harm to the living city.

No Exit. When it rolls for Initiative, the living city reflexively closes the windows, doors, and other egress points on the outside of its body, preventing creatures inside it from leaving its space.

A creature in the living city's space that attempts to leave its space using teleportation or planar travel is subjected to the following effect. *Charisma Saving Throw:* DC 20. *Failure:* 27 (5d10) Psychic damage. *Failure or Success:* The teleportation or planar travel fails.

Epic Actions

The living city always takes its turn on Initiative count 20. On its turn, the living city can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the living city takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +10, reach 0 ft. *Hit:* 23 (4d8 + 5) Piercing damage.

Grasping Tendril. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage, and the target is pushed or pulled 10 feet (the living city's choice).

Haunting Whispers. *Intelligence Saving Throw:* DC 15, one creature in the living city's space. *Failure:* 10 (3d6) Psychic damage, and the target has the Frightened condition (save ends).

Shifting Form. The living city alters the composition of a 10-foot-by-10-foot area inside it, creating walls, doors, windows, stairs, or furnishings. It can choose to make the area Difficult Terrain. Creatures inside the living city who are not directly observing the shift must succeed on a DC 20 Wisdom (Perception) check to notice the change.

If the living city creates a wall that cuts through another creature's space when it appears, the creature is pushed to one side of the wall (the living city's choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a DC 15 Dexterity saving throw. On a success, it can use its Reaction to move up to its speed so that it is no longer enclosed by the wall.

Epic Resistance. The living city chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an 11+, the effect ends on it. The living city can use this Epic Action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Loathsome Gag Fly

This massive fly buzzes through the air, bobbing and darting with a loud buzz of its wings. Its huge eyes make up most of its rotund form, saliva and mucus oozing from its small mandibles. Its abdomen is slightly translucent, with a purplish green liquid sloshing around inside its bloated form. It screams in a strangely human voice that sounds like it is crying for help.

The flies grow fat in Drakkenheim. Corpses do not rot, which makes them excellent sources of food for the rats, Garmyr, and bugs of the city. Many bloated corpses are now ripe with large green maggots that feast on the dead contaminated flesh. When these maggots evolve into Loathsome Gag Flies, they buzz around areas of death in the city. Attracted to fresh corpses, or piles of dead bodies, or even following along with a group of Haze Husks or Haze Wights hoping to munch on bits of their flesh. The city cistern and the old well in Slaughterstone Square is a known hot spot for a large nest of Gag Flies.

The Gag Flies are bloated and overgrown flies whose acidic mucus has now formed a pouch that occupies most of their large thorax. Like all flies, they use this acidic mucus to dissolve possible food and prepare it for eating. Due to their large size, this results in a horrible experience for adventurers wandering past a group of these flies, who all vomit sprays of burning acid onto their prey and buzz down to feed on the burning targets.

Study the Foe

Characters proficient in Survival gain Advantage on Intelligence (Nature) checks to Study a Loathsome Gag Fly, learning the following based on their result:

(5+) Flying Monstrosity. You know the Gag Fly's creature type and speeds.

(10+) Explosive Bile. You learn of the Gag Fly's Bloat Burst Reaction.

(15+) Bestial Minded. You recognize the Gag Fly's highest and lowest ability scores and saving throws.

Combat Tactics

The Loathsome Gag Fly is a simple-minded creature who wants to feed on flesh and lay larva on the corpses of the dead. It sprays acid on any creature that it sees nearby in an attempt to weaken it. It then lands on them and begins feeding.

Gag Flies usually attack in groups and care very little for the wellbeing of each other. As a matter of fact, when a Gag Fly is killed and explodes in a shower of acid, this usually causes other nearby flies to go into a feeding frenzy on targets sprayed in the gore, as they are drawn to any flesh dissolving in the acids of their mucus.

Harvestable Components (Common)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Acidic Bile, Mucus. **Organs:** Eyes, Guts, Glands. **Natural Weapons:** Mandibles, Needles. **Hide:** Carapace.

Loathsome Gag Fly

Small Monstrosity

AC 13
HP 27 (5d6 + 10)
Initiative +7 (17)
Speed 10 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	16	+3	+3	**CON**	15	+2	+2
INT	3	-4	-4	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 1 (XP 200; PB +2)

Traits

Digestive Enzymes. The gag fly has Advantage on attack rolls against a Burning target.

Spider Climb. The gag fly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Proboscis. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage.

Acid Spray (Recharge 6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 5 (2d4) Acid damage, and the target has the Burning condition (2d4 Acid). *Success:* Half damage only.

Reactions

Bloat Burst. *Trigger:* The gag fly is reduced to 0 Hit Points or takes damage from a Critical Hit. *Response—Dexterity Saving Throw:* DC 12, each creature in a 10-foot Emanation originating from the gag fly. *Failure:* 5 (2d4) Acid damage, and the target has the Burning condition (2d4 Acid).

Lob Frog

The frog-like creature has sharp spines down its back, with mottled green and brown flesh; a large segmented mouth that bisects its face; and a large, black, soulless eye peering out from either side. Its insect-like pincers drip and gnash as it huddles close to a mound of translucent, sticky, octarine eggs throbbing and writhing with contaminated energy. It holds one of the throbbing spawn in its webbed hand, ready to hurl it directly at you.

The Drann River flows into Drakkenheim from the Kesselwald Forest to the northeast. On some of the especially quiet and warm nights, you could hear the chorus of croaking frogs from within the woods close to the river. These frogs were commonly found there, and large numbers of them would migrate down the Drann River into the northern parts of the city, especially around King's Gate. Today, the frog's migration continues, but now the contaminated waters of the Drann have caused the amphibians to bloat to horrific size, and also wildly changed their reproductive cycle.

These mutated monsters are now commonplace along the river and make crossing at any point dangerous. Their eggs do not hatch on their own but require a host body to feed on to complete the metamorphosis. For this reason, the frogs weaponize their contaminated eggs, tossing them at passing by adventurers, scouts, and even other contaminated creatures, hence their moniker: "Lob" Frogs.

The Lob Frog produces hundreds of eggs and hedges its bets by throwing them at any creature it finds, hoping that a few of them have the opportunity to gestate into a newborn Lob Frog. Newly formed Lob Frogs always carry a minor element of the host. A Lob Frog formed from a Ratling may have rodent-like ears or whiskers, where one formed from a human may carry the host's eye color.

Study the Foe

Characters proficient in Animal Handling gain Advantage on Intelligence (nature) checks to Study a Lob Frog, learning the following based on their result:

(5+) Poisonous Skin. You recognize the Lob Frog's Immunities and Poison Skin trait.

(10+) Hurled Eggs. You are aware of the Lob Frog's Throw Frogspawn action.

(15+) Assured Amphibian. You know the Lob Frog's Strength and Charisma ability scores and saving throws.

Combat Tactics

Lob Frogs are keen to keep their distance from predators and threats, but are constantly on the lookout for hosts for their offspring. They attempt to lob their contaminated eggs at potential threats, hoping to produce more Lob Frogs. If confronted directly, their Poison Skin acts as a defense while they use their Standing Leap to escape unfavorable situations.

If a Lob Frog has at least two or more targets with attached eggs, or if they are reduced below half Hit Points, they leap away to find somewhere safe and wet to hide. They would rather not risk their life, and simply hope to infect as many targets as possible to continue their species.

Lob Frog

Medium Monstrosity

AC 14
HP 55 (10d8 + 10)
Initiative +4 (14)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	15	+2	+4	**CON**	13	+1	+1
INT	12	+1	+1	**WIS**	14	+2	+2	**CHA**	8	-1	-1

Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 12
Languages None
CR 3 (XP 700; PB +2)

Traits

Standing Leap. The lob frog's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

Poison Skin. When a creature within 5 feet of the lob frog hits it with a melee attack, that creature takes 3 (1d6) Poison damage.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage, and the target has the Distracted condition.

Throw Frogspawn. *Ranged Attack Roll:* +4, range 30/60 ft. *Hit:* 6 (1d8 + 2) Bludgeoning damage plus 10 (3d6) Acid damage. If the target is a creature, the egg sticks to the target's body, melding with its flesh. A creature within 5 feet of the egg can take an action to remove the egg, dealing 10 (3d6) Acid damage to the target in the process. If the egg is still attached to the target at the end of its next turn, the target is infected with a disease and has the Sickened condition until the disease ends. The disease can't be cured except by magic.

Every hour, the target is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target gains one Contamination level. Contamination levels gained in this way can't be removed until the disease is cured. If the target suffers a Monstrous Transformation, it dies and its flesh falls away, birthing a **Lob Frog**.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Venom. **Organs:** Eyes, Heart, Brain, Guts, Glands, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth. **Hide:** Skin, Webbed Membrane.

Octarine Tree

Trudging through the thick overgrowth of Queen's Park Garden, you come across a massive tree with dark, nearly blackened bark, branches swaying and bobbing in the Haze-filled winds of the city. Unlike its barren and dying cousins nearby, its bright and flourishing foliage is alive. The ribs and veins of its thick purple leaves are shot through with pulsing octarine. Gently glowing upon its branches in small clusters are delerium crystals, sprouting from the tree like acorns. The whistling of the wind echoes through the delerium growths causing them to echo like eerie chimes. As you draw closer, the thick bough begins to shake and bend against the wind, and the tree's roots suddenly tear up from the soft earth. The massive shambling tree lurches up, and its darkened bark stretches and forms into a snarling grotesque face as it barrels towards you.

The trees surrounding Drakkenheim for miles in every direction are decrepit and dying things with blackened dead bark, thick knobby roots, and gnarled bare branches. Those traveling the dark roads to Drakkenheim remark how the trees appear like skeletal hands reaching up to the Haze-filled sky. As the trees sway in the wind, even when there is no breeze, the haunting rustling of their dead leaves and creaking boughs sounds like distant whispers.

Yet a few among the foliage carry a hint of life still, soaking up the contaminated rainfall and groundwaters of the toxic Drann River. Their deep roots draw up the delerium in the soil and they are altered in ways that defy understanding. As one approaches the city proper, these trees begin to form strange growths, and crystal fruit in unfathomable colors sprout in abundance upon their twisted branches.

Druids would always say that the trees spoke to them, that the plants and foliage of the land had stories. Now, the forests surrounding the city for miles speak of pain, suffering, anger, and fury. Druids who have come to Drakkenheim have sensed the foreboding of the flora within the city, warning against approaching those strange trees with delerium growths.

These Octarine Trees are terrible to behold, and a tragic sign of the corruption seeping into the earth. They have taken on a life of their own, rising from the soil in a hostile sense of hatred towards the living. They seek to spread their sickness, wailing and hurling contaminated delerium at all who get in their way.

Study the Foe

Characters proficient in Survival gain Advantage on Intelligence (Nature) checks to Study an Octarine Tree, learning the following based on their check result:

(5+) Resilient Sapling. You learn of the Octarine Tree's type, its Resistances, and Immunities.

(10+) Flying Fruit. You are aware of the creature's Delerium Fruit action.

(15+) Combustible Timber. You recognize the creature's vulnerability to fire.

Combat Tactics

The Octarine Tree grows in clusters within Queen's Park Garden, or in the forests north of Drakkenheim, but lone trees have been spotted in advantageous positions throughout the city. Whether in market squares or growing on cliff sides overlooking parts of the city, the trees seem to keep watch over large stretches of road. The Octarine Tree is surprisingly fast when it decides to move but usually opts to root itself in a good position and throw Delerium Fruit at its enemies.

When engaged in melee, an Octarine Tree tangles up creatures in its Crushing Roots and Thwacks them. It will take an opportunity to lumber to a better position and plant itself in the ground to continue hurling fruit if it can.

Harvestable Components (Rare)

Animus: Plant. **Fluid:** Contaminated Ichor, Sap. **Organs:** Flowers. **Hair:** Leaves. **Hide:** Bark. **Dust:** Plant Dust.

Octarine Tree

Huge Plant

AC 17
HP 147 (14d12 + 56)
Initiative +2 (12)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	22	+6	+6	**DEX**	6	-2	+2	**CON**	18	+4	+8
INT	8	-1	-1	**WIS**	12	+1	+5	**CHA**	5	-3	-3

Skills Nature +3
Resistances Bludgeoning, Cold, Lightning, Piercing, Thunder
Vulnerabilities Fire
Immunities Poison, Psychic; Poisoned
Senses Passive Perception 11
Languages None
CR 9 (XP 5,000; PB +4)

Traits

Enraged. While Bloodied, the octarine tree gains Advantage on all attack rolls.

Plant Camouflage. The octarine tree has Advantage on Dexterity (Stealth) checks made to Hide in forests.

Siege Monster. The octarine tree deals double damage to objects and structures.

Actions

Multiattack. The octarine tree makes three attacks.

Thwack. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 19 (2d12 + 6) Bludgeoning damage, and if the target is Large or smaller, it is pushed 10 feet and has the Prone condition.

Crushing Roots. *Melee Attack Roll:* +10, reach 20 ft. *Hit:* 25 (3d12 + 6) Bludgeoning damage, and if the target is Large or smaller, it has the Grappled condition (escape DC 16). While Grappled, the target has the Restrained condition. The octarine tree can grapple up to four creatures at a time.

Delerium Fruit. *Ranged Attack Roll:* +10, range 60/120 ft. *Hit:* 15 (2d8 + 6) Necrotic damage. *Constitution Saving Throw:* DC 18. *Failure:* The target gains one Contamination level. *Failure by 5 or More:* The target triggers an Arcane Anomaly centered on itself.

Bonus Actions

Take Root. If the octarine tree has not moved this round, it can plant itself into the ground. It regains 18 (4d8) Hit Points and has the Immobilized condition until the start of its next turn. While Immobilized, the octarine tree has Immunity to the Grappled, Prone, and Restrained conditions, and its AC increases to 20. These benefits end early if the tree takes Fire damage.

Pyknic Maunder

This horror is an amorphous mass of limbs, hands, mouths, and eyes. Among the disturbing mess are hands with eyes embedded in the palms that have mouths for pupils, fingers that end in hands with fingers that end in hands, eyes within eyes within mouths with wriggling fingertips for teeth, lips for eyelids, and grasping hands for tongues. Some of the many-colored eyes dart about in panic while others droop lazily as if falling in and out of sleep. Some of the mouths talk, citing obscure languages and bits of poetry, while the countless hands gesticulate frantically.

Eldritch contamination induces chaotic and random mutations that care little for form and function. The changes cause flesh to waste away, exposing raw muscle as skin melts; fingernails, teeth, tongues, and eyes fall out; the lips rot and fester; and the bones turn to jelly. Eventually, the cascading mutations result in total dissolution into a roiling mass of mutated flesh, flailing limbs, and disparate sensory organs known as a Pyknic Maunder.

Transformation into such a wretched creature is typical in cases of sudden, rapid, and overwhelming exposure to contamination. This was a common fate of those just outside the immediate blast of the falling stars who avoided vaporization but were instead exposed to the full brunt of contaminated magic. However, maunders can also be created when people or animals are exposed to intense contamination from Arcane Anomalies, powerful contaminated spells, or are gravely wounded by delerium-infused weaponry. In particular, this may occur when multiple delerium-tipped arrowheads or bolts become imbedded deep into the body. In at least one documented case, a foolish adventurer who tried ingesting a delerium shard quickly mutated into a maunder. Rumors speak of maunders also being created from experimenting with delerium or trying to develop contaminated spells.

Maunders live out a pathetic and confused existence, grasping their way throughout Drakkenheim; they are found everywhere in the city. The creatures attack everything they encounter, including other maunders, absorbing more flesh and matter from their kills. A maunder that grows too large eventually collapses upon itself, and several smaller maunders emerge from the remains to shuffle through the ruins. On rare occasions, these maunders collect and form into a Protean Abomination, a much larger version capable of maintaining its form.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Pyknic Maunder, learning the following based on their result:

(5+) Always Upright. You recognize that this undulating mass can't be knocked Prone.

(10+) Mind Numbing. You recognize the creature's Bite and Babble actions.

(15+) Practically Mindless. You are aware of its strongest and weakest saving throws.

Pyknic Maunder

Large Aberration

AC 9
HP 67 (9d8 + 27)
Initiative -1 (9)
Speed 10 ft., Swim 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	8	-1	-1	**CON**	16	+3	+3
INT	1	-5	-5	**WIS**	8	-1	-1	**CHA**	5	-3	-3

Immunities Prone
Senses Darkvision 60 ft.; Passive Perception 9
Languages None
CR 3 (XP 700; PB +2)

Actions

Multiattack. The maunder makes one Grasp or Bite attack against each creature within its reach. Alternatively, it makes two Eye Beam attacks.

Grasp. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage, and if the target is Medium or smaller, it has the Grappled condition (escape DC 13). The maunder has countless hands and can grapple any number of creatures.

Bite. *Melee Attack Roll:* +6, reach 5 ft., one creature Grappled by the maunder. *Hit:* 15 (2d10 + 4) Piercing damage. A Dazed target that is Grappled by the maunder is Helpless against this attack.

Eye Beam. *Ranged Attack Roll:* +6, range 60 ft. *Hit:* 13 (2d8 + 4) Radiant damage.

Bonus Actions

Babble. *Wisdom Saving Throw:* DC 10, each creature in a 30-foot Emanation originating from the maunder that can hear it. *Failure:* 7 (2d6) Psychic damage, and the target has the Dazed condition until the start of its next turn.

Combat Tactics

A maunder has no sense for combat tactics and exists only to eat whatever it can get within the grasp of its many hands. Once it has hold of a creature, it immediately begins to feed using its Bite. A Pyknic Maunder will attack an unconscious or downed character, uncaring about other attackers.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Guts, Flesh. **Natural Weapons:** Claws, Teeth. **Hide:** Skin. **Dust:** Aberrant Dust.

Imagine a raccoon and a potato had a baby. Just don't let it's speed make you think it isn't hungry.

Reality Cyst

You come across a glistening mass of pustules that seem to grow directly out of the physical structures of the city, as if the natural wood, stone, and earth are alive. These cysts are a cancer growing within Drakkenheim. The very air around the cyst changes, the light refracts in incorrect patterns, and the lines and angles of its surroundings seem to fracture in incoherent designs. To look upon it is like looking at reality itself through a broken mirror. One that is both present and not present at all, where your every move and step are strained and confused. For a brief moment, you seem to forget what you saw at all, and the landscape around you seems unfamiliar. Have you been here before? How did you get here in the first place? Your mind strains to grasp these questions.

The presence of delerium has caused Drakkenheim to become an epicenter for planar rifts. Commonly known as Thin Places, these tears in reality allow creatures to pass between dimensions and cause the magical qualities which define the linked plane to slowly seep into and change the Mortal World. Outside the ruins of Drakkenheim, most Thin Places are connected to the Faerie Otherworlds or the Shadowlands, but within the city, the Haze is especially prone to create pathways into the Space between Worlds.

This roiling realm of chaotic pandemonium and impossible reality floods the Mortal World with Arcane Anomalies and unfathomable horrors. When rifts to the Space Between Worlds appear in Drakkenheim, it sends a rippling magic outwards from its center, affecting all creatures, plants, and even stone and wood. Thin Places in Drakkenheim are like wounds in reality, and as the wound remains, it begins to fester and infect. Like a disease, the infection begins to cause growths and cancers to form in the area around it. The Reality Cyst is one of these cancerous growths.

Those who have glimpsed a Reality Cyst have seen them vanish from sight a moment later. There are reports of adventurers lost in the ruins for days trying to navigate a city street that become completely alien and unfamiliar, only to be found by another scouting party standing perfectly still in a daze. It seems those who are affected by the Reality Cyst enter a sort of trance. They are unable to perceive the Reality Cyst and instead find themselves in a confused landscape with the very fabric of reality shifting and altering forms. Colors beyond perception bleed from walls, objects appear and disappear at random, nonsensical angles and shapes form and alter before their eyes. People might believe they are moving in one direction and find themselves moving in a completely different direction. Gravity, time, space, logic, and all other concepts are skewed and broken.

For those who have glimpsed through the veil of a Thin Place, and caught that unhinged reality of the Space Between Worlds, the state of order in the bending existence of a Reality Cyst seems strangely familiar. Its wrongness, although completely unfathomable, seems to echo the confused state of the Space Between Worlds. Those who encounter a Reality Cyst and escape Drakkenheim's walls have bordered on madness. At best they suffer severe headaches for weeks afterwards. A mind can only handle so much when the reality you interact with pushes up against the rules and concepts of your own comprehension.

Study the Foe

Characters proficient in Arcana gain Advantage on Intelligence (Nature) checks to Study a Reality Cyst, learning the following based on their result:

(5+) Unmoving Aberration. You learn the Reality Cyst's creature type and speed.

(10+) Draining Rejuvenation. You are aware of the creature's Feed Bonus Action.

(15+) Anomalous Influence. You recognize the cyst's ability scores and saving throws.

Combat Tactics

The Reality Cyst is less of a hunter than it is a disease. It feeds off the confusion of creatures trapped in its illusions. It mimics the bending realities of the Space Between Worlds and mirrors that into the minds of those who are close to it. After their target enters a trance, it drinks their mental energy and grows.

The Reality Cyst does only one thing: it feeds. It cannot move or defend itself well against attacks. It relies on creatures succumbing to its Unhinged Reality trait and devouring their minds. Once discovered, there is little the cyst can do to survive.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Contaminated Ichor, Mucus. **Organs:** Glands. **Hide:** Skin. **Dust:** Aberrant Dust.

Reality Cyst

Medium Aberration

AC 10
HP 4 (1d8)
Initiative -5 (5)
Speed 0 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	-5	-5	**DEX**	1	-5	-5	**CON**	10	+0	+0
INT	3	-4	-4	**WIS**	13	+1	+1	**CHA**	20	+5	+5

Immunities Charmed, Frightened, Paralyzed, Poisoned, Restrained, Unconscious
Senses Truesight 120 ft.; Passive Perception 11
Languages None
CR 2 (XP 450; PB +2)

Traits

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

Unhinged Reality. The reality cyst emits a 120-foot Emanation of unhinged reality. A creature that starts its turn in the Emanation is subjected to the following effect. *Wisdom Saving Throw:* DC 15. *Failure:* The target has the Immobilized condition until it leaves the Emanation. While Immobilized, the target believes itself to be in an altered and confused environment of shifting forms, and can't see or hear anything else. The target does not perceive itself to be stationary, and instead believes it is walking through a bizarre landscape. It can take an action on its turn to repeat the save, ending the effect on itself on a success. If the creature succeeds on its save or the effect ends for it, it is immune to the reality cyst's Unhinged Reality for 24 hours.

Unusual Nature. The reality cyst doesn't require air, food, drink, or sleep.

Actions

Psychic Whip. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 120 ft. *Hit:* 19 (4d6 + 5) Psychic damage, and the target has the Dazed condition until the end of the reality cyst's next turn. The reality cyst can target a creature Immobilized by its Unhinged Reality with this attack even if the creature has Total Cover.

Bonus Actions

Feed. Each creature Immobilized by Unhinged Reality takes 10 (3d6) Psychic damage. The reality cyst regains Hit Points equal to the total damage dealt, and its Hit Point Maximum increases by the same amount.

Reactions

Fracture. *Trigger:* The reality cyst takes damage. *Response—Intelligence Saving Throw:* DC 15, each creature in a 60-foot Emanation originating from the reality cyst. *Failure:* The target has the Addled condition (save ends).

Sewer Thing

The murky sewer waters churn as something below the surface stirs. A mass of debris, algae, and waste slowly rises from the water, and a sloping mass of sewage emerges with a gurgling hiss. Before you, a great shambling form launches towards you, grasping with its writhing tendrils, moving through sewage with surprising speed.

No one knows how the Sewer Thing came to be. Some speculate its a person who drowned in the sewers before contamination took their form and merged with the raw sewage around them. Others suggest the creature is contamination, turning plants and debris into horrific monsters. Regardless, enough stories have spoken of avoiding the sewers for most to steer clear of those areas.

The Sewer Thing hunts in the sewers of Drakkenheim, absorbing anything that gets in its path. It is an unseen killer using its tendrils to pull victims into the sewage to be absorbed and causes others nearby to retch and vomit. It is depicted as a legend in the scrawlings of aquatic Dregs who call the sewers home. The Dregs and Ratlings speak of the terrible thing that feeds on their people. Ratlings use the Sewer Thing as a cautionary tale for their young, telling them not to travel alone and to run when water churns.

Study the Foe

Characters proficient in Survival gains Advantage on Intelligence (Nature) checks to Study a Sewer Thing, learning the following based on their result:

(5+) Resilient Plant. You know it's creature type, Resistances, and Immunities

(10+) Poisonous Engulfer. You learn of the creature's Poison Absorption and Engulf features.

(15+) Sense of Self. You understand the creature's Wisdom and Charisma ability scores and saving throws.

Combat Tactics

The Sewer Thing waits for the opportune moment to strike. It lets creatures approach, appearing as plant matter over some sewer debris. Once its prey is close, it springs to life, lashing out with its tendrils at any it has surprised, attempting to Engulf them. This tactic works well if it is in water or sewage, where it can pull victims beneath the surface.

The Sewer Thing starts combat attempting to Engulf surprised targets. Once a creature is Engulfed, the Sewer Thing retreats into the sewer water and flees. It is a hunter, consuming its prey by dissolving them inside of it. Once it has its food, it has no reason to stay and fight.

Harvestable Components (Rare)

Animus: Plant. **Fluid:** Contaminated Ichor, Goopy Ooze, Venom, Sap. **Organs:** Flowers, Flesh. **Natural Weapons:** Tentacles. **Hair:** Leaves. **Dust:** Plant Dust.

Sewer Thing

Huge Plant

AC 17
HP 92 (8d12 + 40)
Initiative +7 (17)
Speed 20 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	**DEX**	12	+1	+1	**CON**	20	+5	+5
INT	3	-4	-4	**WIS**	11	+0	+0	**CHA**	5	-3	-3

Resistances Acid, Cold, Fire
Immunities Poison; Blinded, Deafened, Exhaustion, Poisoned
Senses Blindsight 60 ft.; Passive Perception 10
Languages Understands Common but doesn't speak
CR 7 (XP 2,900; PB +3)

Traits

Instinctive Ambusher. At the start of the sewer thing's first turn of each combat, if the sewer thing attacks a creature, it can make one additional Tendril Lash attack as part of its Multiattack action.

Poison Absorption. Whenever the sewer thing takes Poison damage, it takes no damage and regains a number of Hit Points equal to the Poison damage dealt.

Toxic Aura. A creature that starts its turn within 5 feet of the sewer thing is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* 5 (1d10) Poison damage.

Unexpected Appearance. If the sewer thing is motionless at the start of combat, it has Advantage on its Initiative roll. Additionally, if a creature hasn't observed the sewer thing move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the sewer thing is animate.

Actions

Multiattack. The sewer thing makes two attacks and uses Engulf.

Tendril Lash. *Melee Attack Roll:* +8, reach 30 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage, and the target has the Grappled condition (escape DC 16).

Reel. The sewer thing pulls each creature Grappled by it up to 20 feet straight toward it.

Engulf. The sewer thing engulfs a Medium or smaller creature within 5 feet of it that is Grappled by it. The grapple ends. The target has the Blinded and Restrained conditions, is suffocating, and is subjected to the following effect at the start of each of the sewer thing's turns. *Constitution Saving Throw:* DC 16. *Failure:* 11 (2d10) Poison damage plus 11 (2d10) Acid damage.

If the sewer thing moves, the target moves with it. The sewer thing can have up to four creatures engulfed at a time. An engulfed creature can take an action to escape with a successful DC 16 Strength (Athletics) check, landing in an unoccupied space within 5 feet of the sewer thing.

Shardmaul Manticore

Swooping above on thick leathery wings is a large lion-like predator with a disturbingly human head contorted into an expression of fury. Its body bristles in a thicket of crystalline quills that painfully jut out through its mane, along its wing-tips, and down its spine. It has a long, chitinous tail ending in a cluster of wicked stingers. Each begins as a spike of blackened bone but ends as a glittering delerium shard.

Manticores were among the most commonly encountered monsters roaming Drakkenheim's hinterlands prior to the meteor strike. A few of the creatures would fly south from their nesting grounds in the Giantfrost Mountains to feast on the plentiful livestock and allegedly hapless travelers. Most folk would be able to tell a second-hand story about a neighbor or acquaintance who lost a prized animal to a manticore, or in more grim tales, a family member. Fortunately, their population was kept largely in check by the City Guard. As such, the only individuals regularly slain by manticores were usually would-be monster hunters looking to make a local name for themselves.

Once Drakkenheim fell and contamination caused people to abandon the towns, villages, and farmsteads near the city, the manticores found less easy prey. Growing bolder and more desperate, a handful of the monsters ventured into the city ruins in search of food and new lairs. The manticores were able to readily prey on the contaminated people and monsters inhabiting the city, but in turn, the corrupt flesh caused the manticores to mutate into fearsome Shardmaul Manticores.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Shardmaul Manticore, learning the following based on their result:

(10+) Mutated Manticore. You're aware the creature has no special Resistances or Immunities but is a capable flier.

(15+) Death From Above. You recognize the manticore's Stinger and Wing Shards attacks.

(25+) Strong, Fast, and Tough. You learn the manticore's strongest and weakest ability scores and saving throws.

Combat Tactics

The Shardmaul Manticore attacks from above, choosing whichever target looks weakest and the least armored. It descends from above suddenly, making Bite and Claw attacks against the weakest prey it detects. After its first descent, it lifts off again, using Wing Shards to cover its ascent. It then repeats its attack pattern.

A Shardmaul Manticore is bold enough to attack when outnumbered but typically flees if it faces stiff opposition that reduces it to half its Hit Points or fewer.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws, Needles. **Hair:** Fur. **Hide:** Skin, Webbed Membrane.

Delerium: The quills on its body are made of delerium and may be harvestable: 1d6 – 2 delerium fragments can be collected from its quills (minimum 0).

Shardmaul Manticore

Large Monstrosity

AC 14
HP 119 (14d10 + 42)
Initiative +6 (16)
Speed 30 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	16	+3	+3	**CON**	17	+3	+3
INT	7	-2	-2	**WIS**	12	+1	+1	**CHA**	8	-1	-1

Senses Darkvision 60 ft.; Passive Perception 11
Languages Common
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The manticore makes two Claw attacks and one Stinger attack

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (1d10 + 4) Piercing damage.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage. If the manticore flies 30+ feet straight toward the target immediately before the hit, the target has the Prone condition and the manticore can make a Bite attack against it as a Bonus Action.

Stinger. *Melee Attack Roll:* +7, reach 20 ft. *Hit:* 11 (2d6 + 4) Piercing damage. *Constitution Saving Throw:* DC 15. *Failure:* 24 (7d6) Necrotic damage. *Failure by 5 or More:* The target also gains one Contamination level. *Success:* Half damage only.

Wing Shards (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 20-foot Emanation originating from the manticore (flying creatures have Disadvantage). *Failure:* 28 (8d6) Piercing damage, and if the target is flying, it has the Prone condition. *Success:* Half damage only.

Skin Crawler

Out of the shadows you hear a sloping and squishing sound like someone dragging raw meat across the ground. The first thing you see are two arms reaching out from the darkness, the flesh sagging and drooping. The hands grasp the ground and slowly pull the creature forward revealing a squished pile of flesh resembling a human body without bones, organs, or muscle: simply a bag of skin that drags itself across the ground. Its empty eye holes and open mouth hang agape from its flopped over head, its legs dragging behind it as it pulls closer to you. It lets out a low guttural moan as it grasps towards you, hungry to fill itself with your insides.

One of the more horrible forms of undeath reported from the ruins of Drakkenheim are Skin Crawlers. When a person becomes contaminated in a very short time, mutations occur in such quick succession that their body simply cannot withstand the changes. This abrupt mutation causes the person's organs to liquify and they die vomiting a black bile. Even their bones, eyes, brain, and other internal organs dissolve into a thick black contaminated sludge. They retch until they collapse to the ground as nothing but a sack of dead flesh sitting in a puddle of delerium sludge.

The sack of dead flesh does not stay dead. Horribly contaminated, it awakens in a desperate and starved state. It seeks out living creatures for their meat, hoping to fill itself back up with new flesh and take on a more complete form. The Skin Crawlers have been known to consume an entire creature like a python eating its prey, only once the crawler is filled, it assumes the form of the creature it consumed. There are unpleasant and grotesque signs of the Skin Crawler's guise. A creature consumed and transformed by a Skin Crawler will appear to wear their skin like a loose suit. Their eye sockets will droop, their mouth will be too open, their arms and legs will have loose and sagging skin. They appear almost as the person who was consumed, but with their skin hanging off in odd and disproportionate ways.

Study the Foe

Characters proficient in Medicine gain Advantage on Intelligence (Religion) checks to Study a Skin Crawler, learning the following based on their result:

(5+) Unrestrained Undead. You recognize the Skin Crawler's creature type, Resistances, and Immunities.

(10+) Squeezing Death. You are aware of its Crush and Consume Bonus Action.

(15+) Deathly Aware. You learn of the Skin Crawler's mental ability scores and saving throws.

Combat Tactics

The Skin Crawler is a mindless creature. It is nothing but animated flesh seeking to consume. If it senses a living creature nearby, it crawls towards it with total disregard for its own life. It only wants to bind the living and squeeze them to death while slowly devouring their flesh, consuming it into itself.

A Skin Crawler is too focused to flee and continues to attempt to devour a target until either it or their target is dead.

Harvestable Components (Uncommon)

Animus: Undead. **Fluid:** Contaminated Ichor. **Natural Weapons:** Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

Skin Crawler

Medium Undead

AC 13
HP 58 (9d8 + 18)
Initiative -2 (8)
Speed 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	6	-2	-2	**CON**	14	+2	+2
INT	10	+0	+0	**WIS**	11	+0	+0	**CHA**	10	+0	+0

Immunities Grappled, Prone, Restrained
Senses Blindsight 20 ft.; Passive Perception 10
Languages Common
CR 3 (XP 700; PB +2)

Traits

Amorphous Form. The skin crawler can move through a space as narrow as 1 inch without squeezing.

Actions

Multiattack. The skin crawler makes two Claw attacks and one Bind attack.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) Slashing damage.

Bind. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 15 (3d8 + 2) Bludgeoning damage, and if the target is Medium or smaller, it has the Grappled condition (escape DC 12). While Grappled, the target has the Restrained condition and Disadvantage on Strength checks and Strength saving throws, and the skin crawler can't Bind another target.

Bonus Actions

Crush and Consume. *Strength Saving Throw:* DC 12, one creature Grappled by the skin crawler. *Failure:* 10 (3d6) Bludgeoning damage, and the skin crawler regains an equal number of Hit Points. If this damage kills the target, the skin crawler assumes its form. The skin crawler's game statistics are the same in each form. It reverts to its true form if it dies.

Skretch

A looming avian creature perches on the rooftop above, its body cloaked in dirty, ragged feathers. It curiously regards you with its two featherless heads, each borne on a long, crooked neck. Each head has large, round, bulging eyes and a hooked beak that drips corrosive saliva which hisses as it strikes the ground. The bird launches from its perch, opening its broad wings and short, fan-shaped tail, revealing a hanging, bloated belly that shudders with whatever half-digested contents rot within.

Skretches are mutated scavengers with features reminiscent of various birds, including vultures, pigeons, and crows. These cowardly opportunists feed on corpses and weakened prey while steering clear of more adept aerial predators inhabiting the ruins. Attracted to the sound of conflict, Skretches patiently circle at great heights until the fight ends, then attack any wounded, dying, or survivors caught off guard.

A Skretch's digestive system is a disgusting mess. It is filled with the partially dissolved remains of its last meal, churning into a contaminated slop inside its bloated belly. Skretches shower their meals—whether corpses or still-living targets—with acidic vomit and expelled waste. This noxious mixture dissolves flesh and bones, turning prey into digestible goop that the Skretch then easily consumes.

These beasts maintain a significant distance from the Harpies residing in the highest spires of Drakkenheim since the more proficient hunters are not averse to killing and consuming Skretches. Skretches typically establish their roosts near the city walls or along the cliffsides of Castle Drakken. The magically animated guardians present near the city's fortifications, such as Wall Gargoyles and Tower Dragons, typically overlook the presence of Skretches. These constructs do not consume their vanquished foes, leaving ample spoils for the Skretches to gorge upon. Some of the bolder Skretches perch atop inanimate constructs, waiting patiently for them to animate and dispatch their next victim—thereby securing a fresh meal with and taking full advantage of the cold efficiency of these guardians.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) checks when they Study a Skretch, learning the following based on their result:

(5+) Flying Scavenger. You recognize it may be possible to distract it with meat, offal, or strong-smelling food.

(10+) Acidic Vomit. You learn of the Skretch's Expel Waste and Spittle actions.

(15+) Dextrous and Sturdy. You recognize the creature's strongest and weakest ability scores and saving throws.

Combat Tactics

Skretches keep to high perches and observe potential prey before attacking. A Skretch prefers to attack targets that are visibly injured, weakened, or otherwise vulnerable.

Once it finds a suitable quarry, a Skretch circles their prey overhead pelting them with Spittle while waiting for their Expel Waste to recharge. Since its attacks require the Skretch to be directly overhead its target, they prefer to keep well above their targets to avoid any projectiles or ranged attacks.

Skretch

Medium Monstrosity

AC 14
Initiative +3 (13)
HP 66 (12d8 + 12)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	17	+3	+3	**CON**	13	+1	+1
INT	5	-3	-3	**WIS**	13	+1	+1	**CHA**	7	-2	-2

Senses Darkvision 60 ft.; Passive Perception 11
Languages None
CR 3 (XP 700; PB +2)

Actions

Multiattack. The skretch makes two attacks.

Beak. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage.

Spittle. *Ranged Attack Roll:* +5, range 120/300 ft., one target directly underneath the skretch. *Hit:* 15 (6d4) Acid damage.

Expel Waste (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 10-foot radius Sphere directly beneath the skretch. *Failure:* 20 (8d4) Acid damage, and the target has the Burning condition (4d4 Acid). Each time the target takes damage from this condition, it must succeed on a DC 13 Constitution saving throw or gain one Contamination level. *Success:* Half damage only.

A Skretch never enters close combat willingly. If it is engaged up close, it uses the Disengage action to flee. As lazy scavengers, a Skretch doesn't pursue its prey very far or into buildings and flees if reduced to half its Hit Points or fewer.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Acidic Bile. **Organs:** Eyes, Heart, Guts, Glands. **Bones:** Skull, Spine. **Hair:** Feathers. **Hide:** Skin.

Undulating Polyp

The strange creature appears to be a glistening growth of mucus-filled flesh upon a mass of boneless skin that slowly wriggles about. It shifts within its own reality, like a faded illusion, slipping between multiple locations. The growth jiggles and wobbles as it moves. Acidic mucus and saliva leaks from small, sharp mandibles. It hisses as it drips to the ground around it. Somehow, as the creature moves, reality around it seems to vibrate and fold as if the arcane energies found in Drakkenheim are concentrating around it like a slow and steady breath.

The Undulating Polyps did not emerge until after Thin Places began appearing throughout the city of Drakkenheim, which has led some to speculate these creatures are born in the Space Between Worlds. However, elements of their bizarre physiology appear somewhat human. They appear at times as a lump of human skin with a massive blister upon them that wriggles like a worm through the ruins, so others have speculated that these polyps are the product of humanoid creatures who are too heavily contaminated by the thin places and emerge from them as nothing more than a mass of undulating flesh.

Still, the essence of the Space Between Worlds is present in the way the polyps exist within space and time: it is entirely nonsensical and confusing and lacking any known laws of such things. Instead, the Undulating Polyps seem to transcend physical space in a manner that makes them quite difficult to pin down. They displace themselves constantly within an area, appearing in multiple places nearly at the same time, or teleporting from one location to another constantly. It is as if they exist in an almost constant state of flux. Their acidic mucus-filled growths allow them to spray acid bile onto anything it deems a threat as it not only teleports itself, but anyone who harms it to a more advantageous position.

These creatures' wants and needs are completely unknown. Like much that emerges from Thin Places, or many of the mutated horrors of the city, the mystery of the Undulating Polyp continues to baffle apothecaries and Academy mages. It seems content to wriggle through the city, dissolving creatures it comes across and multiplying through a form of mitosis, splitting itself into more Undulating Polyps as it endlessly grows.

Study the Foe

Characters proficient in Nature gain Advantage on Intelligence (Arcana) checks to Study an Undulating Polyp, learning the following based on their result:

(5+) Resistant Aberration. You learn of the Undulating Polyp's creature type, Resistances, and Immunities.

(10+) Teleporting Terror. You are aware of the polyp's Slip Space action and Confused Realities Reaction.

(15+) Pointed Vulnerability. You recognize the polyp's Vulnerability to Piercing damage.

Combat Tactics

Undultating Polyps are quite adept at staying away from predators. They use their various methods of teleportation to avoid dangers and move to a better position. The polyp constantly showers the battlefield in acidic slime as another method of protecting itself.

Undulating Polyps are not combatants and will do their best to escape combat if they feel threatened.

Undulating Polyp

Small Aberration

AC 16
HP 75 (10d6 + 40)
Initiative -2 (8)
Speed 15 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	6	-2	-2	**CON**	18	+4	+4
INT	10	+0	+3	**WIS**	15	+2	+5	**CHA**	5	-3	+0

Vulnerabilities Piercing
Immunities Bludgeoning, Slashing; Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 30 ft.; Passive Perception 12
Languages None
CR 7 (XP 2,900; PB +3)

Traits

Displacement. The polyp's form is constantly shifting and moving through reality in unnatural ways. Attack rolls against the polyp have Disadvantage. If the polyp takes damage, this trait ceases to function until the start of its next turn. This trait is suppressed while the polyp has the Incapacitated or Restrained conditions or is otherwise unable to move.

Actions

Multiattack. The polyp makes two Mucus attacks.

Mucus. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 60 ft. *Hit:* 13 (3d6 + 3) Acid damage, and a 5-foot radius centered on the target is covered in acidic slime for 1 minute. A creature other than the polyp that enters the area for the first time on a turn or starts its turn there is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* 10 (3d6) Acid damage, and the target has the Burning condition (3d6 Acid).

Slip Space. The polyp teleports to an unoccupied space it can see within 20 feet. *Constitution Saving Throw:* DC 15, each creature in a 10-foot Emanation originating from the polyp when it reappears. *Failure:* 16 (3d10) Force damage. *Failure by 5 or More:* The target triggers an Arcane Anomaly centered on itself. *Success:* Half damage only.

Bonus Actions

Shift Step. The polyp teleports to an unoccupied space it can see within 60 feet.

Reactions

Confused Realities. *Trigger:* The polyp takes damage from a creature it can see within 30 feet. *Response:* The triggering creature is teleported to an unoccupied space the polyp can see within 30 feet of its original space. The destination must be on a surface or liquid that can support the target without the target having to squeeze.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Contaminated Ichor, Goopy Ooze, Acidic Bile, Mucus. **Natural Weapons:** Mandibles. **Hide:** Skin. **Dust:** Aberrant Dust.

Warp Witch

A lone figure draped in ethereal robes listlessly glides through the air, clutching a wrought iron lantern that glows in eldritch hues and green flames. A tattered hood conceals its face, but as you approach, they draw back their hood to reveal furious eyes and a hateful glare. Their mouth stretches unnaturally as they unleash an ear-piercing scream.

The Faith of the Sacred Flame says the souls of the departed gently pass from the Mortal World into the Shadowlands, where they wander until they find their final fate. Although their ultimate destination is a mystery, it is well understood that the Shadowlands are a dark reflection of the Material Plane. As such, occasionally wayward spirits slip back into the Mortal World near the places they died, where they typically manifest as incorporeal undead such as ghosts and wraiths.

However, the eldritch energies of the Haze weaken and disrupt the metaphysical fabrics that separate the planes. This wild magic conjures extraplanar energies and creatures into the ruins and has a particularly insidious interaction with the Shadowlands. The forces that draw the souls of the dead into the Material Plane are greatly magnified. Worse, the eldritch contamination corrupts the soul, fragments the mind, and distorts personalities, transforming these spirits into Warp Witches. Grasping for any memory of their former identities, the vengeful spirits of those whose lives were stolen by the Haze haunt the ruins of Drakkenheim. Their hatred and envy for the living manifests in a powerful compulsion to transform others into monsters.

Study the Foe

Characters proficient in Arcana gain Advantage on Intelligence (Religion) checks to Study a Warp Witch, learning the following based on their result:

(5+) Resistant Undead. You learn of the Warp Witch's Resistances and Immunities.

(10+) Mutative Control. You recongize the creature's Possession action and Mutate Host Bonus Action, but not the means to end the possession.

(15+) Escaping Possession. You are aware that the Warp Witch's Possession can be ended by reducing the possessed body to 0 Hit Points, or by casting *Dispel Evil and Good*.

Combat Tactics

A Warp Witch begins combat by using its Psychic Scream. The witch then selects a target amongst their foes to possess.

While possessing a host, the Warp Witch will try to use the body to deceive or trick allies of its host into not attacking or harming them, trying to suggest useless, ineffective, and half-mad courses of action to "help" the host "drive out" the spirit, such whistling, dancing, clapping, singing, drawing pictures, and other bizarre commands. Meanwhile, the witch continues to use Mutate Host to contaminate them. The Warp Witch leaves the host after they undergo a Monstrous Transformation, and then moves to repeat the process with another.

Harvestable Components (Uncommon)

Animus: Undead. **Fluid:** Ectoplasm. **Hair:** Hair. **Dust:** Undead Dust.

Warp Witch

Medium Undead

AC 11
HP 45 (10d8)
Initiative +1 (11)
Speed 0 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	13	+1	+1	**CON**	10	+0	+0
INT	10	+0	+0	**WIS**	12	+1	+1	**CHA**	17	+3	+3

Resistances Bludgeoning, Piercing, Slashing; Acid, Fire, Lightning, Thunder
Immunities Cold, Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft.; Passive Perception 11
Languages The languages it knew in life
CR 4 (XP 1,100; PB +2)

Traits

Incorporeal Movement. The warp witch can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Balefire Lantern. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 21 (4d8 + 3) Cold damage, and the target has the Slowed condition until the end of the warp witch's next turn.

Psychic Scream. *Intelligence Saving Throw:* DC 13, each creature in a 30-foot Cone. *Failure:* 10 (3d6) Psychic damage, and the target has the Frightened condition (save ends).

Possession. *Charisma Saving Throw:* DC 13, one Humanoid the warp witch can see within 5 feet. *Failure:* The target is possessed by the Warp Witch. The witch disappears, and the target has the Incapacitated condition and loses control of its body. The witch controls the target's body but doesn't deprive the target of awareness. The witch can't be targeted by any attack, spell, or other effect, except ones that turn undead. The witch retains its alignment, Intelligence, Wisdom, Charisma, and Immunity to the Charmed and Frightened conditions. It otherwise uses the possessed target's game statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 Hit Points, the witch ends it as a Bonus Action, or the witch is turned or forced out by an effect like the *Dispel Evil and Good* spell. When the possession ends, the witch reappears in an unoccupied space within 5 feet of the body. If the target succeeds on its save or the effect ends for it, it is immune to this warp witch's Possession for 24 hours.

Bonus Actions

Mutate Host. *Charisma Saving Throw:* DC 13, one creature the warp witch is possessing. *Failure:* The target gains one Contamination level and a mutation.

I can still feel it inside my head like a nagging aunt. Every move you make isn't your own. Like a bad dream.

The World Ender

A storm of black clouds and sheets of octarine lightning fill the air, and unnatural otherworldly thunder crashes as a steady contaminated rain begins to pour.

Rising from the shattered delerium heart in a plume of eldritch Haze, stands a creature as tall as a tower, its bulbous head adorned with octarine delerium crystals that crackle and spark with arcane energy. These crystals protrude from its flesh down its neck and across its shoulders, as well as down its spine. Seven massive yellow eyes peer out from below a furrowed brow, over a reptilian snout with a wide set mouth that stretches across its head filled with rows of jagged teeth. Its large, elongated maw opens to reveal one hundred thin translucent tentacles that lash and dart out like one hundred tongues. Its wet skin is a mottled grayish purple, shimmering in unknown colors impossible to comprehend.

The Haze disperses in an instant as it rises from the Crater. Its four muscular arms end in hands with eight long spindly fingers, each tipped with a delerium clawed nail. Its large digitigrade legs end in veiny black hooves, and its rigid spine extends into three long, tentacle-like tails. The smell of ozone and sulfur fill the air, and a deep and booming voice utters words incomprehensible in a cadence unrecognizable to the human ear, merely coming through as a muffled tone of booming bass and high-pitched wails that causes your brain to seer in pain.

A colossal delerium crystal rests at the center of the Crater. This "Delerium Heart" is a piece of a distant unknown world utterly consumed and destroyed by the Haze. It is the largest source of the contamination spreading out from Drakkenheim. If there is any hope for stopping the slow progression of the Haze, it must begin with the destruction of the Delerium Heart. Characters mighty or foolish enough to accomplish this monumental task alone will not end the contamination of Drakkenheim, but instead unleash a destructive horror unlike anything the earth has ever known: The World Ender.

No two individuals who bear witness to the emergence of The World Ender can describe its arrival in the same terms. One hero perceives it breaking free of the Delerium Heart like a creature hatching from a great egg; another describes it suddenly appearing from the mist in a flash of thunder and lightning; while a third sees a small creature nearby haplessly mutate into a colossal being when exposed to the powerful forces released upon the destruction of the Delerium Heart.

The World Ender is only one possible moniker for this titanic engine of destruction. The Apocalypse, The World Eater, The Harbinger, Death, The Annihilator, The Last Nightmare, The Wrath of Gods, and The Chosen One are all other titles it may wear. It is unclear if the creature is a singular entity, or one of many which have appeared in the death throes of the countless worlds consumed by the Haze.

The World Ender cannot be reasoned with, bargained with, or understood; its origins and purposes remain shrouded in mystery — it simply is. The complexities of human civilization — the sprawling cities, political conflicts, bloody wars, and the rise and fall of monarchs, mages, heroes, and priests — are utterly meaningless before it. Once freed, it tramples cities without awareness or concern, obliterating armies and toppling nations with the same dispassionate ease with which natural forces reshape landscapes. Indeed, The World Ender's rampage is more akin to an unfathomable natural disaster, blind to the devastation it wreaks.

Efforts to understand or influence it are as futile as ants trying to comprehend a river that threatens to wash them away. In the face of such power, humanity is left scrambling for survival. Mortals become painfully aware that in the grand scheme of things, our existence might be as transient as raindrops in a storm, unnoticed by the forces that alter our world.

Desperate Speculation

Once unleashed, The World Ender becomes the subject of endless speculation and rumor. Even if the characters manage to defeat it promptly, explanations about its origins and nature abound, though none are conclusive or supported by concrete evidence. Various factions, including the mages of the Amethyst Academy, warriors of the Hooded Lanterns, resolute Flamekeepers, devout Silver Order paladins, worshippers of the Falling Fire, and even the bandits of the Queen's Men, all propose their own theories, which are often quickly disproven or contradicted by new information. The reality is that any true understanding of the creature's intentions, purpose, or origins remains elusive, with knowledge about its completely alien motives being particularly scarce. Here are just a few of the tales told about it:

Horror from Beyond the Stars

The mages of the Amethyst Academy have long researched delerium, and discoveries in the Crater enable them to paint a full picture about the origin of the stones. When delerium is left uncontained in massive quantities, it is possible it can slowly grow and seep into the heart of an entire planet, eventually rotting the core. The entire surface becomes a wasteland of octarine crystals as big as buildings, with a Haze-covered sky of eldritch storm clouds that blacks out the sun. Under these conditions, contamination runs rampant and no lifeform on the surface is free from endless mutation. As the planet festers and mutates to the point of destruction, the Haze and delerium cause all manner of abominations to grow and change. Given the hundreds of years it takes for delerium to infect an entire planet, the mutated monstrosities have ample time to grow to massive proportions. This creature is but the first of many which could be created if the Academy is not able to contain and control delerium.

Eventually however, the delerium begins to expand at an increased rate, and some of these creatures end up encased in the eldritch crystals, being forced into a state of hibernation. When the planet is fully contaminated, it explodes sending massive chunks of contaminated rock through the cosmos. Some of these meteors have mutated monstrosities housed within their cores, waiting for a time to break free upon a new contaminated world. We have received the remnants of a distant dead world, and we must contain it before the same thing happens to ours.

Grandmaster Wizard Eldrick Runeweaver postulates that containment of The World Ender is best achieved by sealing it back inside a massive delerium formation: essentially re-creating the Delerium Heart. Such a feat would require a massive flood of contaminated energy and a locus of delerium geodes.

Catastrophic Mutation

The Knights of the Silver Order are resolute that The World Ender confirms the destructive blight that delerium represents. It must be contained and destroyed lest it consume and contaminate the entire earth. This massive monstrosity is but the first of a new generation of titanic horrors which will devour the earth if delerium is not dealt with soon. The Knights

have a blunt theory about how it was created: it's just another big mutant caused by the eldritch contamination of delerium. They cite the many documented instances when destroying or damaging a large cluster of delerium caused rifts between the planes or sudden surges of eldritch contamination. If the Delerium Heart is the largest piece of delerium ever encountered, then it stands to reason that shattering it would cause the largest Arcane Anomaly ever known. It's possible that the monster is the result of this catastrophe: it may have been conjured forth from some distant and unknown dimension of destruction, or perhaps a cascading mutation took root within a nearby creature.

Harbinger of Sin

The Followers of the Falling Fire believe a terrible sin has been wrought for destroying the Delerium Heart, and the salvation of this world is now in doubt. This cosmic being was meant to be The Harbinger of the Sacred Flame, but it has been unleashed before its preordained purpose. It is now an infant, mewling and raging at its destiny denied. Any hope we have must now be found in a monumental sacrifice.

Lucretia Mathias believes the only solution is to perform a special variant of the Sanctification of the Falling Fire upon the creature. Instead of using normal delerium crystals, one of the player characters must sacrifice themselves before The World Ender, and the other characters must embed the sanctified delerium crystal bearing the sacrificed heroes' soul into The World Ender's body. Perhaps then, the righteous soul of the fallen player character will fill the creature and turn it into a divine vessel.

A Grand and Cosmic Scheme

Panic spreads amongst the Queen's Men as the scoundrels speculate that this creature came here on purpose. Mad rumors insist that it is a scout from a distant planet of huge lizard-creatures, and that The World Ender "piloted" the meteor into Drakkenheim with an intention to take over the world.

The Queen of Thieves laughs while dismissing such conspiracies, caring little about the origin of the creature. Instead, she sees opportunity. Instead, she sees opportunity and searches for a way to capture or control The World Ender. After all, if its power could be harnessed, if she could learn what the creature wants, tame it and use it against her enemies…well, who would be able to stop her then? She would have an even finer prize pet than Big Linda!

Great Egg

Amongst the Hooded Lanterns, a strange idea emerges that the Delerium Heart was in fact some kind of gigantic egg which bore The World Ender. Lain by some distant cosmic creature, its eggs shoot through the cosmos like meteors, eventually crashing into unknown and unsuspecting worlds. There, the egg incubates for a hundred or more years, changing the landscape around it into suitable conditions for its young. When the egg hatches, an infant version of this cosmic entity emerges, and the planet it finds itself on is its first hungry meal. This being cares not for the creatures inhabiting these planets, it won't even acknowledge them. It simply is following its own cycle of life, and we are unfortunate enough to be here when it awakens.

Lord Commander Elias Drexel is determined to destroy the beast by any means necessary, before it can spread destruction to the rest of Westemär. He looks to the characters and his soldiers to assemble a vast collection of siege weapons and artillery, which can be found in the arsenals of Castle Drakken. While it will take far more than these alone to bring the beast down, the cannons will no doubt be a useful distraction until The World Ender annihilates them.

Study the Foe

Characters proficient in Nature gain Advantage on Intelligence (Arcana) checks when they Study The World Ender, learning the following based on their result:

(20+) Force of Destruction. You recognize The World Ender's Resistances, Immunities, and its Immutable Form trait.

(25+) Blast of Energy. You learn of the Ender's Charge Eradication Beam and Eradication Beam actions.

(30+) Nearly Unstoppable. You are aware of the The World Ender's Rejuvenation trait.

Combat Tactics

The World Ender is a force of utter destruction. It cares little for the creatures or structures around it and merely tramples through them without hesitation or remorse. The World Ender unceasingly proceeds forward, and never halts unless it is somehow prevented from moving. It does not flee or hide and has no conception for surrender or fear. It is a force of nature that levels cities to the ground, leaving a path of utter destruction in its wake.

Few creatures pose an actual threat to The World Ender, and it is content to simply smash them with its Necrotic Claws or devour them with its Bite. Indeed, it may not even attack them directly, making most of its attacks against structures or the environment itself and letting the falling rubble crush any it encounters. When confronted with a large obstacle or building, it stops to unleash its Eradication Beam to clear a path forward with no regard for anything in its way.

However, if The World Ender is actually damaged by an attack or spell, it snaps into action and unleashes its Bellowing Roar in response. It follows up with its Ground Slam and then continue attacking until whatever injured it is slain. If it senses it is under attack by multiple foes (such as an approaching army), it aims its Eradication Beam to destroy them. The World Ender calls down Octarine Lightning Strikes against airborne opponents who target it from above, or against groups of foes on the ground.

Harvestable Components (Legendary)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth, Tentacles. **Hair:** Fur. **Hide:** Skin. **Dust:** Aberrant Dust.

Mysterious origin

Characters who confront The World Ender are the first to ever do so: none in the World of Drakkenheim have encountered this creature before nor know of its existence. There is no possible way to discover any information about this creature — not even its existence — until it is released. Even powerful divination magic fails to reveal anything other than a vague omen of unstoppable destruction and terrible consequences for destroying the Delerium Heart. For this reason, the details presented herein are framed as information that could be discovered following the emergence of the creature from the Crater.

The World Ender

Gargantuan Aberration

AC 23 **Initiative** +20 (30)
HP 205 (10d20 + 100) + 205 (10d20 + 100) per player character
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	30	+10	+10	**DEX**	15	+2	+11	**CON**	30	+10	+10
INT	12	+1	+10	**WIS**	30	+10	+10	**CHA**	11	+0	+9

Skills Athletics +19, Insight +19, Perception +19
Resistances Acid, Cold, Fire, Poison, Psychic
Immunities Charmed, Frightened, Paralyzed, Poisoned
Senses Truesight 120 ft.; Passive Perception 29
Languages None
CR 30 (XP 155,000; PB +9)

Traits

Delerium Storm Aura. A creature that starts its turn within 120 feet of the World Ender takes 21 (6d6) Lightning damage and is subjected to the following effect. *Constitution Saving Throw:* DC 24. *Failure:* The target gains one Contamination level.

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

Mutations Abound. A creature that gains a Contamination level from the World Ender's Delerium Storm Aura must roll 2d6 and take the lower result to determine if they mutate. Whenever a creature within the aura gains a mutation, that creature must roll twice on the mutations table and gains both mutations.

Rejuvenation. If the World Ender is destroyed, it regains all of its Hit Points in 1 hour unless a *Wish* spell is used to prevent it from rejuvenating. This is a stressful use of the *Wish* spell.

Siege Monster. The World Ender deals double damage to objects and structures.

Unbound Arcana. Whenever the World Ender is the target of a spell, an Arcane Anomaly is triggered on the caster.

Epic Actions

The World Ender always takes its turn on Initiative count 20. On its turn, the World Ender can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the World Ender takes one of the following Epic Actions at the end of each player character's turn:

Necrotic Claw. *Melee Attack Roll:* +19, reach 15 ft. *Hit:* 37 (5d10 + 10) Necrotic damage.

Bite (1/Round). *Melee Attack Roll:* +19, reach 15 ft. *Hit:* 26 (3d10 + 10) Piercing damage, and if the target is a creature, it has the Grappled condition (escape DC 27). While Grappled, the target has the Restrained condition and the World Ender can't Bite another target.

Charge Eradication Beam (Recharge 5–6). Octarine energy ripples through the body of the World Ender from its tail up to its head. The World Ender's Eradication Beam recharges, and it chooses the direction it will face to unleash its Eradication Beam.

The World Ender can only use this Epic Action if it's the first Epic Action it has taken this round. After using this Epic Action, The World Ender can't use Bite, Bellowing Roar, or Devour until the start of the next round.

Eradication Beam (Special Recharge). The World Ender can only use this Epic Action if it's the last Epic Action it takes this round. *Constitution Saving Throw:* DC 27, each creature and object in a 1000-foot long, 20-foot wide Line. *Failure:* 110 (20d10) Force damage. *Success:* Half damage. *Failure or Success:* A creature is disintegrated along with anything it is wearing or carrying if this damage leaves it with 0 Hit Points, and can't be revived except by a *Wish* spell.

The Eradication Beam destroys any *Wall of Force*, *Forcecage*, or *Prismatic Wall* spell within its area. It also damages unattended magic items in its area, including artifacts.

Octarine Lightning Strike. *Dexterity Saving Throw:* DC 27, each creature in a 10-foot radius Sphere centered on a point within 500 feet. *Failure:* 54 (12d8) Lightning damage, and the target has the Shocked condition until the start of its next turn. *Success:* Half damage only.

Bellowing Roar (Recharges after a Short or Long Rest). *Wisdom Saving Throw:* DC 27, each creature in a 120-foot Emanation originating from the World Ender that can hear it. *Failure:* The target has the Deafened condition (save ends). While Deafened, the target has Disadvantage on attack rolls and ability checks.

Ground Slam (1/Round). *Strength Saving Throw:* DC 27, each creature on the ground in a 30-foot Cone. *Failure:* 26 (4d12) Bludgeoning damage, and the target is pushed 10 feet away from the World Ender and has the Prone condition. *Failure or Success:* The Cone becomes Difficult Terrain until the start of the World Ender's next turn.

Devour. The World Ender can't take this Epic Action if it has used its Bite Epic Action this round. The World ender makes a Bite attack against a Large or smaller creature it has Grappled. If the attack hits, the target takes the Bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature has the Blinded and Restrained conditions, it has Total Cover against effects originating from outside the World Ender, and it takes 56 (16d6) Acid damage and gains a Contamination level at the start of each of the World Ender's turns.

If the World Ender takes 60 damage or more on a single turn from a creature inside it, the World Ender must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which land in unoccupied spaces within 10 feet of the World Ender with the Prone condition. If the World Ender dies, a swallowed creature no longer has the Restrained condition and can escape from the corpse by using 30 feet of movement, exiting with the Prone condition.

Epic Resistance. The World Ender chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The World Ender can use this Epic Action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Destructive Rampage

The World Ender's actions damage and destroy buildings and structures. A creature within 10 feet of a structure that is destroyed must succeed on a DC 15 Dexterity saving throw or take 28 (8d6) Bludgeoning damage. Any creature inside the structure when it is destroyed has Disadvantage on the saving throw.

My world changed from touching the Delerium Heart.
The world changed from what was inside.

Delerium
Dregs

Chapter 2:
Delerium Dregs

The Lost Ones

"One minute you're getting a foot rub from your royal masseuse Peter and suddenly, because you asked him to grab something sharp to carve off the dead skin, he's transformed into a blobby monster. These poor souls used to be so important to my daily routine. My sword fetcher, my helmet fetcher, my servant fetcher, heck, even my flower arranger all turned into wretched twisted creatures. Good help is hard to find but when they become an amorphous killing machine bent on consuming your flesh it's time to find some new hires."

—Pluto Jackson

When a human is exposed to enough eldritch contamination to cause a monstrous transformation, the ensuing cascade of mutations most commonly results in a horrific mockery of their former selves. Countless inhabitants of Drakkenheim have suffered this horrible fate, transformed after the meteor fell. Others are fallen soldiers, lost adventurers, or faction agents who never escaped the ruins. Survivors and explorers often refer to these creatures as "wretches," "unfortunates," "the lost ones," but they are most commonly known as Delerium Dregs.

These monsters are hideously transfigured in both body and mind. They are trapped in a terrifying landscape filled with delusions and torment, left with only fragmented memories, unable to comprehend what has happened to them. Delerium Dregs have been driven mad by their transformations.

Occasionally, a Delerium Dreg may still be recognizable to their friends and loved ones, but are so stricken with madness that little remains of their former personalities. Others have changed so much they bear no resemblance to their former selves, though most retain some humanoid features and body proportions. No matter how they ended up in this horrific form, they are doomed to wander the ruins, disorientation occasionally wavering into anguish, distress, or violent outbursts.

Multitudinous Mutations

No two Delerium Dregs are exactly alike, as all are transformed in chaotic and unpredictable ways. Their bodies sprout all manner of twisted limbs, spines, and bones. Their organs, muscles, and flesh are resculpted, their faces twisted painfully into terrifying visages. Nevertheless, there are several recognizable and relatively common variations which all express a differing degree of danger to those exploring Drakkenheim.

Those who have studied eldritch contamination and mutations have theorized that certain factors may influence the types of mutations a contaminated individual may manifest. Perhaps the subject's physical or biological traits are the determining factor, especially in those who may already possess magical talents or who have been touched by arcane forces in some way. It may also be that the environment and conditions under which an individual gains Contamination affect the forms they develop, as Bloated Dregs appear more commonly near flooded regions, and Lambent Dregs are more common near the crater. It is also entirely possible it is all simply chaotic magic, and any patterns are mere coincidence.

Indeed, a Delerium Dreg continues to mutate with continued exposure to eldritch contamination. Over time, the typical Delerium Dreg described here may change into one of the other forms. However, these continued mutations may eventually cause their form to destabilize, transforming them into a Protean Abomination or Pyknic Maunder.

Warped Minds

While their new form may hold some uncanny resemblance to their original appearance, most often, a Delerium Dreg's mutations are so drastic and their behavior so radically altered that little trace is left of their former identity. Most Dregs wander Drakkenheim unfettered from reality and are easily provoked to violence.

Experienced soldiers amongst the Hooded Lanterns have observed how Dregs passively follow one another. As they aimlessly roam the ruined streets, more stragglers and lone dregs join a group, which eventually gathers into a large crowd. While occasionally infighting or hostility breaks out within the throng, left unchecked in the city, Delerium Dregs slowly start to form massive mobs that clog the city streets.

Hooded Lantern scouts have adamantly patrolled the western parts of the city near their barracks, slaying any small group of Dregs on sight. If they can keep their numbers down, it is less likely that uncontrollable swarms of them will gather. Dreg cleanup is one of the most harrowing duties for the Lanterns. More often than not, the Dregs in western Drakkenheim are fallen Lanterns, friends, or even family.

Adventurers incorrectly believe Delerium Dregs are cannibalistic, driven to feed on flesh. All evidence suggests Delerium Dregs are physically sustained by the magic of the Haze. They do not need to eat or drink, and do not sleep. They do, however, need to breathe. Consequently, they do not consume the bodies of their victims; rather, they attack out of madness-induced aggression. As such, a Delerium Dreg won't be lured into a trap by meat and usually can't be bargained with using food.

Haze Hulks

Occasionaly, these transformations include tremendous growth. Although studies of this are scarce, it seems that a common change is an instant increase in both muscle mass and ferocity. These violent monstrosities are known as Haze Hulks, huge cousins to the twisted Delerium Dregs.

The delerium affects the flesh of the creature, immediately toughening a creature and increasing its inherent strength, while diminishing parts of the brain that process emotions such as anger or frustration, and completely neutralizing the concepts of fear and greatly diminishing pain. The effects of this are a massive hulking beast that shrugs off attacks, is violently territorial, and shows no fear in the face of danger.

Advanced Mutations

Some creatures grow beyond the confines of standard mutations, where a rare few no longer fit into the obvious categories of Delerium Dregs or Haze Hulks. These creatures possess traits that separate them from the mutated hordes of the ruins, often because of their ability to maintain control of their sentience and sense of self in a way most others cannot.

The danger occurs when these creatures believe they are still human despite terrible transformations. These advanced mutants are often twisted by misguided goals, such as gaining control over their mutations. Others are just unfortunates who cling to the shreds of self remaining in their slowly fragmenting minds. These may be the most dangerous of all. They still possess a cunning intellect while slipping into a madness they cannot fathom.

Although rare, encountering these forms of advanced mutations is always dangerous—they have been known to control Dregs, or unite the mutated monsters to fight on their behalf. Two of these advanced mutants are described in this chapter: the malfeasant wizard known as the Pale Man, and the former Queen of Drakkenheim, Lenore von Kessel.

Roleplaying Traits

These traits can be used in tandem with those described in the Horrors of Drakkenheim chapter. In particular, consider items from the Aberrant Physiology table (page 15) to add additional variation to individual Delerium Dregs.

Shattered Psyches

Rookie adventurers often liken Delerium Dregs to the mindless undead such as zombies. While the comparison is apt in some respects, Delerium Dregs are not brainless creatures or reanimated thralls. Rather, these mutated humans retain a broken consciousness drifting in and out of a lucid state. These horrible shreds of sentience can be difficult to witness, as the once human creatures mumble phrases of their last moments. Some cry for help, others beg for safety, while others call to loved ones and old companions. There are a few reports of Delerium Dregs have apparently coherent conversations for a few minutes before returning to their incoherent mumbles and ravenous cries.

Over the years, many have attempted to communicate with Delerium Dregs in search of their former humanity. Occasionally, Delerium Dregs respond to such appeals, but the effect is short-lived. The madness gripping their minds is all-consuming and isn't readily treated with words or even powerful magic. More than once have well-intentioned individuals sought out a transformed friend or loved one and tried to coax them back into a cogent state, grasping at whatever shreds of humanity remain. Unfortunately, these attempts ultimately fail; at best gleaning a fleeting moment of recognition before the terrifying realization of their wretched state becomes apparent. Often, such efforts only succeed in triggering frenzied outbursts, but there is no doubt that a handful of Dregs are kept captive in the hopes that one day their condition may somehow be healed or reversed.

Lasting Memories

Dregs may not be coherent, or even human anymore, but a small sliver of their former selves remains. Many have strange quirks that reveal their former selves, often displayed while tearing their victims apart.

1. In a deep, bellowing tone, the Dreg exclaims "Meat."
2. It begs for release, "Help me! I need to get out of this city!"
3. "Please, please, help! I'm sick… are you a doctor? Bring me to the Flamekeeper!"
4. It recites a list of its former comrades-in-arms: "Jenkins. Watson. Lang. Wagner. Livingston. Hayes."
5. "Miserable weather. Just dreadful. Awful. Won't stop raining. When will we see the sun?"
6. It cries out for its parents or family "Where is my daddy? I want my daddy!"
7. It hums or whistles fragments of songs from time to time.
8. It won't stop giggling horrifically. Between laughs, it says "Who wants tickles?!?"
9. It keeps speaking about a plan it had, such as an event, or party it was meant to attend. "I'm going to be late for the masquerade ball! I have my finest suit pressed and ready."
10. It seems confused and lost and keeps requesting directions to a specific location. "Do I turn left at Copper Street? Where's the wainwright's shop? Around the corner?"
11. It screams accusations at the top of its lungs constantly "Thief! You dirty thief!"
12. The Dreg recites a children's nursery rhyme or poem with an eerie, echoing cadence: "Ashes, ashes, we all fall down…"
13. "I'm late… I'm late… oh bother… I should have left sooner… the Queen will have my head for sure."
14. The Dreg gestures or points at itself, crying out "Guilty! Guilty! Guilty!"
15. It regards you as a long-lost family member. "Are you my mommy?"
16. "Where did I leave my glasses? I thought they were right here… there was time now…"
17. It apologizes constantly and profusely. "I'm sorry, I am so sorry!"
18. This Dreg used to be an old construction worker who keeps mumbling "Tear down the wall, tear down the wall..."
19. The Dreg chases you yelling in a cackling screech "I'll swallow your soul!"
20. "We had porridge yesterday! I don't want porridge again. We had it yesterday!"
21. The Dreg holds a large wooden spoon and keeps repeating in a defeated voice "My spoon is too big."
22. As you cut into the Dreg with your weapon, it says in a satisfied voice, "I like it when the red water comes out."
23. The Dreg follows you slowly, in a monotone voice repeating "Come play with me."
24. The Dreg seems fearful of its surroundings and keeps looking at the rooftops with darting eyes muttering "Can't stop here, this is rat country."

Locations and Lairs

The Streets of Drakkenheim

Dregs do not build lairs or burrows like many of the other creatures that occupy Drakkenheim. They do not have a specific preference to the types of environments they inhabit. Once a creature succumbs to Contamination and is lost, they stay within the Haze and tend to gravitate to areas of contaminated magic, such as delerium clusters and Thin Places. However, they can be found almost anywhere throughout the city. These Dregs wander in groups throughout Drakkenheim, attacking anything not touched by Contamination.

Dark Corners and Old Ruins

Many Dregs tend to stick to shadowy areas, such as old ruins or abandoned buildings. They wander through the dimly lit streets often enough, but any venture into an old building is likely to find a conglomerate of various Dregs.

Gathering at the Source

Dregs will gather around clusters of delerium. It is unclear why they are instinctually pulled to delerium. Perhaps because Dregs were initially created by the Contamination produced by delerium, they constantly seek more as a means of fulfilling some sort of advanced transformation. Regardless of why, large groups of Dregs have been known to gather around clusters and remain in the area.

Combat Tactics

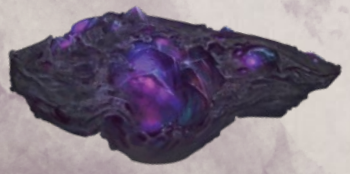
Predatory Instincts

Few Delerium Dregs possess the clarity of mind to execute any strategy or tactic beyond pure direct aggression. However, a few are patient predators who are more cunning in their approaches. Some of the smarter, or larger, Dregs will stalk their prey and know to stick to the shadows, hiding behind rubble. In very rare instances, Dregs may plan an ambush.

Herding Creatures

It is rare for a Dreg to be found alone, unless it has recently transformed. Dregs who find one another tend to band together and form wandering groups. Often the largest or smartest of the Dregs will lead the group, while others follow aimlessly. In the instances where Dregs surprise and ambush an adventuring group, it is often a smaller group of smarter Dregs.

> The rank and file soldiers in the now twisted city huddle together to attack those who haven't changed yet. Don't become one, use your sword.



Adventure Hooks

The Hog Town Butcher

A butcher on the outskirts of Drakkenheim is feeding his livestock with delerium infused meat and selling cuts of the contaminated beasts at the market. His farm is now a twisted menagerie of mutated horrors; his family are unrecognizable masses of mutated flesh.

Hulk Smash

A small group of Haze Hulks have been on a rampage and need to be brought down. They are picking off Followers of the Falling Fire who try to venture into the city. If they are not stopped, they will cause major problems for the Followers.

Night's Watch

Hooded Lantern scouts have barricaded the barracks and are trying to last the night. A horde of Dregs is approaching and will smash against their fortifications through the night. Any aid could turn the tides of battle for the Lanterns.

Folktales of the Pale Man

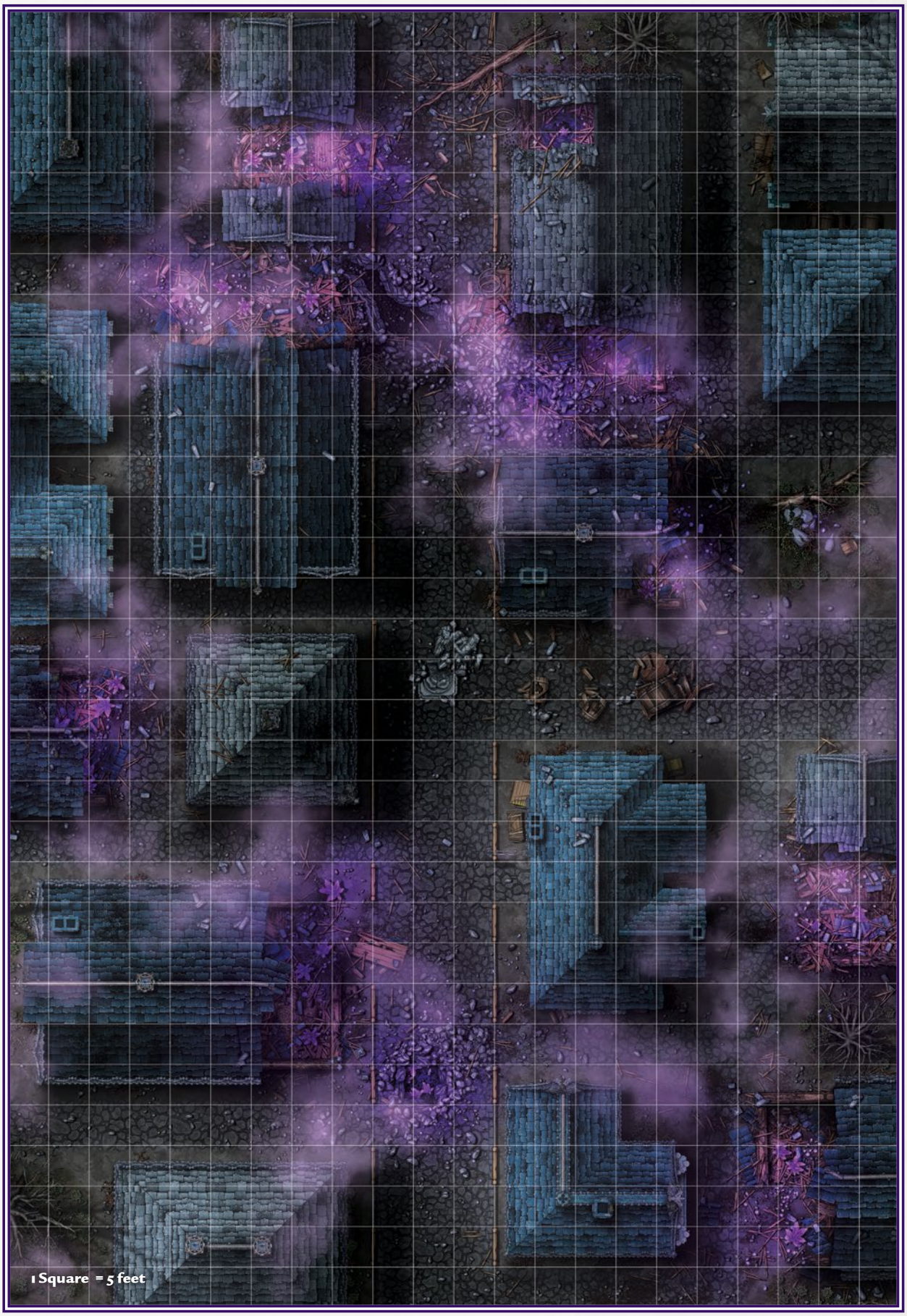
Those who go seeking the Pale Man in Drakkenheim only do so with good reason. Stories have spread of a strange man who snatches up those dying of contamination in the city, never to be seen again. Children sing little rhymes about him as a chilling legend of Drakkenheim's very own version of the boogeyman.

The noble man, in his noble home.
Withered, old, and all alone.
His stare can chill you to the bone.
A Pale Man, on a pale throne.

For who goes wandering here or there,
they best watch out, they best beware.
It's better then, to stay at home.
The Pale Man, on his pale throne.

If you fall ill he comes for you
And takes you to his mansion to
Make you into something new
The Pale Man is watching you

Variations on the rhyme crop up from time to time. Though made by parents in Emberwood Village to keep their children from daring to wander near the ruins, the simple rhyme has struck fear into the hearts of adventurers and scouts alike. The Pale Man has a compound within the Kleinberg Estates, a wealthy arrangement of large manor houses in the northern parts of Old Town, deep in the Haze, in the shadow of Castle Drakken. There, he houses all manner of Dregs. They serve and follow him, believing him to be their savior, and caring little for the constant experiments he performs on them. The Dregs the Pale Man houses do not attack visitors on site, however. The Pale Man welcomes those brave enough to seek him out, and will even offer aid to those who are sick. But he is always looking for the moment to turn a situation into an opportunity to acquire new test subjects for his brutal transformations and horrible experiments with eldritch contamination.



Inner City Street

Delerium Dreg

This wretched figure has been twisted and warped by eldritch contamination. Beneath their shredded and torn clothing, you can see all manner of sores, lesions, and bulging blood vessels upon their purple-gray flesh, and their limbs and joints bend at unnatural angles. Their facial features are unnaturally warped into a permanent expression of confused agony, and an octarine glow fills their sunken eyes. Small aberrant mutations appear across their bodies: crystalline bony protrusions and small tendrils bursting forth through their skin, a yellow eyeball blinking open upon their neck, and a disturbingly elongated tongue. As they catch sight of you, they moan painfully and lunge forward.

The typical Delerium Dreg is a disheveled and piteous creature who wanders the ruins in a quasi-addled state. Most have benign mutations that confer no special traits or unique abilities.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) checks to Study a Delerium Dreg, learning the following based on their result:

(5+) Humans Transformed. You know these Aberrations are immune to further delerium Contamination but otherwise have no special Resistances.

(10+) Contaminating Claws. You recognize the dangers of the creature's Claw attack.

(15+) Shambling Corruption. You understand the creature's highest and lowest ability scores and saving throws.

Combat Tactics

Delerium Dregs are desperate and confused combatants, incapable of any complex tactics beyond lunging towards their foes to attack by the most direct means. If they see a creature who is not contaminated, they will attack on sight. However, they will band together to form small herds, shuffling through ruins, or wandering the streets together. A wounded Delerium Dreg typically responds with fury and rage, attacking whatever damaged it last without regard to its personal wellbeing. In very rare cases, a wounded Dreg may attempt to flee, especially from a much more formidable combatant.

Harvestable Components (Common)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

Whatever this thing is, it's not Stephen anymore. He was a pretty good scout but a worse monster.

Delerium Dreg

Medium Aberration

AC 12
HP 9 (2d8)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	15	+2	+2	**CON**	10	+0	+0
INT	7	-2	-2	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
CR 1/2 (XP 100; PB +2)

Traits

Misty Camouflage. A dreg has Advantage on Dexterity (Stealth) checks when taking the Hide action in any area obscured by mist or fog, including the Haze.

Actions

Claws. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage plus 10 (3d6) Necrotic damage. *Critical Hit: Constitution Saving Throw:* DC 10. *Failure:* The target gains one level of Contamination.

Bloated Dreg

A gurgling moan emerges from the dark as the sloppping footsteps of a bloated form emerges. Its rippling, sagging flesh is wet and dripping. Its rotund face and soggy skin are covered in boils, blisters, and leaking sores. Wet, acidic saliva dribbles down its chin, leaving trails of burned flesh. The Dreg's one arm is a mass of writhing slick tentacles. As its mouth opens, a low gurgling sound slowly builds.

People who are submerged in contaminated water often become Bloated Dregs. These half-drowned unfortunates are found near bodies of water throughout the city, such as the sewers or near the Drann River. They have absorbed so much contaminated water into themselves that it festers and mixes with their stomach acids, producing a corrosive bile that they hurl towards their foes. Often a Bloated Dreg will only leave the water for a few hours before finding another puddle of sludge or a contaminated pool to rest in.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) checks to Study a Bloated Dreg, learning the following based on their result:

(5+) Corrupted by Contaminated Water. You know the creature is an Aberration with a Swim speed, and it can breathe underwater.

(10+) Slow and Polluted. You recognize the Bloated Dreg's Acid Spray attack.

(15+) Mockery of Humanity. You are aware of the Bloated Dreg's highest and lowest ability scores and saving throws.

Combat Tactics

The Bloated Dreg shuffles aimlessly through Drakkenheim, stopping to rest in places where contaminated water has built up, or in pools of delerium sludge. It produces large amounts of acidic bile in its guts that it expels when threatened. A Bloated Dreg will retreat to its watery home when threatened, trying to hide amongst the contaminated liquids.

Harvestable Components (Common)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor, Acidic Bile. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. Hair: **Hair.** Hide: Skin. **Dust:** Aberrant Dust.

Don't drink the water, don't go into the water, and by no means let the thing that came out of the water bite you!

Bloated Dreg

Medium Aberration

AC 13
HP 33 (6d8 + 6)
Initiative -2 (8)
Speed 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	7	-2	-2	**CON**	13	+1	+1
INT	7	-2	-2	**WIS**	13	+1	+1	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 11
Languages Common
CR 1 (XP 200; PB +2)

Traits

Amphibious. The dreg can breathe air and water.

Actions

Slam. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage.

Acid Spray (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* 5 (2d4) Acid damage and is Burning (2d4 Acid).

Chitinous Dreg

The body and face of this mutated wretch is covered in thick, knobby bone plates that have torn violently through their flesh. The exposed ribs of their chest have fused together into a single plate, forming an armor-like appearance. Past their elbow, the muscle and sinew of their forelimbs hangs limply from their protruding exposed bones, which have been reshaped into long, serrated bone-blades caked with gore.

These Dregs have heavy mutations to their bone structure which covers them in a plated exoskeleton. Able to shrug off most attacks, Chitinous Dregs charge into battle, using their jagged forearm bone blades in a frenzy of ferocious strikes upon their prey.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) checks to Study a Chitinous Dreg, learning the following based on their result:

(5+) Protective Plates. You recognize the Dreg's AC.

(10+) Pinning Blades. You learn of the creature's Bone Blade attack and No Escape trait.

(15+) Sturdy Foe. You are aware of the Chitinous Dreg's highest and lowest ability scores and saving throws.

Chitinous Dreg

Medium Aberration

AC 18
HP 75 (10d8 + 30)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	10	+0	+0	**CON**	17	+3	+3
INT	8	-1	-1	**WIS**	13	+1	+1	**CHA**	7	-2	-2

Skills Perception +5
Senses Blindsight 60 ft.; Passive Perception 15
Languages None
CR 4 (XP 1,100; PB +2)

Traits

No Escape. When the dreg hits a creature with an Opportunity Attack, that creature's Speed becomes 0 until the end of its turn.

Actions

Multiattack. The dreg makes two Bone Blade attacks.

Bone Blade. *Melee Attack Roll:* +6, reach 5 ft. Hit: 14 (3d6 + 4) Force damage, and the target has Disadvantage on attack rolls against any creature other than the dreg until the end of its next turn.

Reactions

Sentinel Strike. *Trigger:* A creature within 5 feet of the dreg takes the Disengage action or makes a melee attack roll against a target other than the dreg. *Response:* The dreg makes an Opportunity Attack against that creature.

Combat Tactics

Chitinous Dregs often charge into the front lines of combat. It positions itself between other Dregs and their foes almost as if it was defending its allies. Chitinous Dregs attempt to draw the combat towards itself at all times, using its Bone Blades to keep the focus on it, and its Sentinel Strike Reaction and No Escape trait to ensure creatures facing it cannot get away. The Chitinous Dreg is a warrior and rarely retreats: it is too enraged with a protective bloodlust when thrust into battle to worry about its own wellbeing.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Blades. **Hair:** Hair. **Hide:** Carapace. **Dust:** Aberrant Dust.

Veo loves a good crab leg but I don't think she can even stomach whats beneath this shell.

Crystalline Dreg

The creature's jagged features make them appear to be made from shattered glass. Their flesh is a fractal arrangement of polygonal angles of shimmering crystal. Throughout their body, sharp jutting shards extend and retract as they move towards you, their body pulling in and refracting light at odd angles and with an increased intensity.

Much in the manner that some buildings closer to the meteor site had their fundamental elements changed in bizarre ways, such as stone and wood being transformed into flesh or glass, these Dregs have had their flesh warped into hard crystal. They have an innate ability to pull in light and the elements, briefly storing them in their form before expelling them in a manner that uses their body as a focusing lens, increasing the potency of these forces.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) checks to Study a Crystalline Dreg, learning the following based on their result:

(5+) Light Absorption. You recognize the creaturea has Resistance to Radiant damage.
(10+) Reflecting Attacks. You learn of the Dreg's Refracted Beam attack.
(15+) Prone to Shattering. You understand the creature's Vulnerability to Bludgeoning damage.

Combat Tactics

The Crystalline Dreg is quite literally a glass cannon. It prefers to stay behind other Dregs, blasting its foes with its beam attacks and absorbing any elemental damage to alter its attacks. If an enemy who can deal Bludgeoning damage is present, the Crystalline Dreg will flee from that creature and attempt to kill them from a distance, knowing it is their biggest threat. The Dreg tends to focus on enemies approaching with melee weapons over anyone using elemental damage. If the front line of Dregs that the Crystalline Dreg often uses as shield is gone, or if the Crystalline Dregs are outnumbered and threatened with melee combat, they attempt to flee.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor, Elemental Fluid. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Dust:** Aberrant Dust.

Crystalline Dreg

Medium Aberration

AC 16
HP 55 (10d8 + 10)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	14	+2	+2	**CON**	13	+1	+1
INT	12	+1	+1	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Vulnerabilities Bludgeoning
Resistances Radiant
Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 3 (XP 700; PB +2)

Actions

Multiattack. The dreg makes two Refracted Beam attacks.

Refracted Beam. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. Hit: 21 (4d8 + 3) Radiant damage, and the target has the Blinded condition until the start of the dreg's next turn. If this attack deals a different damage type due to Refract Elements, it has additional effects:

- **Acid or Fire.** The target is also Burning (2d6) of the corresponding damage type.
- **Cold.** The target has the Frozen Condition (DC 13).
- **Lightning.** The target has the Shocked Condition until the end of its next turn.

Reactions

Refract Elements. *Trigger:* The dreg takes Acid, Cold, Fire, or Lightning damage. *Response:* The dreg gains Resistance to the triggering damage type, including the triggering damage, until the end of its next turn, During its next turn, its Refracted Beam attack deals damage of that damage type instead of Radiant damage.

Displacer Dreg

This mutated Dreg shudders violently as it appears to strobe through reality. An indistinct blur envelops their form as they move with a stunted, unnatural, and fragmented gait, as if moments of their reality are missing, causing them to appear to skip fractions of time within their unnaturally rhythmic movements.

Displacer Dregs are often the result of contamination leaking from Thin Places within the ruins. These places are shifting gateways between realms that cause those who enter them to traverse alien planes and unknown landscapes. When the contamination leaking from these wounds in reality affects a creature, it can cause them to split into a fragmented form — both existing and not existing, both present and on some distant plane of existence. The Displacer Dreg is, at all times, not fully present. The Dreg uses this broken reality to its benefit when threatened.

Displacer Dreg

Medium Aberration

AC 14
HP 27 (6d8)
Initiative +4 (14)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	**DEX**	19	+4	+4	**CON**	10	+0	+0
INT	12	+1	+1	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 2 (450 XP; PB +2)

Traits

Displacement. Attack rolls against the dreg have Disadvantage. If it is hit by an attack roll, this trait does not apply until the end of its next turn. This trait does not apply while the dreg has the Incapacitated condition or has a Speed of 0.

Actions

Talons. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage plus 10 (3d6) Necrotic damage.

Bonus Actions

Teleport (Recharge 4–6). The dreg teleports up to 60 feet to an unoccupied space it can see. Before or after teleporting, the dreg can make one melee attack. If this attack hits, it deals an extra 10 (3d6) Psychic damage.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) checks to Study a Displacer Dreg, learning the following based on their result:

(5+) Multiplanar Existence. You know of the Dreg's Displacement trait.
(10+) Teleporting Attack. You learn of the Dreg's Talons attack and Teleport Bonus Action.
(15+) Blurred Form. You recognize the Dreg's highest and lowest ability scores and saving throws.

Combat Tactics

The Displacer Dreg is a difficult creature to pin down. It uses its Talons to fend off attackers while Teleporting itself to safety if it thinks it is in a losing situation or to gain a more advantageous position.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

What appears to be a sliver in the air is likely something from the weird.

Eldritch Dreg

The scrawny, twig-thin creature shuffles out of the shadows, seeming unstable on its feet, and disproportionately weighted by its massive, throbbing cranium that pulses with octarine energy. Suddenly, the creature lifts off the ground and a shimmering field surrounds it. Its hollow eyes begin to glow with contaminated energy as it whips its head towards you, a pulsing psychic energy emanating from its gaze.

Eldritch Dregs have a warped and twisted psyche. Contaminated energy collects in their brain, causing it to swell to a massive size while granting the Dreg arcane powers which it can barely comprehend — or control. Through this strange mutation, the Eldritch Dreg has lost most of its muscle tissue. They struggle to hold themselves upright when shuffling on their feet but can *Levitate* into the air when needed. Spellcasters who succumb to eldritch contamination are particularly likely to become Eldritch Dregs, especially those who have dabbled with contaminated spells.

Eldritch Dreg

Medium Aberration

AC 15
HP 82 (15d8 + 15)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	15	+2	+2	**CON**	13	+1	+1
INT	13	+1	+1	**WIS**	10	+0	+0	**CHA**	17	+3	+3

Skills Arcana +3
Senses Truesight 30 ft.; Passive Perception 10
Languages Common, Deep Speech
CR 3 (700 XP; PB +2)

Actions

Multiattack. The dreg makes two Psychic Blast attacks.

Psychic Blast. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 60 ft. *Hit:* 17 (4d6 + 3) Psychic damage and the dreg pushes the target 10 feet straight away from itself.

Synaptic Shock (Recharge 6). The dreg unleashes a storm of psychic energy in a 10-foot-radius sphere centered on a point within 60 feet of it. Each creature in that area must make a DC 13 Intelligence saving throw or take 14 (4d6) Psychic damage and has the Dazed condition (save ends).

Spellcasting. The dreg casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Mage Armor* (included in AC), *Mage Hand, Levitate* (self only)

Bonus Actions

Hazewarp Hex. The dreg chooses a creature it can see within 60 feet of it and one of the following conditions: Addled, Clumsy, Enfeebled, or Sickened. *Charisma Saving Throw:* DC 13, the targeted creature. *Failure:* The target becomes cursed by the dreg for one minute or until the dreg dies or uses this ability again. While cursed in this manner, a creature becomes vulnerable to Psychic damage and gains the chosen condition (sane ends). *Success:* The target is immune to the dreg's Hazewarp Hex for 24 hours.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) checks to Study an Eldritch Dreg, learning the following based on their result:

(5+) Haze Bound. You know this Aberration has Truesight.
(10+) Psychic Powers. You are aware of its Hazewarp Hex Bonus Action and Psychic Blast actions.
(15+) Cunning Being. You learn the Eldritch Dreg's highest and lowest ability scores and saving throws.

Combat Tactics

An Eldritch Dreg curses its chosen target with Hazewarp Hex, and then hammers it with its Psychic Blast. It uses *Levitate* to keep itself out of melee by hovering above the battlefield and it will unleash its Synaptic Shock if its enemies are close to one another. If brought to less than half its Hit Points, it attempts to flee.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

Frenzied Dreg

This muscular Dreg bounds on all fours towards you, its hands and feet are stretched out with almost talon-like claws, its hanging open mouth foams and drips, its eyes mad with a frenzied bloodlust.

The Frenzied Dreg is a faster, more muscular cousin to its shambling brethren. It hunts the streets of Drakkenheim, actively seeking out prey. It lurks in dark ruins, even occasionally taking to the sewers, or clambering up the sides of buildings. When a group of Frenzied Dregs find other lesser Dregs, they herd them into the streets and use them as a trap, luring adventurers to engage with them and waiting to strike.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Frenzied Dreg, learning the following based on their result:

(5+) Transformed Human. You recognize the creature is an aberration that has a Climb speed thanks to its claws.

(10+) Fast and Dangerous. You learn of the creature's Claws attack and Bounding Leap Bonus Action.

(15+) Dangerous Hunter. You recognize the Frenzied Dreg's highest and lowest ability scores and saving throws.

Combat Tactics

Leaping into the midst of combat, Frenzied Dregs chase down their foes and unleash a flurry of claws. Frenzied Dregs howl in fury as they bound upon their targets. So loud are their screams and screeches that it often attracts other Dregs and monsters to the area. Frenzied Dregs rarely flee; they pursue their enemies through Drakkenheim up to the edges of the Haze.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

A variant that is as hungry for prey as it looks. Runs as fast as a Caspian heading towards a buffet.

Frenzied Dreg

Medium Aberration

AC 12
HP 27 (6d8)
Initiative +6 (16)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	15	+2	+2	**CON**	10	+0	+0
INT	7	-2	-2	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 2 (450 XP; PB +2)

Traits

Reckless. At the start of its turn, this dreg can gain Advantage on all melee attack rolls until the start of its next turn, but attack rolls against it have Advantage during that time.

Actions

Multiattack. The dreg makes two attacks with its Claws.

Claws. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage plus 14 (4d6) Necrotic damage. *Critical Hit: Constitution Saving Throw:* DC 12. *Failure:* The target gains one level of Contamination.

Bonus Actions

Bounding Leap. The dreg jumps 20 feet. This movement does not count toward its total movement for the round.

Gutwretch Dreg

The abdomen of this Dreg is split wide open, its guts spilling and hanging out of it. Within its internal organs are several mutations, including a strange growth connected to its intestines that looks like a bulbous mass in the shape of a mutated and distorted face. The Dreg holds its intestines in its hand like a flail, preparing to launch them towards you.

The Gutwretch Dreg uses its mutated internal organs as a weapon. It is a violent Delerium Dreg that launches its gut flail towards anyone who tries to get close to it.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Gutwretch Dreg, learning the following based on their result:

(5+) Vigilant Protector. You are aware of the Gutwretch Dregs' Reactive trait.

(10+) Toppling Attacker. You recognize the Dreg's Gut Flail attack.

(15+) Strong and Agile. You learn the Dreg's highest and lowest ability scores and saving throws.

Combat Tactics

The Gutwretch Dreg keeps its distance from other combatants, watching all creatures who dare approach while swinging its flail over its head. It often protects other Dregs, standing watch over them while they eat or tend to other matters.

The Dreg uses its Reactive trait, as well as its Flailing Guts Reaction to knock creatures out of its way the moment they come near. It will always try to move away from direct combat, preferring to keep its enemies at arm's length so it can continue to pummel them with its Gut Flail.

The Gutwretch Dreg will fight to protect its fellow Dregs and is often the last one to flee from combat.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

If you ever wondered whats inside of these things before you kill one look no further.

Gutwretch Dreg

Medium Aberration

AC 15
HP 55 (10d8 + 10)
Initiative +2 (12)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	15	+2	+2	**CON**	13	+1	+1
INT	12	+1	+1	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 3 (700 XP; PB +2)

Traits

Reactive. The dreg can take one Reaction on every turn in combat.

Actions

Multiattack. The dreg makes two Gut Flail attacks.

Gut Flail. *Melee Attack Roll:* +5, reach 15 ft. *Hit:* 12 (2d8 + 3) Bludgeoning damage and the target has the Prone condition.

Reactions

Flailing Guts. *Trigger:* A creature enters a space within 15 feet of it. *Response:* The dreg makes one Gut Flail attack against that creature.

Lambent Dreg

The creature glows with a pallid, soft light. At times it gives off-hues of purples, oranges, and greens, but on occasion the color seems wholly indescribable. Its mouth hangs wide open, that same glow emerging brighter from its gullet, and its eyes shine like two lanterns as it surveys the area around it, drawn to the contaminating energies around it.

Lambent Dregs have become so contaminated that they glow like delerium. They are drawn to the contaminated crystals, gathering around them in groups. Studying these strange glowing Dregs, it has become clear that they become more hostile towards already contaminated creatures. Something about contamination motivates them to chase, attacking anyone suffering from mutations or sickness caused by exposure in the ruins.

Lambent Dreg

Medium Aberration

AC 16
HP 55 (10d8 + 10)
Initiative: +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	5	-3	-3	**DEX**	15	+2	+2	**CON**	13	+1	+1
INT	19	+4	+4	**WIS**	15	+2	+2	**CHA**	17	+3	+3

Senses Darkvision 60 ft.; Passive Perception 12
Languages None
CR 4 (1,100 XP; PB +2)

Traits

Octarine Glow. The dreg sheds Bright Light in a 15-foot radius and Dim Light for an additional 15 feet.

Arcane Hunger. The dreg has Advantage on attack rolls against creatures that have one or more levels of Contamination.

Actions

Multiattack. The dreg makes three Octarine Beam attacks.

Octarine Beam. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 60 ft. *Hit:* 13 (3d6 + 3) Radiant damage, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target gains one level of Contamination.

Wave of Contamination (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature within 30 feet. *Failure:* 14 (4d6) Radiant damage plus 14 (4d6) Necrotic damage and gain one level of Contamination. *Success:* Half damage.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Lambent Dreg, learning the following based on their result:

(5+) Drawn to Contamination. You are aware of the Dreg's Arcane Hunger trait.

(10+) Urge to Contaminate. You know of the Lambent Dreg's Octarine Beam and Wave of Contamination attacks.

(15+) Smart and Cunning. You learn of the Lambent Dreg's highest and lowest ability scores and saving throws.

Combat Tactics

Lambent Dregs tends to gather around delerium clusters throughout the city, often appearing in groups in highly contaminated areas. Creatures who have Contamination levels are prime targets for Lambent Dregs. The Dregs chase them down, avoiding non-contaminated targets when possible.

If threatened, Lambent Dregs run into the middle of a group of enemies and expel their Wave of Contamination, attempting to render their foes into a state of contamination, allowing the Dreg to easily engage with them.

Lambent Dregs flee if outnumbered and in a losing situation.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

Lurking Dreg

Draped in a dark cloak with the hood pulled up tight, the figure regards you with a cautious disposition. They pace back and forth, watching you, anticipating your actions and readying themselves for any sudden movement. From under the hood, you can make out a toothy smirk and pale flesh. Gently glowing eyes peer out from the shadows, observing you carefully and diligently.

It is not immediately obvious that a Lurking Dreg is a contaminated monster. Retaining most of their original appearance and personality, Lurking Dregs are often driven by a mad compulsion to deceive friends and loved ones into circumstances or places that will contaminate them in turn. Keen-eyed observers may be able to recognize subtle cues and signs of contamination in these creatures, such as discolored skin tones and a slight octarine glow in the eyes.

Hooded Lantern apothecaries who have examined Lurking Dreg corpses have discovered that the ruse is merely skin-deep: the creatures' innards are entirely contaminated and mutated, with almost all the internal organs rendered into unrecognizable shapes and configurations.

Lurking Dreg

Medium Aberration

AC 13
HP 18 (4d8)
Initiative: +5 (15)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	**DEX**	17	+3	+3	**CON**	10	+0	+0
INT	12	+1	+1	**WIS**	10	+0	+0	**CHA**	13	+1	+1

Skills Deception +5, Stealth +7, Sleight of Hand +5
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
CR 1 (200 XP; PB +2)

Traits

Normal Semblance. The dreg has Advantage on Charisma (Deception) checks to disguise itself as, or impersonate, a humanoid creature.

Actions

Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 10 (3d6) Poison damage.

Furious Ambush (Recharges on a Short Rest). The dreg makes two Dagger attacks.

Bonus Actions

Cunning Action. The dreg takes the Dash, Disengage, or Hide action.

Study the Foe

Characters proficient in Insight gain Advantage on Intelligence (Arcana) check to Study a Lurking Dreg, learning the following based on their result:

(10+) Something's Off. You suspect this person may have been exposed to eldritch contamination.

(15+) Hiding Something. You are aware of the Lurking Dreg's Cunning Action trait.

(20+) Not A Humanoid. You realize this is a Dreg appearing to be a normal humanoid and recognize the Lurking Dreg's highest and lowest ability scores and saving throws.

Combat Tactics

Some Lurking Dregs hide in the shadows, waiting for an opportune moment to strike. Others pose as human and attempt to converse with prey, hoping to draw them deeper into the ruins. Lurking Dregs have been known to use stories of lost allies, trapped children, and more to lure adventurers into an ambush.

When they attack, Lurking Dregs use their Furious Ambush right away to get as many attacks in as possible. They Disengage if they can and attempt to keep their enemies at bay, possibly having other Dregs tie them up while the Lurking Dreg darts in and out.

If Lurking Dregs find themselves outnumbered at any point, they run into the shadows and Hide, attempting to escape.

Harvestable Components (Common)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

Spined Dreg

Long barbs of protruding overgrown bone and encrusted shards of delerium burst forth from the emaciated body of this Dreg, covering its spine and spindly limbs. Its cheek bones push through the flesh of its gaunt face, and its octarine-warped eyes shimmer with an unnatural glow. Its elongated fingers and toes similarly end in sharp, lengthy spikes.

Contamination has wreaked havoc on the skeletal systems of these Dregs, forcing spiked barbs to erupt from their flesh, which they can launch from their bodies or use as spurs to aid climbing.

Spined Dreg

Medium Aberration

AC 16
HP 27 (6d8)
Initiative: +6 (16)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	**DEX**	19	+4	+4	**CON**	10	+0	+0
INT	12	+1	+1	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 1 (200 XP; PB +2)

Traits

Spider Climb. The dreg climb difficult surfaces, including along ceilings, without needing to make an ability check.

Spiny Body. Any creature grappling the dreg or Grappled by it takes 5 (1d10) Piercing damage at the end of that creature's turn.

Actions

Multiattack. The dreg makes three Spike attacks.

Spike. *Melee or Ranged Attack Roll:* +6, reach 5 ft., or range 20/60 ft. *Hit:* 6 (1d4 + 4) Piercing damage plus 7 (2d6) Necrotic damage. *Critical Hit: Constitution Saving Throw:* DC 10. *Failure:* The target gains one level of Contamination.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Spined Dreg, learning the following based on their result:

(5+) Spined Form. You are aware of the Spined Dreg's speeds, as well as its Spider Climb and Spiny Body traits.
(10+) Launched Spines. You recognize the Dreg's Spike attack.
(15+) Cunning and Agile. You understand the Dreg's highest and lowest ability scores and saving throws.

Combat Tactics

Due to its agile nature and inherent Climb speed, the Spined Dreg prefers vantage points on low roofs or second stories of ruined buildings. It tends to avoid openly traversing the streets, and usually attacks from a distance or to leap down upon its enemies and grapple them. They will climb up walls to escape if reduced below half their Hit Points and outnumbered.

Harvestable Components (Common)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Needles. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

Tentacled Dreg

Where the creature's arms should be, there are instead two writhing masses of deep purple tentacles, while four more protrude from its back. Its tongue lolls out as a long, wet, purple appendage. Throughout the creature's body, weeping wounds open to protruding smaller tendrils and growths. The Dreg's skin looks wet and saggy, and it moves with a strange wobble as it slops towards you.

In Drakkenheim, it seems tentacles are one of the most common monstrous mutations. Academy researchers have been unable to discern what specific reason tentacles may have for being such a consistent form of mutation. Theories have posited the idea that the Haze and Contamination originate in some distant watery plane of existence, or that the creatures best suited to survive in the Haze can use tendrils and tentacles to navigate easier. Whatever the reason, Tentacled Dregs are quite common throughout the ruins of Drakkenheim.

Tentacled Dreg

Medium Aberration

AC 13
HP 27 (6d8)

Initiative +2 (12)
Speed 40 ft., Climb 40 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	15	+2	+2	**CON**	10	+0	+0
INT	12	+1	+1	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 2 (450 XP; PB +2)

Traits

Malleable. The dreg can move through a space as narrow as 6 inches wide without expending extra movement to do so.

Actions

Multiattack. The dreg makes two Tentacle Slap attacks.

Tentacle Slap. *Melee Attack Roll:* +5, reach 15 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage.

Constricting Tentacle. *Melee Attack Roll:* +5, reach 15 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage plus 7 (2d6) Necrotic damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13). Until this grapple ends, the target has the Restrained condition, takes 10 (2d6 + 3) Bludgeoning damage plus 7 (2d6) Necrotic damage at the start of each of its turns, and the dreg can't make Constricting Tentacle attacks.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Tentacled Dreg, learning the following based on their result:

(5+) Odd Bone Structure. You know of the creature's Malleable trait.
(10+) Squeezing Death. You learn of the Dreg's Constrict attack.
(15+) Physically Strong. You are aware of the Dreg's highest and lowest ability scores and saving throws.

Combat Tactics

The Tentacled Dreg can use its tentacles to climb and swim much better than other Dregs, and so it likes to hide on perches or in water waiting for its unfortunate prey to come near. When it attacks, it Constricts its target, squeezing them to death with its many tentacles.

If outnumbered and below half of its Hit Points, a Tentacled Dreg will attempt to climb or swim to safety.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Tentacles. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

Haze Hulk

This hulking mutant stands over ten feet tall, its swollen body grown beyond normal human proportions. Its rippling muscles and engorged veins pulse beneath its thin discolored skin. The hulk's flesh has split open in places over its body, barely able to contain the bulging and expanding sinew of its tree-trunk-like limbs and wide torso. Its head, however, is strangely small given the size of its body, though it wears a furious expression upon its broad, flat face. Plodding toward you on thumping, gigantic feet, it curls its massive hands into a cannonball-like fist. Letting out a fierce roar, it reveals its jagged rows of teeth and elongated tongue.

Contamination often causes creatures to vastly increase in size and muscle mass, becoming more like lumbering ogres or giants. Delerium Dregs who grow beyond the proportions of normal humans are typically called "Haze Hulks." These lumbering forms, like their Dreg cousins, can take on many variations of mutations and growths as part of their contaminated existence. Haze Hulks are much more deadly, and much more ferocious, than a normal Dreg.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Haze Hulk, learning the following based on their result:

(10+) Nearly Unkillable. You know of the creature's Mutant Fortitude trait.

(15+) Crushing Move. You recognize the Hulk's Trample attack.

(20+) Strong and Tough. You learn the Hulk's highest and lowest ability scores and saving throws.

Combat Tactics

Haze Hulks are often found amongst other Dregs; they have the same general disposition and similar qualities as a common Delerium Dreg. However, when agitated or threatened, a Haze Hulk's ferocity outshines the Dreg's by a long shot. It will attack any creature it sees as a threat to itself or its fellow Dregs. The Haze Hulk will barrel in head first towards its foes, attempting to Trample them, slamming them with its massive fists. It is a relentless attacker and rarely flees from combat.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

A startling sized creature worthy of a Caspian sword. He did not skip leg day.

Haze Hulk

Large Aberration

AC 15
HP 95 (10d10 + 40)
Initiative +3 (13)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	10	+0	+0	**CON**	18	+4	+4
INT	3	-4	-4	**WIS**	6	-2	-2	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 8
Languages None
CR 5 (1,100 XP; PB +3)

Traits

Mutant Fortitude. If damage reduces the hulk to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the hulk drops to 1 Hit Point instead.

Actions

Multiattack. The hulk makes two Slam attacks.

Slam. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 18 (3d8 + 5) Bludgeoning damage.

Trample (Recharge 5–6). The hulk moves its speed. During this movement, it can move through the spaces of Medium and smaller creatures, as well as structures made of wood or stone that are less than 1 foot thick. When the hulk enters another creature's space for the first time during this movement, it can make one Slam attack against that creature. If the target is a creature, it is subject to the following effect. *Strength Saving Throw:* DC 16. *Failure:* the targeted creature has the Prone condition.

Cyclopean Hulk

Tall and lithe, this Haze Hulk's body is uniquely marked by taut muscles and pronounced blood vessels beneath its semi-translucent skin, which shows occasional fissures from the intense eldritch power contained within. Its elongated face is dominated by a single, malevolent cyclopean eye that glows like a lantern in the dark of the ruins.

Cyclopean Hulks have developed a singular eye as a focal point for the contaminated energy stored in their body, which they unleash as a destructive beam. They also have the unique ability to close their eye and wink out of their plane of existence temporarily, somehow triggering an arcane temporal rift using their focused magic.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Cyclopean Hulk, learning the following based on their result:

(10+) Phasing Wink. You learn of its Wink Bonus Action.
(15+) Burning Eye. You're aware of the Hulk's Eye Laser attack.
(20+) Strong and Tough. You recognize the Hulk's highest and lowest ability scores and saving throws.

Combat Tactics

The Cyclopean Hulk is often a brutish protector for other Dregs. It uses its Eye Laser to disintegrate enemies into a fine delerium dust. The Cyclopean Hulk focuses its power on blasting enemies from afar or slamming them into the ground if they get close. It will then Wink out of existence, reappearing every few seconds to deliver a devastating blast from its eye before vanishing again. Cyclopean Hulks usually fight to the end, and rarely flee.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

Just like the classic tale of Venus vs. Cyclops except this one can teleport and shoot beams.

Cyclopean Hulk

Large Aberration

AC 15
HP 85 (10d10 + 30)
Initiative +2 (12)
Speed 40 ft., Fly 20 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	15	+2	+2	**CON**	16	+3	+3
INT	15	+2	+2	**WIS**	15	+2	+2	**CHA**	13	+1	+1

Senses Darkvision 60 ft.; Passive Perception 12
Languages None
CR 6 (2,300 XP; PB +3)

Actions

Multiattack. The hulk makes two Slam attacks. It can replace one of the attacks with its Eye Laser.

Slam. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 18 (3d8 + 5) Bludgeoning damage.

Eye Laser. *Dexterity Saving Throw:* DC 14, each creature in a 60-foot-long, 5-foot-wide Line. *Failure:* 18 (4d8) Force damage. *Success:* Half damage. *Failure or Success:* If the target is a creature and this damage reduces it to 0 Hit Points, it disintegrates into a pile of fine delerium dust.

Bonus Actions

Wink (Recharge 4–6). The hulk vanishes from the Material Plane and is transported to the Space Between Worlds. At the start of its next turn, it returns to an unoccupied space of its choice within 10 feet of the space it vanished from. If no unoccupied space is available within that range, it appears in the nearest unoccupied space (chosen at random if more than one space is equally near).

Grotesque Gargantuan

A monumental behemoth casts a shadow across the broken ground ahead. It is a giant standing over fifty feet tall, but its form is a horrifying spectacle of mutation, with limbs grotesquely elongated and thickened, pulsing with a disturbing energy. Across its hulking body, sharp, glowing fragments of delerium are embedded deep within the flesh. The creature's small, sharp-featured face is set with piercing eyes that burn with a relentless, haunting glow, while its massive legs carry its enormous frame with a heavy, resonant tread that echoes ominously through the desolate landscape. Enormous, jagged claws protrude from its fingertips, dragging furrows into the earth as it moves, leaving a trail of shattered stone and upturned soil in its wake.

These mutated human monstrosities have grown to tremendous size. Delerium shards are merged into their disfigured bodies, and their muscles pulse with arcane energies as they lumber forward. Furiously territorial, these creatures are occasionally sighted hauling massive delerium crystals from the crater and placing them like obelisks in the ruins.

No one knows why these peculiar Gargantuans place delerium crystals in odd patterns, carving lines in the dirt to connect them. It's unclear whether these are random acts or convey some eldritch message. The prevailing theory suggests that these formations are linked to numerous Thin Places reported throughout the city. It remains a mystery whether these Thin Places already existed and are merely being marked by the Gargantuans, or if the Gargantuans are strategically placing delerium to open planar gates.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Grotesque Gargantuan, learning the following based on their result:

(10+) Vanish into the Haze. You are aware of the Gargantuan's Misty Camouflage trait.

(15+) Crystal Missiles. You learn of the Gargantuan's Hurl Delerium attack.

(20+) Nearly Indestructible. You learn of its Regeneration trait.

Combat Tactics

Grotesque Gargantuans are violently territorial creatures. Unlike the randomly mutated creatures found throughout the Haze, these hideous entities are more in tune with the arcane elements of Drakkenheim. Their form appears more intentional, as does their purpose, though the truth behind this intention remains a mystery

Gargantuans often drag chunks of delerium along with them, and their massive arms can swing or throw them with ease. They place the stones in odd formations around the city and, if witnessed by another creature who isn't a Dreg or a Haze Hulk, they will violently lash out and chase the observer down. The Gargantuan hurls huge boulders of delerium at them. Whatever their intention is, they will not abandon their territory, or their work, and rarely flee from the site they are working in.

Grotesque Gargantuan

Gargantuan Giant

AC 17
HP 186 (12d20 + 60)
Initiative +2 (12)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	27	+8	+8	**DEX**	15	+2	+6	**CON**	20	+5	+9
INT	10	+0	+0	**WIS**	12	+1	+5	**CHA**	9	-1	-1

Skills Athletics +12, Perception +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages Giant
CR 9 (3,900 XP; PB +4)

Traits

Regeneration. The gargantuan regains 10 Hit Points at the start of its turn as long as it is within the Deep Haze. The gargantuan dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Misty Camouflage. The gargantuan has Advantage on Dexterity (Stealth) checks to hide in any area obscured by mist or fog, including the Deep Haze of Drakkenheim.

Actions

Multiattack. The gargantuan makes two Slam attacks.

Slam. *Melee Attack Roll:* +12, reach 15 ft. *Hit:* 40 (4d10 + 8) Bludgeoning damage.

Hurl Delerium Chunk. *Ranged Attack Roll:* +12, range 120/300 ft. *Hit:* 26 (4d8 + 8) Bludgeoning damage and the target has the Prone condition. *Hit or Miss:* The delerium chunk explodes creating the following effect. *Constitution Saving Throw:* DC 20, the targeted creature and each creature within 10 feet of it. *Failure:* 36 (8d8) Necrotic damage and gain one level of Contamination. *Success:* Half damage only. *Failure or Success:* An Arcane Anomaly occurs in the space where the delerium chunk exploded.

Harvestable Components (Rare)

Animus: Giant. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

If it walks like a troll and is as big as a troll it probably dies like one too, not easily.

Gutbuster Hulk

The massive creature slumps forward on two stocky legs with bloated and bleeding feet. Its huge gut drags along the ground with several open sores weeping with puss and ichor. Its face is buried in multiple chins as acidic drool drips down them, running down its belly. It opens its mouth as it lets out a gurgling moan, and it reaches into one of its open sores, pulling out a .pile of pus-covered contaminated meat. It rears back to hurl the fetid flesh at you.

The Gutbuster Hulk is a grotesque creation of eldritch contamination. Its body has swollen to a massive size, and it continuously mutates to produce more and more rotting flesh that seems to ooze out of the creature. It tears at itself and pulls its guts apart, only to have them replaced with more growths inside. This creates a grim display as the Gutbuster throws its contaminated flesh at its enemies and vomits bile upon them.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Gutbuster Hulk, learning the following based on their result:

(10+) Gout of Acid. You recognize the Gutbuster Hulk's Bile Blast attack.

(15+) Cancerous Growths. You learn of the Gutbuster Hulk's Hurl Fetid Flesh attack.

(20+) Strong and Tough. You are aware of the Hulk's highest and lowest ability scores and saving throws.

Combat Tactics

The Gutbuster is a massive, bloated hulk that constantly grows fleshy masses within its ever expanding belly. If left unchecked, a Gutbuster Hulk can grow to proportions so large that it crushes itself under its own weight. Ratlings love when this happens — it supplies them with food for weeks.

The Gutbuster maintains its form by ripping chunks of flesh from its body, hurling them at enemies. This contaminated flesh erupts in a shower of gore and necrotic fluids. A Gutbuster usually opens with this attack to ward off foes, and then waits for more flesh to grow to hurl it again. If its enemies close in around it, it uses its Bile Blast to coat the creatures in acid, or will Slam them with its massive fists.

The Gutbuster is slower moving than other Haze Hulks and rarely runs from a fight.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor, Acidic Bile. **Organs:** Eyes, Heart, Brain, Guts, Flesh, Glands. **Bones:** Skull, Spine, Ribs. **Hair:** Hair. Hide: Skin. **Dust:** Aberrant Dust.

Gutbuster Hulk

Large Aberration

AC 15
HP 85 (10d10 + 30)
Initiative +0 (10)
Speed 25 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	10	+0	+0	**CON**	16	+3	+3
INT	3	-4	-4	**WIS**	6	-2	-2	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 8
Languages None
CR 5 (1,100 XP; PB +3)

Actions

Slam. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 18 (3d8 + 5) Bludgeoning damage.

Bile Blast. *Constitution Saving Throw:* DC 14, each creature in a 10-foot cone. *Failure:* 9 (2d8) Acid damage and are Burning (2d8 Acid). *Success:* Half damage only.

Hurl Fetid Flesh (Recharge 5–6). The Gutbuster Hulk rips off a chunk of its mutated flesh and hurls it at a point it can see within 120 feet. *Constitution Saving Throw:* DC 14, each creature within a 10-foot-radius Sphere centered on that point. *Failure:* 28 (8d6) Necrotic damage. *Success:* Half damage.

Hunter Hulk

A hunched and bloated form lurches out of the shadows. It has two massive tentacle arms that end in large talon-like hooks. The creature's head has two large octarine eyes, yet where a mouth should be there is only a fleshy surface. Instead, the creature has a massive snarling maw in its gut with jagged bone teeth and a large purple tongue. It squeals hungrily as its arms flail towards you, ready to pull you into its open mouth. But suddenly, it vanishes before your eyes, yet you can still hear its hungry squeals.

Hunter Hulks lurk the streets in a constant state of hunger. Unlike other dregs, these seek out prey to eat, yet their appetites never seem to falter. Even more horrifying is the way a Hunter Hulk has adapted to the hunt: they can turn Invisible using a natural camouflage that has mutated their skin. These stealthy Haze Hulks wait in the shadows for their prey to draw closer, only to pounce out and scoop them up for a snack.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Hunter Hulk, learning the following based on their result:

(10+) Stealthy Assassin. You know of its Invisibility trait.
(15+) Hooked Arms. You learn of the Hulk's Lashing Tendrils attack and Reel Bonus Action.
(20+) Strong and Tough. You are aware of the Hulk's highest and lowest ability scores and saving throws.

Combat Tactics

Hunter Hulks hide in the ruins of Drakkenheim, often Invisible, attempting to get the drop on their prey. Once the Hulk's target is in a prime position, it lunges out and whips its arms around them, pulling in the unfortunate target. The Hunter Hulk then devours them with its Belly Maw. If the creature breaks free, or if the Hunter Hulk is being too heavily damaged, it turns Invisible again and slinks back into the shadows. However, the Hunter Hulk will not so easily give up on its prey, and it may stalk the target and their party for a time, looking for a better moment to strike again. Sometimes it launches another ambush almost immediately, other times it will stalk them for several hours.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Tentacles, Teeth. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

Hunter Hulk

Large Aberration

AC 15
HP 93 (11d10 + 33)
Initiative +2 (12)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	15	+2	+2	**CON**	16	+3	+3
INT	7	-2	-2	**WIS**	15	+2	+2	**CHA**	5	-3	-3

Skills Perception +5, Stealth +8, Survival +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 5 (1,100 XP; PB +3)

Actions

Multiattack. The hulk makes two Lashing Tendril attacks and one Belly Maw attack.

Lashing Tendrils. *Melee Attack Roll*: +8, reach 60 ft. Hit: 14 (2d8 + 5) Piercing damage. If the target is a Large or smaller creature, the target has the Grappled condition (escape DC 16). The hulk can grapple up to two creatures at once.

Belly Maw. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 18 (3d8 + 5) Piercing damage.

Invisibility. The hulk casts *Invisibility* on itself, requiring no spell components and using Wisdom as the spell-casting ability.

Bonus Actions

Reel. The hulk pulls each creature Grappled by it up to 25 feet straight toward it.

Juggernaut Hulk

The creature is composed of rippling muscles, with leather straps holding in place rusted pieces of armor forming a pauldron, bracers, and belt. Its head is enclosed in a massive metal dome with no discernable face. Still, the creature's heavy breathing can be heard from within the dome and it seems completely aware of its surroundings. In each hand it carries a makeshift metal blade, made from scrap beams from a house, or possibly the remnants of an old door, or part of a wagon. It's clearly filed these metal scraps to a fine blade caked in rust and dried blood.

The Juggernaut Hulk's iconic helmet is something of a mystery. It is unclear if they fashion it themselves or if these Haze Hulks are some form of eldritch experiment. They have been found wandering the Inner City near the Kleinberg Estates, which has led to rumors surrounding the Pale Man and his constant dabbling in mutation and contamination. Some believe the helm is fastened over their heads in an effort for them to hone their senses and force a mutation to adapt. Somehow their mutations allow them to be acutely aware of their surroundings, without relying on sight, smell, or sound.

The Juggernaut prowls the streets acting as a sort of sentinel. It sometimes bands together with other Dregs as a bodyguard, and has been seen walking around the entrance to the Pale Man's estate. On rare occasions, a Juggernaut Hulk has been found closer to the city walls wandering aimlessly, drawn to groups of Dregs or places of strong contamination.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Juggernaut Hulk, learning the following based on their result:

(10+) Pure Destruction. You know of its Out of My Way trait.
(15+) Rusted Blades. You learn of the Juggernaut's Whirlwind action and Rip and Tear Bonus Action.
(20+) Renewing Flesh. You recognize its Regeneration trait.

Combat Tactics

The Juggernaut Hulk barrels forward in combat, slamming foes out of its way and swinging its blades wildly. Its main tactic is to knock enemies down and then drive its blades into them, bisecting them on the spot.

The Juggernaut Hulk does not flee and seems to shrug off most injuries. It will fight until its last breath with determination and ferocity.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Hair:** Hair. **Hide:** Skin. Dust: Aberrant Dust.

Juggernaut Hulk

Large Aberration

AC 15
HP 85 (10d10 + 30)
Initiative +6 (16)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	**DEX**	10	+0	+0	**CON**	16	+3	+3
INT	3	-4	-4	**WIS**	6	-2	-2	**CHA**	5	-3	-3

Senses Blindsight 30 ft.; Passive Perception 8
Languages None
CR 5 (1,100 XP; PB +3)

Traits

Regenerate. The hulk regains 10 Hit Points at the start of its turn. If the hulk takes Acid or Cold damage, this trait doesn't function on the hulk's next turn. The hulk dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Out of My Way. The hulk moves more than 10 feet in a straight line. *Dexterity Saving Throw:* DC 17, each creature within 5 feet of its path. *Failure:* The target is pushed 5 feet away from the hulk and has the Prone condition.

Actions

Multiattack. The hulk makes two Rusty Blade attacks. It can replace one Rusty Blade attack with Whirlwind if available.

Rusty Blade. *Melee Attack Roll:* +9, reach 5 ft. Hit: 13 (2d6 + 6) Slashing damage and the creature gains the Bleeding (2d6) condition.

Whirlwind (Recharge 5–6). The hulk twirls its blades around it in a violent, heavy swing. *Strength Saving Throw:* DC 17, each creature within 10 feet of the hulk. *Failure:* 27 (6d6 + 6) Slashing damage, and the target has the Prone condition. *Success:* Half damage only.

Bonus Actions

Rip and Tear. The hulk makes one Rusty Blade attack against a Prone creature.

Protean Abomination

A mass of flesh and tissue quivers and wobbles. Its multiple appendages include outstretched humanoid arms, wriggling tentacles, gangly limbs with talons, and clasping claws. The creature pulls itself forward, squealing and whining from multiple deformed mouths. Numerous multi-colored eyes in misplaced arrangements move and shift across the form. Tumors bulge and shrink within its mass. As the creature spots you, a chaotic chorus of cries cascades out of its chomping mouths.

Often, when continued exposure to contamination corrupts a creature, it can no longer contain its wretched form. Drakkenheim's mutations often allow a creature to adapt to its surroundings, or exaggerates its already horrible features. Eventually however, successive mutations begin to fold on themselves, giving way to the wholly unrecognizable and completely alien Protean Abomination.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study a Protean Abomination, learning the following based on their result:

(10+) Corpse Eater. You know of its Absorption trait.

(15+) Enveloping Mass. You uncover the Protean Abomination's Engulf feature.

(20+) Weak Minded. You recognize the abomination's highest and lowest ability scores and saving throws.

Combat Tactics

The Protean Abomination is a hungry creature that hides in dark ruins, old basements, or in piles of rubble, squeezing out to devour anything that comes by. No longer capable of strategic or nuanced thought, the Protean Abomination simply wishes to feed, grow, and survive. It is very territorial and once it has chosen a place to nest, it will stay there for months or years, only moving if it has gone weeks without absorbing a creature.

When prey does wander by, Protean Abominations will attempt to move up to the creature and Engulf it. It wants only to absorb the creature into its mass and grow stronger.

If brought below half Hit Points, the abomination might try to squeeze into a location where it cannot be followed to escape, waiting patiently for less problematic prey.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

Protean Abomination

Huge Aberration

AC 14
HP 168 (16d12 + 64)
Initiative -1 (9)
Speed 30 ft., Climb 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	8	-1	-1	**CON**	18	+4	+4
INT	5	-3	-3	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Immunities Charmed, Frightened, Prone
Senses Blindsight 60 ft.; Passive Perception 10
Languages None
CR 6 (2,300 XP; PB +3)

Traits

Absorption. When the abomination kills a creature that is neither a construct nor undead, it absorbs the corpse into its body and regains 20 Hit Points.

Amorphous. The abomination can move through a space as narrow as 1 inch wide without expending extra movement to do so.

Spider Climb. The abomination can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The abomination makes two Slam attacks. If both attacks hit a Large or smaller creature, the target has the Grappled condition (escape DC 16) and the abomination uses Engulf on the Grappled creature.

Slam. Melee Attack Roll: +8, reach 5 ft. Hit: 18 (3d8 + 5) Bludgeoning damage.

Engulf. The abomination engulfs a Large or smaller creature Grappled by it. Until the grapple ends the target has the Blinded and Restrained conditions, is suffocating, and has Total Cover against attacks and other effects outside the abomination. If the abomination moves, the engulfed target moves with it. The abomination can have only one creature engulfed at a time. *Constitution Saving Throw:* DC 15. *Failure:* 18 (3d8 + 5) Bludgeoning damage. The engulfed creature repeats the save at the start of each of the abomination's turns *Success:* the target escapes and enters the nearest unoccupied space.

Lenore von Kessel

The Haze transformed Queen Lenore into a monster. She stands six feet tall, clad in a once-opulent green dress adorned with gold filigree, now muddied and tattered. She wears an astonishing but tarnished golden necklace set with eleven emeralds. Her long, thin limbs and chalky skin are cracked and rigid like stone, and her hair is a writhing mass of thick, wet, tendrils, each ending in a toothy maw.

An emotionless porcelain mask obscures her face and a light shawl hides mutated hair. Her eyes are empty voids, swirling with magic and an occasional octarine glow.

When the meteor fell, chaos quickly spread. Castle Drakken went to high alert, gathering the von Kessels to be escorted out of the city to safety. Queen Lenore was the first to be told to evacuate. She resisted, believing there was no safer place than the castle. But as screams erupted from the city and the Haze flowed from the South Ward, she finally agreed. Her handmaidens gathered her finest dresses, jewelry, and possessions, then used a secret passage to reach the sewers. They were wisked away by a royal boat on a private waterway to the Queen's Park Gardens but no further.

On arrival, the contamination had already reached the gardens. Terror and confusion were everywhere. After seeing a guard grotesquely transformed by the Haze, she fled with her retinue to a garden grotto, confusing familiarity with safety. They hid for some time, all becoming disfigured by the Haze. The Queen, afraid of her own reflection, had a mask fashioned to hide her features. She still resides within, waiting for her guards to return and say the danger is past. She is gripped by delusions that aside from her facial scarring, she has made it through the cataclysm unscathed.

This couldn't be more wrong. Her mind is broken and she clings to her delusionional view of reality. Anyone suggesting otherwise falls victim to her horrible gaze. She is a monster stalking the gardens, and like Drakkenheim's other horrors, she is dangerous and best left alone.

Before her transformation, the Queen was a strikingly tall and sharp-featured Caspian woman, with pale skin and vibrant orange hair. She married Ulrich IV to cement an alliance between House von Kessel and House Jones of Caspia, but refused to be a political pawn, asserting all of the royal privileges befitting a Queen. She was extraordinarily vain, hopelessly narcissistic, and frequently inebriated. She wore outrageously ornamented clothes, makeup, and jewelry, including a famous golden necklace set with eleven emeralds. She hosted parties and attended many social events where she delighted in her vassals' gossip, though was kind to her servants. She loved her children only as extensions of herself, and absolutely despised her husband.

Roleplaying Traits

- **Personality Trait.** I speak softly imagining myself to be in a tragic fairytale while casting others in fictional roles.
- **Ideal.** The world is a mirror held to my glorious reflection.
- **Bond.** I obsessively crave beauty, decadence, and relish all art. I especially love my garden and my lilies. They are all I have left.
- **Flaw.** I fly into an enraged fury at the sight of my own likeness or the names of my lost family members.

Lenore von Kessel

Medium Aberration

AC 15
HP 127 (17d8 + 51)
Initiative +3 (13)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	17	+3	+3	**CON**	16	+3	+3
INT	12	+1	+4	**WIS**	13	+1	+4	**CHA**	19	+4	+7

Resistances Radiant, Necrotic
Skills Deception +10, Insight +7, Perception +7, Persuasion +10
Senses Darkvision 60 ft.; Passive Perception 17
Languages Common
CR 7 (2,900 XP; PB +3)

Actions

Multiattack. Lenore makes three attacks with her Tentacle Hair.

Tentacle Hair. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 14 (4d6) Necrotic damage, and if the target is a creature it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target gains one level of Contamination.

Bonus Action

Radiant Gaze (Recharge 5-6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot Cone. *Failure:* 22 (4d10) Radiant damage and the target gains one level of Contamination. *Success:* Half damage only. If Lenore sees her reflection within the Cone, she gains the Blinded and Incapacitated conditions for 1d6 hours.

Study the Foe

Characters proficient in History or Insight gain Advantage on Intelligence (Arcana) check to Study Queen Lenore, learning the following based on their result:

(10+) Mutated Queen of Drakkenheim. You recognize she is an Aberration.

(15+) Deadly Gaze. You learn of her Radiant Gaze ability.

(20+) Formidable Foe. You understand her highest and lowest saving throws.

Combat Tactics

Lenore does not often outright engage in combat, throwing Dregs and her handmaidens at enemies who threaten her. She prefers to stay behind her minions where she is safe, relying on her Radiant Gaze to slowly disable and contaminate her foes.

If forced into melee, she uses her Tentacle Hair to attack and will take the first opportunity to escape if she can.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Tentacles. **Hide:** Skin. **Dust:** Aberrant Dust.

Trophy. Lenore von Kessel's Porcelain Mask.

Haze Regent Lenore von Kessel

Curing Lenore's contamination is a vexing problem. Due to her madness, she manipulates any who try to help, twisting them to further her contaminated power. As Lenore's mutations evolve, she may become an even greater threat than before.

Haze Regent Lenore von Kessel

Medium Aberration

AC 17 **Initiative** +4 (14)
HP 76 (8d8 + 40) + 76 (8d8 + 40) per player character
Speed 40 ft., Climb 40 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	19	+4	+4	**CON**	20	+5	+5
INT	15	+2	+2	**WIS**	13	+1	+1	**CHA**	23	+6	+6

Skills Deception +11, Insight +6, Perception +6, Stealth +9
Senses Darkvision 120 ft.; Passive Perception 16
Languages Common
CR 16 (15,000 XP; PB +5)

Traits

Haze Aura. A creature starting its turn within 30 feet of Lenore is subjected to the following effect: *Constitution Saving Throw:* DC 19. *Failure:* The target gains a Contamination level. *Failure or Success:* 14 (4d6) Necrotic damage.

Tendrils. Lenore's long hair can latch onto surfaces to pull her in any direction. She has a Flying Speed of 40 feet (included in Speed) but cannot move more than 30 feet from a solid surface, including walls and ceilings.

Epic Actions

Lenore always takes her turn on Initiative count 20. On her turn, she can use her movement and interaction as normal. However, she does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, Lenore takes one of the following Epic Actions at the end of each player character's turn.

Tentacle Hair. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 14 (4d4 + 4) Piercing damage plus 21 (6d6) Necrotic damage.

Contaminated Eye Blast. *Ranged Attack Roll:* +9, range 120 ft. *Hit:* 7 (1d6 + 4) Force damage, plus 10 (3d6) Necrotic damage, and if the target is a creature it is subjected to the following effect. *Constitution Saving Throw:* DC 19. *Failure:* The target gains one level of Contamination.

Grim Reveal (1/Round). Lenore removes her mask, revealing her horrific form. *Wisdom Saving Throw:* DC 19, creatures within 60 feet of her who can see her. *Failure:* The target has the Frightened condition (save ends).

Octarine Wall (1/Day). Lenore summons a shimmering wall within 120 feet of her. The wall can be up to 90 feet long, 30 feet high, and 1 inch thick. Alternatively, she can shape the wall into a sphere up to 30 feet in diameter centered on a point she can see within range. The wall has three octarine layers. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. *Constitution Saving Throw:* DC 19. *Failure:*

- *Layer 1:* 10 (3d6) Necrotic damage and the target gains one level of Contamination and has the Dazed condition;
- *Layer 2:* 17 (5d6) Necrotic damage, and the target gains two levels of Contamination and has the Defenseless condition;
- *Layer 3:* 35 (10d6) Necrotic damage, and the target gains three levels of Contamination and the Helpless condition.

Success: Half damage only. The wall can be destroyed by taking at least 100 Radiant or Force damage.

Radiant Gaze (1/Round). *Constitution Saving Throw:* DC 19, each creature in a 30-foot Cone. *Failure:* 44 (8d10) Radiant damage and the target gains one level of Contamination. *Success:* Half damage only. If Lenore sees her reflection within the Cone, she gains the Blinded and Incapacitated conditions for 1d6 hours and can't take the Epic Resistance Epic Action for the duration.

Epic Resistance. Lenore chooses one condition, spell, or other effect currently affecting her and rolls 1d20. On an 11 or higher, the effect ends on her. Lenore can use this Epic Action even if she would otherwise be unable to take actions, her actions are being controlled by another creature, or if a spell or effect alters her game statistics.

Pale Man

A hunched and frail looking man stands before you, draped in a shadowy black cloak that covers most of his body, save for two hands wearing thick leather gloves, and a glimpse of a withered, pale face. His lidless eyes are open wide and yellow, with glints of octarine upon them. His lipless mouth reveals prominent yellowing teeth, and a sickly green tongue resembling a large fat worm darts in and out of his mouth as he speaks. His appearance is disturbing, like the thin skin holding him together is hanging off his sickly form. Looking closely, you start to realize several beetles, roaches, maggots, and other fat and fleshy insectoid creatures skittering along his cloak, out from his sleeves, across his neck, and trailing behind him as he moves. His raspy voice is stilted, and has a distinct sound of clicking, writhing things upon it.

Friedrich von Lichten was once the head of a research department in the Enigma Ziggurat alongside multiple researchers and high-ranking mages. He had published seven different Academy texts on transmutation, human anatomy, the effects of magic on the physical form, and arcane mutations. Well regarded by his peers, many would say that Friedrich was as charming as he was sharp, and that his appreciation and dedication for the young mages who worked under him was unparalleled. He was known for talking at length about his findings, like a child excited about a new toy. To be in a room with him was sure to either teach you some new cutting edge arcane discovery, or lull you to sleep as he droned on about the percentile chances of arcane anomalies causing beneficial reactions over problematic ones based entirely on whether or not you were carrying a wand made of elmwood or willow root.

After Drakkenheim fell, Friedrich became increasingly engrossed in the magical properties of delerium, the Haze, and eldritch contamination. He published another book titled The Effects of Arcane Contamination, Mutations, and How to Control Them, which detailed some less than orthodox concepts about transferring mutation or contamination. He had begun collecting various forms of insects in his labs and experimenting on them with transformations caused by delerium. The Academy let him continue his work for a time, until an investigation into several missing mages quickly led to the discovery that Friedrich had kidnapped and experimented on his own apprentices. A secret lab was discovered, filled with caged Dregs of various types. They were all former Academy members, now twisted by monstrous experimentation. The most horrifying discovery was made when the Directorate sent in Academy arcane hunters, members dedicated to bringing in malfeasant mages, to apprehend Friedrich. The researcher blasted half of them away with never-before-seen contaminated magic, before dissolving into a swarm of bugs and vanishing into cracks in the walls.

The Silver Order was promptly contacted, and a bounty was put on Friedrich's head, with both the Academy and the Silver Order attempting to track him. In time, all leads went cold. The Academy seldom talks about the 23 mages who died at

Friedrich's hands; his lengthy writings were all removed from Academy shelves. Rare collectors covet his work as something of a legend, and rumors suggest that perhaps the strange and mysterious character known now as the Pale Man, working in secret in the Haze of Drakkenheim, helping contaminated individuals, and taking care of all the odd monsters of the city, might very well be what has become of Friedrich von Lichten.

Study the Foe

Characters proficient in Survival or Nature gain Advantage on Intelligence (Arcana) check to Study the Pale Man, learning the following based on their result:

(15+) Contaminated Monster. You know of his Creature Type, Resistances, and Immunities.

(20+) Master of Contaminated Magic. You learn of his Contaminating Touch and Abrupt Contaminant Epic Actions, and his Aura of Fleshy Insects.

(25+) Nearly Deathless. Your are aware of his Crawling Flesh trait, as well as his weakest ability score and saving throw.

Combat Tactics

The Pale Man attempts to be polite and cordial to his guests. He tries to mask his terrible and cunning manner behind the guise of an academic interested in contamination, one who can aid the suffering. This is not untrue, as he helps those who come and are willing to pay for his services. But his experimentations are prone to mishaps. He delights in capturing contaminated creatures and attempting to bend their mutations to his will.

If threatened, or if his true nature is discovered, the Pale Man tries to contaminate a creature, triggering terrible mutations and using magic to worsens their conditions.

If reduced to 0 Hit Points, he explodes into a mass of bugs that crawls its way back to his cocoon, which is always nearby. He often keeps it in a secret location, one usually buried with only small cracks or holes leading to it. Perfect for a swarm of insects to get to, but difficult for anyone else.

Harvestable Components (Very Rare)

Animus: Aberration. **Fluid:** Contaminated Ichor. **Hide:** Skin. **Dust:** Aberrant Dust.

EPIC

Pale Man

Medium Aberration

AC 15 **Initiative** +2 (12)
HP 76 (8d8 + 40) + 76 (8d8 + 40) per player character
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	15	+2	+2	**CON**	17	+3	+8
INT	20	+5	+10	**WIS**	17	+3	+8	**CHA**	13	+1	+6

Skills Arcana +10, Deception +6, History +10, Perception +8
Immunities Necrotic, Poison; Charmed, Frightened, Paralyzed, Petrified, Poisoned, Restrained
Senses Darkvision 120 ft.; Passive Perception 18
Languages Common and any five languages
CR 15 (13,000 XP; PB +5)

Traits

Insect Body. The Pale Man can occupy another creature's space and vice versa, and the Pale Man can move through any opening large enough for a Tiny insect.

Crawling Flesh. When the Pale Man is reduced to 0 Hit Points, he breaks apart into a **swarm of contaminated insects** in the same space. Unless the swarm is destroyed, the Pale Man's swarm returns to its cocoon and reforms into the Pale Man 1d6 days later.

Aura of Fleshy Insects. *Constitution Saving Throw:* DC 18, each creature of the Pale Man's choosing who starts its turn within 60 feet of the Pale Man. *Failure:* 22 (5d8) Necrotic damage and the target gains one level of Contamination.

Epic Actions

The Pale Man always takes his turn on Initiative count 20. On his turn, the Pale Man can use his movement and interaction as normal. However, he does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, the Pale Man takes one of the following Epic Actions at the end of each player character's turn.

Contaminating Touch. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 10 (3d6) Necrotic damage, it is subjected to the following effect. *Constitution Saving Throw:* DC 18. *Failure:* The target gains one level of Contamination.

Spellcasting (1/Round). The Pale Man casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):
At Will: *Inflict Wounds, Mage Armor* (included with AC), *Magic Missile, Shield*
2/Day Each: *Bestow Curse, Black Tentacles, Hold Person, Web, Witch Bolt*
1/Day Each: *Antimagic Field, Blight, Chain Lightning, Giant Insect, Invisibility, Slow*

Forced Mutation. The Pale Man targets a creature within 60 feet who has one or more mutations and magically alters the mutation. The Pale Man chooses one of the target's existing mutations to remove and replaces it with a different one of his choice.

Infest the Flesh (1/Round). *Dexterity Saving Throw:* DC 16, each creature in a 30-foot Emanation from the Pale Man. *Failure:* 22 (5d8) Necrotic damage, and the target gains the Burning (3d8 Necrotic) condition. A target also has the Dazed condition while it is burning in this way. *Failure by 5 or more:* The target also has the Restrained condition (save ends) due to masses of swarming fleshy bugs. *Success:* Half damage.

Contaminate (1/Round). *Constitution Saving Throw:* DC 16, each creature Restrained by the Pale Man's Infest the Flesh action. *Failure:* The target gains one level of Contamination.

Abrupt Contaminant (1/Round). The Pale Man targets a creature within 60 feet who has one or more levels of Contamination. That creature takes 7 (2d6) Necrotic damage for each level of Contamination it has.

Epic Resistance. The Pale Man chooses one condition, spell, or other effect currently affecting him and rolls 1d20. On an 11 or higher, the effect ends on him. The Pale Man can use this Epic Action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Additional Spells

If you have access to *Dungeons of Drakkenheim* or *Sebastian Crowe's Guide to Drakkenheim*, the Pale Man has the following spells added to his spellbook.

Dungeons of Drakkenheim:
At Will: *Delerium Orb, Purge Contamination, Warp Bolt*
2/Day Each: *Conjure the Deep Haze, Delerium Blast, Forced Evolution*
1/Day Each: *Octarine Spray, Siphon Contamination*

Sebastian Crowe's Guide to Drakkenheim:
At Will: *Bacterial Barrage, Caustic Grip, Infect*
2/Day Each: *Blood Worm, Septic Shock, Venomous Aura*
1/Day Each: *Grievous Wounds, Vile Necrosis*

Ratlings

Chapter 3:

Ratlings

Verminous Multitudes

"Dirty plague-bearing vermin that feed on even the leftovers of the scavengers. Surprisingly resilient! Quite the little tunnelers too. I think it's a numbers game with them, making rabbits look monogamous. It must be the delerium that drives them mad. I have seen them grow, talk and even build. As pets they are quite loyal but they quickly outgrow the care you can provide and you end up throwing them in a sewer with the rest of their lot. They swarm and bite with razor sharp teeth. The little ones can squeeze through the plates of your armor and find the tender spots. Nasty little rodents with big appetites. I've watched lesser men become simply an appetizer. Not me, Pluto Jackson is like a banquet! All you can eat and I never close! These delerium rats are something to behold as they rival the intellect of even our sharpest Caspian minds. They study the wizard books and write as they chatter their teeth but it is all for nothing as their furry little bodies fall upon the swords of my Caspian brothers in arms for they are simple pests that must be exterminated. That being said, no harm will come from tucking your pants in your boots."

—Pluto Jackson

Drakkenheim was notorious for its rat infestation. The back alleys and basements of the Sprawl teemed with rats, and countless more prowled the sewers. As a result, many households kept cats, and the city even commissioned a Rat Trapper's Guild to help control the rat population to little avail. When the city fell to ruin, the problem grew much, much worse. Delerium mutated the rats into ratlings, hideous monsters imbued with a malevolent cunning, and driven by a mad compulsion to consume and multiply.

Ratlings grow to the size of a gnome or halfling, with big eyes and ears, and large, pointed noses. They are slender creatures, covered with matted, coarse fur, and with thick hairless tails longer than their bodies. Today, thousands of ratlings dwell in Drakkenheim, lurking in underground burrows and subterranean tunnels. An individual ratling is far from the most fearsome threat in Drakkenheim, but these verminous multitudes present a creeping, gnawing danger that could one day grow beyond any other.

Mutated Vermin

Ratlings begin their lives as ordinary rats. Born in the contaminated sewers and subterranean tunnels of Drakkenheim, their pups feed on carrion tainted with eldritch contamination. The continual ingestion of delerium accelerates their development and mutation, allowing a ratling pup to reach maturity in just a few weeks. A ratling can live for five to seven years, although many die from infighting or accidents within their first year or two.

Granted a warped intellect by delerium, ratlings suffer from a constant internal struggle between their cowardly survival instincts and violent and impulsive urges. Ratlings dream of eating everything, and will eat anything, but especially love eating people. They have acquired an appetite for humans that are easy to capture, kill, and devour such as children and the elderly, and especially babies. While they can subsist on carrion, ratlings prefer fresh meat, and will take captives back to their lairs.

Despite their innate madness and violent predilections, ratlings are industrious and will fashion makeshift gear from scavenged equipment, favoring long knives, rusty spears, slings, and crossbows. They rarely wear armor, although they have been known to strap scrap metal pauldrons or an occasional breastplate onto their matted fur. Ratlings sometimes carry makeshift shields that once were shutters, tabletops, or parts of a door to defend themselves. Crafty and resourceful, a rare few ratlings have even learned to master the contaminated magic that created them, becoming powerful spellcasters.

Cunning Cowards

Ratlings display inherent naivety towards basic human concepts, especially kindness, empathy, and bravery. Many adventurers have made a grave mistake thinking ratlings are simple-minded fools. While ratlings care little for the lives of others, they value their own hide above all and will do just about anything to survive. Most are cowards who will flee at the first sign of a losing battle, willing to throw their best friend in the way of a hungry gator, a swarm of harpies, or a battle-ready group of adventurers if it ensures their own escape. When cornered or trapped, ratlings often break down in tears to beg for their lives, and offer delerium, information, or help infiltrating or sneaking through the city in exchange for their life. Those who have survived the longest usually become cunning warriors and clan leaders, and tend to develop skills in manipulation, lying, and bargaining.

Occasionally, adventurers exploring Drakkenheim make deals with ratlings they capture to act as guides into more treacherous parts of the city. Almost every time, the ratling eventually attempts a horrible betrayal. Ratlings are always waiting for the moment they can turn the situation in their favor, and lead their enemies into an ambush, or deliver them to the lair of a much more horrible monster.

Teeming Mass

Ratlings form colonies consisting of several closely related families. They work together to dig maze-like burrows that incorporate multiple entrances and tight looping passages. The biggest ratling usually leads the pack, though in some cases the smartest and most cunning can find themselves as leaders as well. Individual ratlings easily recognize others from their colony by scent, a trait which often foils adventurers trying to use disguises or trickery to infiltrate ratling burrows.

However, ratling colonies are quite hostile to each other, fighting over food and territory. Indeed, ratlings spend more time fighting each other than any other creatures or factions in the ruins, which is probably why they haven't taken over Drakkenheim yet. Successful colonies grow in number rapidly, as ratlings mature in a matter of weeks when ample food and delerium are available. The largest and most powerful ratling colonies bully others into submission and rule over them. Fortunately, intense competition with other ratling colonies over a limited food supply, predation from other monsters, and constant clashes with explorers and the Hooded Lanterns keeps their population in check. Lacking these constraints, their numbers would quickly swell beyond all hope of containment.

The Shiny

Ratlings call delerium "the shiny" and value the crystals highly. It acts as both a food source and a means to induce quick and aggressive mutations. Ratlings scratch out their burrows around delerium deposits and bring a steady flow of delerium into their burrows. It's the ratlings' obsession with delerium that generally causes them to forgo their inherent cowardice in exchange for wild aggression. Researchers or even a group of adventurers harvesting or carrying delerium are a prime pick for an ambush. Ratlings will kill just about anything to get their hands on more delerium and continue expanding their colonies.

The Rat God

Many ratlings worship a fiendish entity they call the Rat God. Ratlings construct crude effigies to the Rat God, who whispers to the most cunning and intelligent ratlings, granting them magic through eldritch pacts. This nightmarish and malevolent demon encourages the ratlings to multiply, collect delerium, and consume everything. Ratlings believe that the Rat God grows in power and size as they themselves feed and breed, and that one day the ravenous entity will emerge in the Mortal World to eat everything in an apocalyptic feast known as the Great Gnaw. The ratlincgs seem indifferent or oblivious to the implication they too will be devoured by their hungry god.

The Rat God is one of many powerful fiends inhabiting the cosmos that claims to be divine. Scholars of religion and the arcane postulate this being is likely not a true god and is more likely a rising demon lord. This technicality is utterly irrelevant to the Rat God's ratling worshippers. Although the Rat God cannot grant divine spells to its followers, they can create eldritch pacts, imbue ratlings with sorcerous powers, and inspire faith in a rare few truly devoted priests.

Beyond these details, Ratlings understand surprisingly little about the Rat God, and make up stories and fables about the ravenous god's exploits (see the "Beliefs About the Rat God" table on page 120). Even warlocks and oracles devoted to the strange being speak more lies than truths about its depiction, deeds, and desires. The full game statistics for the Rat God are described in Appendix A: Ancient Entities (page 332).

Roleplaying Traits

The ratlings' goals seem simplistic to most: first there is the Great Feeding and then the Great Breeding until ratling numbers swell into an insurmountable army. Thousands upon thousands of vermin will pour from the sewers, ruins, burrows, and tunnels and into the streets and houses and, with the aid of the great Rat God, they will devour the world.

Murderous Monsters

As creatures born of otherworldly contamination, the ratlings are, above all else, gleeful and remorseless killers. They care little for their own wellbeing and the feelings and needs of others. The only thing a ratling cares about is their own goals, and how they can most easily obtain them. Although they will listen to reason, they only agree to cooperate with non-ratlings if they see an opportunity for themselves. Otherwise, they would rather simply murder every humanoid they see.

Manipulative and Cunning

Ratlings may not be the smartest creatures, but they know that other creatures are also driven by their goals and needs. When cornered and with little options left, they plead to the needs of their captors and promise anything, if it means their own survival. Oftentimes they are lying, but they will see their promises through until they can devise a better plan to backstab and murder their foes. Some ratlings have gone as far as being hired as guides and scouts to help adventurers enter Drakkenheim. They lead those parties safely through the maze of ruined streets, only to spring a ratling ambush, or bring them to the den of a more horrible monster and turn on them the moment the numbers are favorable.

Murderous Tendencies

Most ratlings are driven towards violence, though their motivation for doing so can vary from one to the next.

1. I cannot help but stab humans. If I see a human, I must stab it. Stabby stab-stab!
2. I love finger foods! Every creature I kill, I collect their fingers for snacks!
3. The more ears you keep on your person, the better you can hear, it's why I keep so many ears from my kills, no one can sneak up on me!
4. I love guts! Spilling guts, eating guts, wearing guts. Cut their bellies, then do the guts dance! Guts, guts, guts.
5. Always attack their face! I wear the faces of my enemies as a fun hat.
6. If you bite it, it's yours, so I always start by biting any victim or prisoner to make sure it has my mark.
7. No, you need to eat them before you kill them! It's best raw and wriggling!
8. I learned this fun trick: if you show them their own organs while they are still alive, they HATE that!
9. Why would you ever clean your weapons? The old rotting blood adds extra flavor.
10. Sometimes I put on the skin of a human and chase the young ratlings around the burrow yelling "Look at me, I am a HUMAN!" and they all scream and laugh.

Beliefs About the Rat God

Ratlings make up fantastic stories about the Rat God's wrath and cunning. In truth, they know little about the Rat God except it likes the shiny, and they perform cannibalistic rituals in its name. Ratlings love eating, so they love these rituals.

1. The Rat God wants us to eat everything we can. One day, Rat God will eat the world. It is going to be amazing!
2. The moon is made of cheese! It will be a special snack for the Rat God when they come to eat the world.
3. The Rat God sometimes gives the very bestest ratlings magic powers to help them get food and get shiny.
4. Every shadow is a spy for the Rat God. So, if you have something you need to tell them, whisper it to your shadow.
5. Every shake and shudder of the earth is the Rat God digging, digging, digging deep below!
6. One day, in the Great Gnaw, we are going to burrow all the way to Castle Drakken and eat everything inside!
7. Don't displease the Rat God. They will turn you into a ghost that can't eat, and you'll watch us grow fat and happy.
8. The Rat God stole the shiny from a big mean cat with too many tails and sent the shiny here to make the ratlings strong and smart so we can kill all the cats!
9. The shiny are the bones of the Rat God. Once we eat all the shiny, the biggest ratling will turn into the Rat God.
10. The Rat God loves dancing and fire, but hates math and iambic pentameter.

Irrational Fears

Many ratlings are driven by irrational fears, causing them to act in unusual ways.

1. Refuses any affection and especially hugs, since they think it's just a ruse to stab them in the back.
2. Afraid of bugs, especially big ones.
3. Avoids brightly colored flowers, believing such plants are poisonous traps set by evil spirits to lure and capture them.
4. Terrified of their own reflections, convinced that their mirrored self is a malevolent doppelganger sent to usurp their life.
5. Dreads the sight of a single crow, interpreting it as an omen that the Rat God has marked them for death, causing hysteria and chaos whenever a crow is spotted.
6. Abhors cats in all their forms, which prompts a screaming fit of panic as they flee to wherever they can hide.
7. Loathes being unclean and is obsessively afraid of filth, making them awkwardly tidy amongst their fellow ratlings.
8. The ratling has a deep fear of a mutated pickle that hunts ratlings in the sewers. The other ratlings tell them the so-called "Pickle Man" doesn't exist.
9. Believes that ghosts that travel in threes are a sign of doom!
10. Absolutely hates chairs, especially ones with cushioned seats, and breaks them on sight.

Ratling Trinkets (What's in Their Pockets)

It's rare to find a ratling without something unusual kept among their personal effects.

1. (4d6) human fingers.
2. (2d4) human eyes.
3. A chunk of rock that sparkles.
4. A crude wooden effigy of a rat.
5. (6d6) teeth from various creatures. Some look human.
6. A claw-made scented candle; it smells like blue cheese when lit.
7. A horde of buttons, with the ratling's name etched on them.
8. A collection of jangling house-keys.
9. A large sock, bits of cloth have been crudely stuck to it to resemble a face, and the name "Socko" is written lovingly inside.
10. A well-loved children's blanket and a carving of a toy piano.
11. A chef's hat. Inside is a collection of various types of dried pasta.
12. A ball of hair and blood.
13. Four dolls made of small turtle shells holding wooden weapons: a longsword, a quarterstaff, two short swords, and a club.
14. A book about philosophy and history, many of the pages have bite marks, others have crude drawings over the words.
15. A crude drawing of a yellow ratling with rosy cheeks shooting lightning out of its hands and killing humans.
16. A small carved statuette of a wooden toy soldier, and a rat dressed up in royal garb wearing a crown and brandishing a sword as well as a handful of nuts.
17. A roughly carved flute. When played, 2d6 **Giant Rats** emerge from nearby holes to follow whoever played the flute.
18. A doll of a haggard looking rat wearing a small jacket, the name "Rizzo" scrawled on its bottom.
19. A black cap with large, black, exaggerated mouse ears on it.
20. A worn, leather-bound tome titled The Dungeons of Drakkenheim, penned by Martyn Mac Lochlann I.

Ratling Names

When it comes to names, Ratlings tend to be very simple and disorganized in their naming conventions. Ratlings will sometimes name other ratlings at a young age, other times they completely forget to name the young and a ratling will name themselves once they can speak. Ratlings have been known to change their names from time to time based on the deeds they have accomplished, or their most notable achievement.

Ratling names are usually inspired by the sounds they make, the things they do, or a notable deformity or oddity they have. For example, the Rat Prince simply gained that name by declaring himself as such after leading a horde of ratlings into the Rat's Nest Tavern and eating the Dregs swarming the streets in that part of the city. In the process, he found some jagged metal that resembled a crown, conquered the Rat's Nest Tavern, and declared himself the Rat Prince. Often, a ratling will be given a nickname after it does something, and the name just sticks.

Ace, Acorn, Alfred, Almond, Belch, Biscuit, Big Nose, Biter, Boil, Booger, Bonecrack, Bones, Bone, Buttcrack, Burp, Cavity, Chew, Chewy, Chicken, Chip, Chungus, Chuckles, Claws, Clawed, Clips, Clot, Cookie, Cough, Crisp Rat, Critter, Drowner, Dig, Dug, Dave the Rat, Dumbhead, Eater, Eel, Egg, Famish, Feral, Fester, Footless, Forky, Four Eye, Gag, Gasher, Gerald, Glorp, Gobble, Goggles, Grabby, Grips, Gnasher, Hurl, Harry, Horns, Huck, Impish, Ick, Jabber, Jester, Jiggles, Jokes, Jasper, Jumbo, Klaus, Knife-Knife, Knives, Krimp, Lazy, Limps, Little Bitey, Loudmouth, Lye, Mak, Marbles, Maim, Mess, Muddy, Muck, Muffin, Nag, Nash, Nasty, Nibbles, Nifty, Nick, Nife, Off, One Eye, Orbs, Pancakes, Petunia, Picky, Pip, Pile, Plump, Pod, Potato, Pretzel, Prince, Puddles, Pukeface, Pumpkin, Quitter, Ratford, Ratthew, Ratsby, Rataline, Rattrick, Ratticus, Retch, Remi, Rizzo, Rankle, Rump, Ripper, Samuel Whiskers, Scabs, Scabbers, Scratches, Schlep, Scribbles, Scritches, Slinks, Slimeball, Sparky, Spew, Spoons, Splatter, Splinter, Sporky, Squeeks, Squirts, Squish, Squash, Stabs, Stewart, Stinkfoot, Stinkbutt, Talk-Talk, Tark, Templeton, Temper, Tik-Tak, Three Eye, Toothy, Two Eye, Ugly, Uppers, Vermin, Vile, Waffles, Wack, Wart, Whiskers, Wip, Wolly, Zip.

Locations and Lairs

Ratlings form vast labyrinths of intricate tunnels beneath Drakkenheim. Beginning from empty cellars, maintenance tunnels, and sewer canals, ratlings then dig their own passages and chambers. A ratling burrow is a looping maze filled with overlapping routes, dead-ends, traps, and dozens, if not hundreds, of hungry defenders.

Unbeknownst to surface-dwellers, ratlings occasionally dig tunnels extending out from the city limits, allowing them to slip away from the ruins to plunder the few remaining farmsteads nearby, and even threaten Emberwood Village. Perhaps one day, other cities in Westemär, or throughout the world, will hear a gnawing beneath their feet.

Burrows and Dens

A ratling lair is often composed of networks of winding tunnels, small hollowed out rooms, and multiple passages between them. Oftentimes these dens and burrows can be labyrinthian and cramped to outsiders, but to the ratlings they offer multiple positions to attack from, or to flee.

Strength in Numbers

Ratlings know that their strength is in numbers, and often design their burrows for quick access for fighting or fleeing. When they can, they will group together to fight as a large force. Attempting to use the winding and multiple passages to surround and overwhelm enemies.

Traps and Tunnels

Ratlings are notorious trap builders. Traversing their lairs is often more of a threat than actually facing the ratlings. Ratlings protect their lairs by building spiked pit traps, rolling barrels, and dug out holes in the walls and ceilings to fire from if they are infiltrated, as well as devising multiple other ways to thwart their enemies. They use poisons and fire to try and trap enemies inside areas of their burrows and burn or gas them to death. They lead intruders into trapped rooms or narrow corridors before dropping wooden gates down and lighting the hallway ablaze. Ratlings generally don't care about the damage their own traps do to their lairs, since they are happy to dig themselves out once the battle is over.

Sample Traps.

Some common ratling traps are listed below.

Spiked Pit. A creature who enters the space of a spiked pit must succeed on a DC 10 Dexterity saving throw or fall in the pit, taking 7 (2d6) Piercing damage, and 7 (2d6) Bludgeoning damage. Climbing out of the pit requires an action and a successful DC 12 Strength (Athletics) check.

Collapsing Tunnel. All creatures in the area of the collapsing tunnel must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) Bludgeoning damage and become Prone. In addition, creatures that fail their saving throw by 5 or more become partially buried, gaining the Restrained condition until they escape. A creature can use their action to make a DC 10 Strength (Athletics) check to escape the rubble. A creature that succeeds on its saving throw may choose which side of the collapse it wishes to be on.

Spike-bomb. All creatures in a 15-foot-radius Sphere from the trap that are not behind Total Cover must make a successful DC 15 Dexterity saving throw or take 10 (4d4) Piercing damage.

Poison Spray. All creatures within a 15-foot Cone from the trap must succeed on a DC 15 Constitution saving throw or become Poisoned (save ends).

Cage Trap. All creatures within 5 feet of the cage trap must succeed on a DC 12 Dexterity saving throw or become Immobilized. A creature can break out of the cage by spending an action and making a successful DC 18 Strength (Athletics) check.

Roller-crusher. Any creature in the path of the roller-crusher must succeed on a DC 14 Dexterity saving throw or take 13 (3d8) Bludgeoning damage and be knocked Prone.

Pot of Acid. Any creature within 10 feet of the pot of acid must succeed on a DC 14 Constitution saving throw or take 7 (3d4) Acid damage and become Burning (3d4 Acid).

Flame Bottles. The ratling using the flame bottle must make a ranged attack against a target within 30 feet. On a hit, the target takes 9 (2d8) Fire damage and is Burning (2d8). Hit or miss, the bottle shatters. The target and each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) Fire damage.

Ratling Burrow

Groups of related ratlings live together in burrows. They often dig out the burrows to form networks of interweaving tunnels, trap filled hallways, and several small rooms that they use for storage, sleeping, or gathering. Below are several common rooms you would find in a ratling burrow.

Altar to the Rat God

A Rat God's altar often includes a crude effigy of varying depictions. Where one depicts a massive, bloated rat, another shows a demon-like figure with wings and horns, and others might present an almost angelic form. Regardless, these effigies are crudely made, involving horrifyingly graphic depictions of the Rat God devouring humans, or other murderous acts.

Ratlings leave offerings in the form of well-gnawed bones, bits of old food, delerium chunks, unusual looking rocks, and other trash few would find valuable. On rare occasions there may be 1d4 copper, or a common gemstone worth 1 silver.

Ratling Hovels

These small chambers are where the ratlings sleep. Hovels are burrowed out as a network of small adjoining rooms, each lined with garbage, rags, hay, grass, and mud. Anything a ratling can find to make the hovel more comfortable for them to sleep in.

Food Storage

Ratlings enjoy fresh meat, so they occasionally take prisoners back to their burrows to consume later. To the ratlings, this storage space holds an assortment of fresh and old meat that needs to be regularly rotated out. To non-ratlings, it is a prison cage where they wait among the dead and half-dead to be eaten. They can clearly see their fate before them. Hung up on hooks are dead creatures, loose limbs, and half-eaten people struggling to survive.

Delerium Storage

Ratlings will keep shards and crystals of delerium, or even build their burrows around underground delerium veins; these become valuable parts of any ratling home and a place for the ratlings to gather in worship, or for planning. Sometimes delerium crystals will lightly illuminate the ratling burrows like tiny octarine lanterns.

Known Lairs

The City of Drakkenheim

Ratlings first mutated in the contaminated ruins of Drakkenheim — here the impact of their unchecked growth has had the most impact. They clog the sewers and streets of the city and every venture into the ruins is bound to put adventurers up against a swarm of ratlings. As their numbers swell, the prospect of the growing ratling horde grows more and more daunting.

The Sewers of Drannsmund

The city of Drannsmund has had several reports of large rats seen lurking near sewer entrances, and stories of monsters snatching children. People who stay out too late sometimes go missing when taking the back roads or quiet streets. Faction agents fear that the ratlings of Drakkenheim have made their way along the roads and into the sewer systems of other major cities as well.

Combat Tactics

Every Advantage

Ratlings will use everything they can to gain the upper hand in battle, and never fight fairly if they can avoid it. If the environment can be used against their foes, or if they can lure their foes into a trap, they will. They will light things on fire, throw debris, cover the ground in oil, toss poison vials, and roll flaming barrels down ramps. Ratlings will surely take any opportunity to turn the tide in their favor.

Cowardly

Ratlings will not fight if they are outnumbered, or if a few of them go down in combat. Instead, as soon as the battle seems to turn against them, they fall back and regroup with more ratlings, trying to overwhelm and outnumber their foes with replenished numbers. If they do not stand to win the battle, the ratlings either plead for their lives and surrender, waiting for the right moment to backstab their foe, or flee. If the battle is lost, they will scurry off into the darkness and return to their burrow at a later time to rebuild.

Adventure Hooks

Vermintropolis

The Ratlings have occupied an entire city block within the city of Drakkenheim. All the houses, towers, and sewers below are one giant ratling nest.

Missing Persons

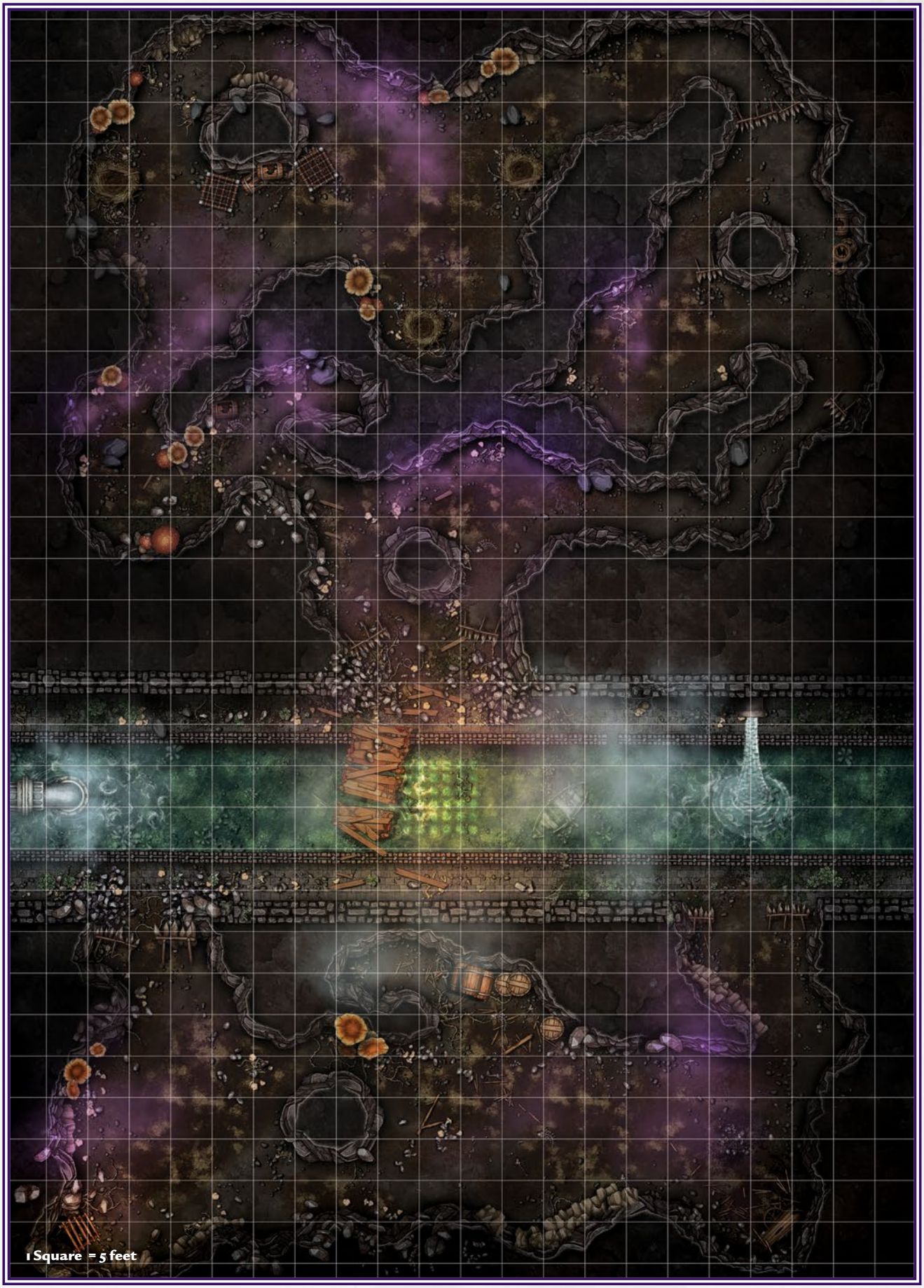
Children in the city of Drannsmund keep going missing when they are out past sunset. Rumors are spreading of strange people whispering from the sewers.

Maw Vermin

There is a rat in the old clock tower that has grown so fat with delerium contamination and mutations that it has now become a horrible Maw Vermin. Other ratlings are flocking to it. It needs to be destroyed.

Rescue Mission

Several Hooded Lantern scouts went missing near the sewers. They believe a ratling burrow has been made nearby, and those scouts might still be alive and in captivity.



Ratling Sewer Burrows

Ratling Warrior

A pair of glinting yellow-purple eyes appear down the dark tunnel ahead, then another, then more. A scurrying mass of furry bodies bound up in mud-spattered cloth and greasy leather surges forward. Their rodent-like claws brandish rust-caked blades as many squeaking voices erupt into a cacophony of chittering, chirping, screeching, and finally a howl of "Kill! Kill! Kill!"

Representing the overwhelming mass of ratlings in Drakkenheim, these warriors have little skill and even less bravery, living a desperate life of scavenging and violence. However, a Ratling Warrior who survives and thrives may often find their own specialization or niche, becoming a **Burrow Warden**, **Guttersnipe**, or **Alchemist**.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Ratling Warrior, learning the following based on the result:

(5+) Mutated Monstrosities. You are aware these creatures have an excellent sense of smell, Darkvision, are capable climbers and swimmers, and are Immune to Contamination.

(10+) Mob Attacks. You learn of the Ratling Warrior's Pack Tactics trait and Ratling Cunning action.

(15+) Swift, Weak, and Cowardly. You know its strongest and weakest ability scores and saving throws.

Combat Tactics

Ratlings fight together in large groups to surround and overwhelm their foes with Pack Tactics. They use whatever rusty weapons they can find, or use their teeth and claws when nothing else is available. Occasionally, ratlings carry makeshift slings and hurl anything they pick up off the ground at their enemies: rocks, bones, or even chips of delerium.

However, ratlings flee and hide using Ratling Cunning when they don't have a numerical advantage over their foes. Indeed, they won't start fights if they don't outnumber their foes at least two to one, but while they outnumber their foes three to one or more, the typical ratling warrior can become insanely brave. When ratlings overpower their foes, they may even grapple them down and take them as prisoners to eat later.

Harvestable Components (Common)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.

Usually an enemy unless they're given the right motivation such as not eating people.

Ratling Warrior

Small Monstrosity

AC 12
HP 5 (2d6 - 2)
Initiative +4 (14)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	15	+2	+2	**CON**	8	-1	-1
INT	8	-1	-1	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Skills Stealth +6
Gear Pouch (10 Bullets), Sling
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
Challenge 1/8 (XP 25; PB +2)

Traits

Keen Smell. The ratling has Advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The ratling has Advantage on attack rolls against a creature if at least one of the ratling's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Sling. *Ranged Attack Roll:* +4, range 30/120 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Bonus Actions

Ratling Cunning. The ratling takes the Dash, Disengage, or Hide action.

Ratling Burrow Warden

This burly ratling stands a head taller than their broodlings, wearing a fearless expression upon their snarling snout. Clad in scavenged bits of armor, they carry a broad, makeshift shield which may have once been a window shutter, tabletop, or part of a door. They wield a long spear topped with a vicious chunk of sharp scrap metal that appears to be coated in some kind of toxic sludge.

Ratlings look to the biggest among their number for leadership, forming posses around the largest and loudest, called Burrow Wardens. These ratlings get the privilege of bossing their comrades around, taking a larger share of food, and first pick amongst the spoils of their raids and ambushes. While Burrow Wardens might act like petty tyrants, these bullies also must constantly prove their strength and bravery lest a rival rise up to take their place. Wardens are often found at the forefront of any battle to demonstrate their might and ferocity. The smaller ratlings quite like this arrangement, as it puts their bully-bosses on the front lines during a burrow invasion. If the ratlings grow tired of one of their Burrow Wardens and want to replace them, they are in the best place to stab the big one in the back, cut them down if they're wounded, or abandon them alone against a deadly foe.

Study the Foe

Characters proficient in Athletics or Survival gain Advantage on Intelligence (Arcana) checks to Study a Ratling Burrow Warden, learning the following based on the result:

(5+) Powerful Ratling. You know these creatures have similar senses and Immunities as a typical ratling but are physically tougher and much stronger.

(10+) Aggressive Attacker. You are aware of the Burrow Warden's Pack Tactics trait and Shield Shove action.

(15+) Strong and Tough. You recognize the Burrow Warden's strongest and weakest ability scores and saving throws.

Combat Tactics

Ratling Burrow Wardens often form a tight formation during an attack, taking up their shields and poison-tipped spears to defend choke points. They especially like using their Shield Shove to push attackers into pits or other prepared traps in the burrow.

Harvestable Components (Common)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.

Watching rats play army is fun til the gross spear hits your leg. Just stop laughing and start killing.

Ratling Burrow Warden

Medium Monstrosity

AC 16
HP 33 (6d8 + 6)
Initiative +3 (13)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+4	**DEX**	13	+1	+1	**CON**	12	+1	+3
INT	10	+0	+0	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Skills Athletics +4, Perception +2
Gear Chain Shirt, Shield, Spear
Senses Darkvision 60 ft.; Passive Perception 12
Languages Common
Challenge 1 (XP 200; PB +2)

Traits

Keen Smell. The ratling has Advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The ratling has Advantage on attack rolls against a creature if at least one of the ratling's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Poison-Tipped Spear. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 10 (3d6) Poison damage.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Bonus Actions

Shield Shove. *Strength Saving Throw:* DC 13, one creature within reach of the ratling. *Failure:* The target is pushed 5 feet away from the ratling and has the Prone condition.

Ratling Guttersnipe

A cloaked ratling appears from out of the shadows, a wicked blade carved from delerium in its claws. A hand crossbow hangs at their side with a quiver of poison-tipped bolts. They fire at you, then dash from the shadows, lunging to attack.

The small survive in the ruins through stealth, cunning, and a solid repertoire of under-handed tricks. Ratling Guttersnipes possess hard-won skills learned through bitter experience, and are rightfully respected and feared amongst their comrades. These grim-toothed ratlings have learned to plan careful ambushes, place deadly traps, and lure their prey into unfavorable situations. Honing their senses to a hair trigger, they are ready to kill quickly.

Guttersnipes arm themselves with choice equipment pried from the corpses of dead faction agents and explorers. These skilled thieves are bold enough to sneak outside the ruins on occasion to steal supplies, equipment, and food from faction strongholds, and even occasionally make nighttime break-ins to isolated homes and farmsteads.

The Guttersnipes observed the impact delerium had on humanoid creatures, and found inspiration for using delerium as a weapon, knowing that beyond the cut of a blade, the contamination is an even more deadly component to be dealt with. All Guttersnipes carry delerium weapons, often constructed simply by finding a sharp shard of delerium and fastening it to a makeshift hilt.

Study the Foe

Characters proficient in Sleight of Hand or Stealth gain Advantage on Intelligence (Arcana) checks to Study a Ratling Guttersnipe, learning the following based on the result:

(5+) Mutated Monstrosities. You understand these creatures have an excellent sense of smell, Darkvision, and are capable climbers and swimmers. They are Immune to Contamination, but have no other special Resistances.

(10+) Mob Attacks. You learn of the Ratling Guttersnipe's Pack Tactics trait and its Ratling Cunning.

(15+) Nimble but Weak. You know the ratling's strongest and weakest ability scores and saving throws.

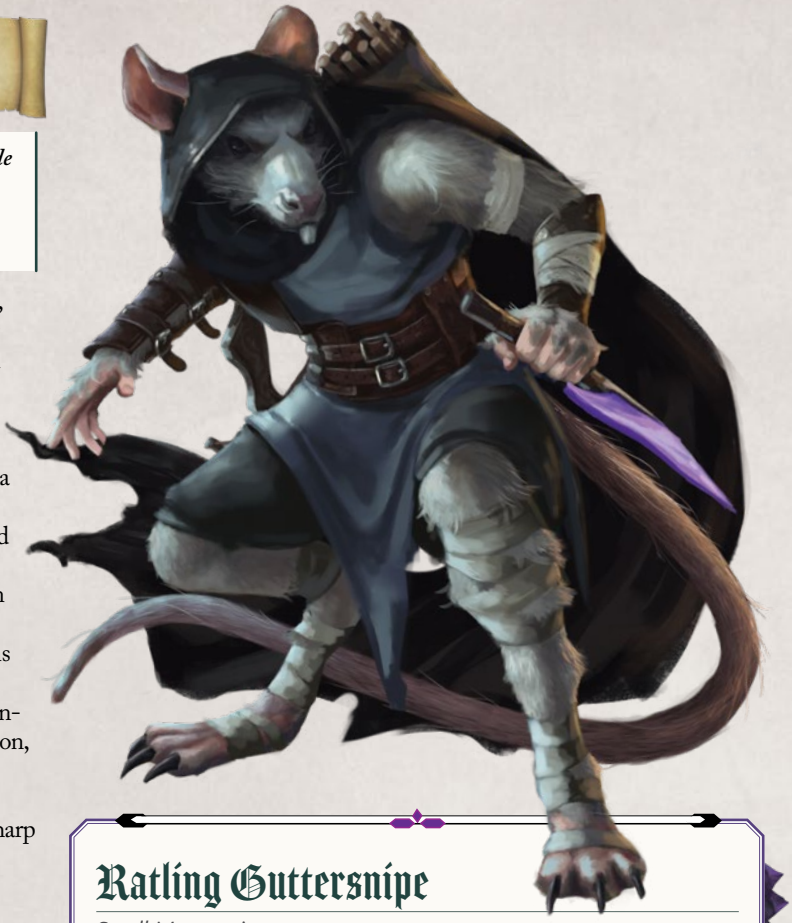
Combat Tactics

Ratling Guttersnipes stick to the shadows, staying hidden as long as possible. They are likely to position themselves on rooftops or behind rubble, and often secure their locations with pit traps, flasks of oil, torches, or other devious traps when they are able. Once they notice their target is in position, Ratling Guttersnipes unload a volley of poison-tipped bolts, or unleash deadly traps. After their targets are weakened, the ratlings rushes in to surprise and stab creatures with their delerium blades, and then quickly dart back out.

As with all ratlings, if the fight turns against them, they will flee or beg for their lives.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.



Ratling Guttersnipe

Small Monstrosity

AC 15
HP 35 (10d6)
Initiative +7 (17)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	17	+3	+5	**CON**	10	+0	+0
INT	13	+1	+3	**WIS**	15	+2	+2	**CHA**	7	-2	-2

Skills Acrobatics +5, Perception +4, Stealth +7
Gear Hand Crossbow, Quiver (10 Bolts), Shortsword
Senses Darkvision 60 ft.; Passive Perception 14
Languages Common
Challenge 2 (XP 450; PB +2)

Traits

Keen Smell. The ratling has Advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The ratling has Advantage on attack rolls against a creature if at least one of the ratling's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Contaminated Blade. *Melee Attack Roll:* +5, *reach* 5 *ft. Hit:* 6 (1d6 + 3) Piercing damage. *Constitution Saving Throw:* DC 10. *Failure:* 14 (4d6) Necrotic damage. *Failure by 5 or More:* The target also gains one Contamination level. *Success:* Half damage only.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Hand Crossbow. *Ranged Attack Roll:* +5, range 30/120 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 10 (3d6) Poison damage.

Bonus Actions

Ratling Cunning. The ratling takes the Dash, Disengage, or Hide action.

Warlock of the Rat God

A small ratling cloaked in old rags carries a bone wand in one claw and a skull set with delerium shards in the other. An eldritch glow crackles in the ratling's eyes beneath its drawn hood as it incants a spell. Pulsing energy thrums in its small, clawed, hands.

"Once we have all the shiny, the Rat God will come and help us! We'll get food! We will eat! Lots of food! All the food! We will eat the whole world! All the earth! Yes, yes, yes!"

A rare few ratlings possess magical powers, which they claim are gifts from the Rat God. Whether their magic truly comes from an otherworldly pact or is just a product of their contaminated mutations is unknown. Indeed, Warlocks of the Rat God will lie or embellish any whisperings or insight they have to convince other ratlings they speak directly to the great Rat God. They make robes out of rags, while carying gnawed bone wands, occult trinkets, bone effigies, skulls, and scrawled drawings. The Rat God's warlocks often whisper to themselves and take notes that only they comprehend.

Most ratlings fear and obey these warlocks. Warlocks seldom share their power with others, making it rare for a colony to have more than one, unless they are underlings of a more powerful spellcaster. Often, the warlock will hand-pick the fiercest Giant Ratling to serve as a bodyguard, or keep a veteran Ratling Guttersnipe as a personal assassin to remove potential rivals.

Study the Foe

Characters proficient in Religion gain Advantage on Intelligence (Arcana) checks to Study a Warlock of the Rat God, learning the following based on the result:

(5+) Otherworldly Pact. You are aware these creatures have an excellent sense of smell, Darkvision, are capable climbers and swimmers and this ratling's damage Resistances.

(10+) Potent Spellcasting. You learn of the ratling's Balefire and Conjure Swarms actions.

(15+) Commanding but Frail. You know the ratling's strongest and weakest ability scores and saving throws.

Combat Tactics

A Warlock of the Rat God does everything in its power to put "lesser" ratlings between it and its enemies. They deem themselves far too valuable to be put in harm's way, but are also inherently overconfident in their powers, convinced the Rat God protects them from harm.

A Warlock of the Rat God will have likely cast *Mage Armor* on itself prior to rolling Initiative, as most keep this spell active when venturing out of their burrow, or at the first sign of danger. They conjure a Swarm of Rats to pester their enemies, and use Balefire to pummel their foes. When their defenses are exhausted they cast *Invisibility* on themselves and attempt to flee using Teleport.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Elemental Fluid. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.

Warlock of the Rat God

Small Monstrosity

AC 15
HP 45 (10d6 + 10)
Initiative +4 (14)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	14	+2	+2	**CON**	13	+1	+1
INT	12	+1	+1	**WIS**	11	+0	+0	**CHA**	16	+3	+3

Skills Deception +5, Stealth +4
Resistances Necrotic, Psychic
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
Challenge 3 (XP 700; PB +2)

Traits

Keen Smell. The ratling has Advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Balefire. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 21 (4d8 + 3) Necrotic damage, and the target has the Burning condition (2d8 Necrotic).

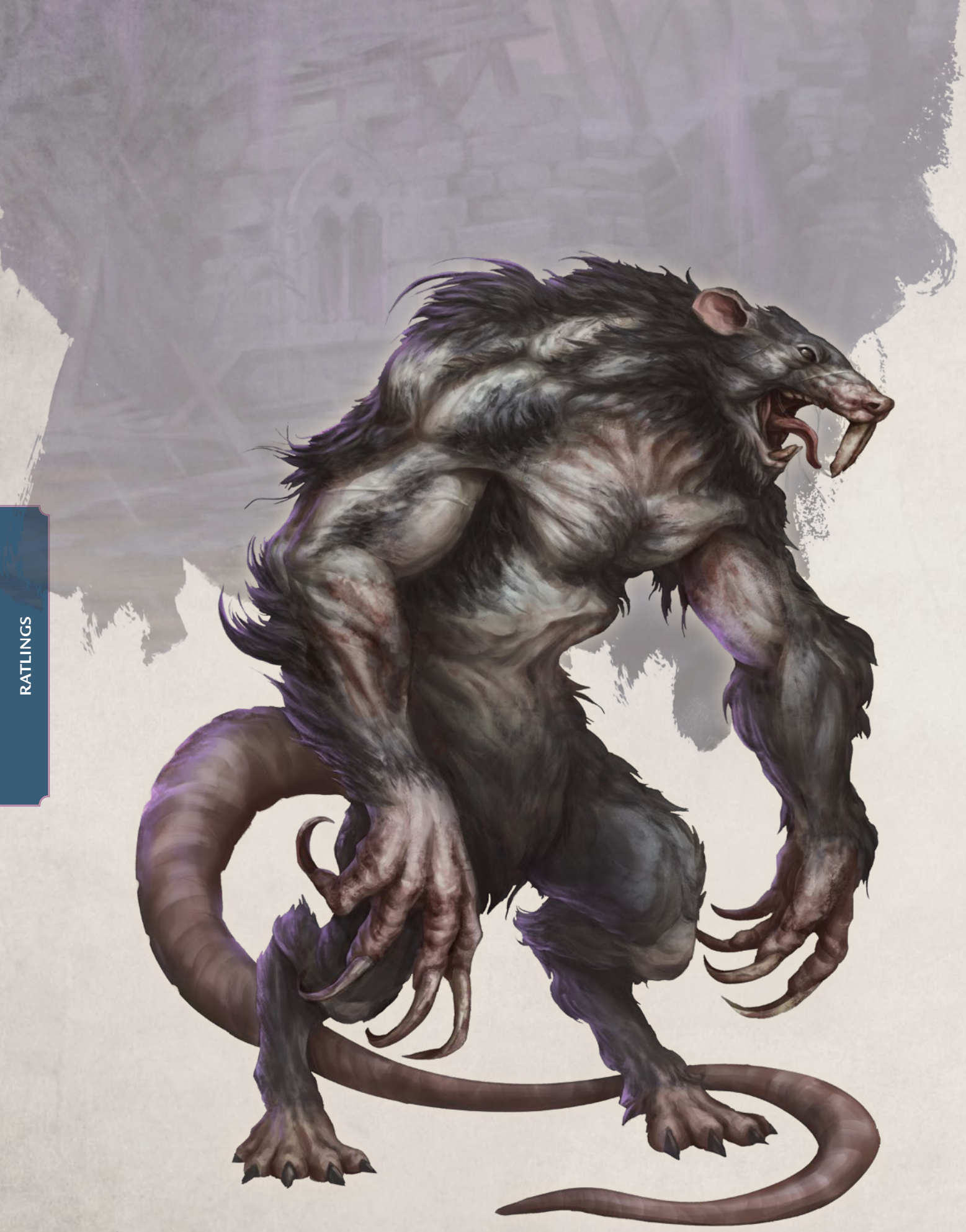
Spellcasting. The ratling casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 13):

At Will: *Mage Armor* (self only; included above), *Minor Illusion, Thaumaturgy*
1/Day Each: *Augury, Dispel Magic, Invisibility, Major Image*

Conjure Swarms (Recharges after a Short or Long Rest). The ratling conjures two **Swarms of Rats**, which appear in unoccupied spaces within 60 feet. The swarms act immediately after the ratling in Initiative. The swarms remain for 1 minute or until destroyed.

Bonus Actions

Teleport. The ratling teleports to an unoccupied space it can see within 60 feet.



Giant Ratling

Towering over the furry horde around it, this ratling is nearly the size of an ogre. Its coarse and matted fur hangs in ragged patches, exposing sinewy muscles that ripple beneath its greasy skin. Oversized, jagged incisors protrude from its gnarled muzzle, and it brandishes its long, hooked claws slick with the dark sheen of old blood. Despite its bulk, the creature moves with an unsettling swiftness, its thick, scaly tail swaying menacingly to counterbalance the heavy thud of its gnarled paws.

Occasionally, a ratling just doesn't stop growing. Unfortunately, their brains seldom keep up with their growing bodies, as a result, most of the lumbering brutes are rather dim. These dumb hulks lumber forward into combat with total disregard for themselves or other ratlings, at times scooping up other warriors and throwing them towards their enemies. Some ratlings love this, and excitedly run alongside a Giant Ratling hoping to be hurled — sadly most don't survive the impact.

Giant Ratlings are the exception to the ratlings' rule of letting the biggest and strongest lead. Although these ratlings are often the largest of the pack, their inherent inability to lead, or form any strategic thought besides to smash and eat, makes them a great destructive force for a smarter ratling to use against its enemies. Often a ratling warlock or alchemist will command one or two Giant Ratlings and use them as living siege weapons, digging tools, or personal bodyguards against scheming ratlings looking to put a dagger in a superior's back.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Giant Ratling, learning the following based on the result:

(5+) Furry Monstrosities. You understand these creatures have an excellent sense of smell, Darkvision, and are capable climbers and swimmers. They are Immune to Contamination, but have no other special Resistances.

(10+) Grab and Bash. You recognize the Giant Ratlings Hurl Ratling and Enrage actions.

(15+) Powerful but Dimwitted. You learn the creature's strongest and weakest ability scores and saving throws.

Combat Tactics

The Giant Ratling will charge any enemy it sees that threatens its burrow or gets in its way. The ratling will Enrage and start hurling other ratlings at its enemy as it charges forward, bearing down on the creature with claws and teeth. These brutes are relentless in their attacks, and generally much braver—or dumber—than other ratlings. They are unlikely to flee from harm.

If the rest of the ratlings begin to flee, the Giant Ratling will follow, but it will usually be the last to turn tail as it enjoys pummeling and gnawing on flesh a bit too much.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.

Giant Ratling

Large Monstrosity

AC 15
HP 75 (10d10 + 30)
Initiative +2 (12)
Speed 40 ft., Climb 40 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	15	+2	+2	**CON**	16	+3	+3
INT	5	-3	-3	**WIS**	10	+0	+0	**CHA**	7	-2	-2

Skills Athletics +6
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
Challenge 4 (XP 1,100; PB +2)

Traits

Keen Smell. The giant ratling has Advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The giant ratling makes two Claw attacks and one Bite attack. It can replace up to two attacks with uses of Hurl Ratling.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage. *Critical Hit:* The target has the Staggered condition until the start of the giant ratling's next turn.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 17 (2d12 + 4) Piercing damage.

Hurl Ratling. The giant ratling picks up a willing Medium or smaller ratling ally or corpse within 5 feet. *Dexterity Saving Throw:* DC 14, one creature the giant ratling can see within 30 feet. *Failure:* 18 (4d8) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage only. *Failure or Success:* The hurled ratling takes the same damage and lands with the Prone condition.

Bonus Actions

Enrage (Recharge 5–6). The giant ratling gains 15 Temporary Hit Points. Until the Temporary Hit Points are lost, the giant ratling has Advantage on Strength-based D20 Tests.

Ratling Alchemist

This ratling sports a pair of thick goggles and an impressive custom-built crossbow. The skittish rat wears a scraped-together, acid-stained leather coat and a bandolier of bubbling flasks and vials that hangs along its belt. It mixes glowing liquids that fume and sizzle, preparing to hurl a vial toward you.

All ratlings possess a wicked cunning, but a few among them are gifted with an inventive spirit, reckless curiosity, and explosive intentions. Often beginning with a fascination with fire or the strange and erratic effects of delerium, these ratlings use improvised materials, unstable ingredients, and scavenged tools to experiment and tinker, building crude devices and sometimes ingenious traps. Two out of three ratlings who attempt to become an alchemist die in their own explosions, but the one that makes it often becomes a horrible force against their foes.

Study the Foe

A character proficient with Alchemist's Supplies or Tinker's Tools gain Advantage on Intelligence (Arcana) checks to Study a Ratling Alchemist, learning the following based on the result:

(5+) Chemical Exposure. You are aware these creatures have an excellent sense of smell, Darkvision, are capable climbers and swimmers and its unique damage Resistances.

(10+) Inventive and Cunning. You learn of the ratling's Repeating Crossbow and Delerium Bomb actions.

(15+) Nimble but Weak. You recognize the ratling's strongest and weakest ability scores and saving throws.

Ratling Alchemist

Small Monstrosity

AC 16
HP 70 (20d6)
Initiative +7 (17)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	18	+4	+4	**CON**	10	+0	+0
INT	17	+3	+3	**WIS**	15	+2	+2	**CHA**	7	-2	-2

Resistances Acid, Poison
Skills Acrobatics +7, Perception +5, Stealth +7
Gear Quiver (10 Bolts), Repeating Crossbow
Senses Darkvision 60 ft.; Passive Perception 15
Languages Common
Challenge 5 (XP 1,800; PB +3)

Traits

Keen Smell. The ratling has Advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The ratling has Advantage on attack rolls against a creature if at least one of the ratling's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The ratling makes three Repeating Crossbow attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d4 + 4) Piercing damage.

Repeating Crossbow. *Ranged Attack Roll:* +7, range 30/120 ft. *Hit:* 11 (1d12 + 4) Piercing damage, plus 10 (3d6) damage of one of the following types (the ratling's choice each time it attacks): Acid, Cold, Fire, or Poison.

Delerium Bomb (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 10-foot radius Sphere centered on a point the ratling can see within 60 feet. *Failure:* 21 (6d6) Fire damage plus 18 (4d8) Necrotic damage. *Failure or Success:* An Arcane Anomaly occurs in the area.

Bonus Actions

Ratling Cunning. The ratling takes the Dash, Disengage, or Hide action.

Reactions

Covering Fire. *Trigger:* A creature reduces an ally the ratling can see to 0 Hit Points. *Response:* The ratling makes a ranged attack against that creature.

Combat Tactics

A Ratling Alchemist is a ranged combatant who keeps to the backfield, where they can safely snipe their foes with their crossbow. They are happy to take pot shots when their bodyguards go down, using their Covering Fire Reaction.

A Ratling Alchemist doesn't care about the wellbeing or safety of their fellow ratlings, and will throw its Delerium Bomb at foes even if their allies are in the blast area.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Elemental Fluid. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.

Swarm of Ratlings

A teeming mass of chittering ratlings roil forth. Fur and claws spill like crashing waves, surging forth with dozens of hungry, biting mouths to consume everything in their path.

An individual ratling is a vicious and craven creature, but seldom do they pose a threat to experienced adventurers. However, even veteran Drakkenheim survivors and explorers know to fear when ratlings gather in sufficient numbers. When dozens form a rampaging swarm capable of pulling down much larger foes with their amassed furry bodies, and stripping flesh from bone with hundreds of gnashing teeth and hungry bites.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Swarm of Ratlings, learning the following based on the result:

(10+) Fighting Horde. You are aware of the swarm's Resistances, Immunities, speeds, and senses, as well as its Swarm trait.

(15+) Overwhelming Numbers. You learn of this creature's Chittering Mass and Scurrying Horde traits.

(20+) Neither Strong Nor Brave. You recognize the swarm's strongest and weakest ability scores and saving throws.

Combat Tactics

The Swarm of Ratlings is an alternative way to represent a massive number of ratlings, rather than needing to use dozens of individually weak ratling minions in an encounter against higher-level characters.

In battle the Swarm of Ratlings moves like a rolling tide, using its Scurrying Horde Bonus Action to close the distance with as many targets as possible. The swarm tries to move into and over the spaces of its enemies, so it can Bite them with Advantage using its Chittering Mass trait. The swarm continues making Bite attacks against a downed character in its space as the swarm goes into a feeding frenzy.

The Swarm of Ratlings is impossibly brave until it's reduced to 0 Hit Points, at which point the Scampering Survivors usually try to run away.

Swarm of Ratlings

Huge Swarm of Small Monstrosities

AC 13
HP 100 (20d10 - 10)

Initiative +9 (19)
Speed 30 ft., Burrow 15 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	17	+3	+3	**CON**	8	-1	-1
INT	8	-1	-1	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
Challenge 6 (XP 2,300; PB +3)

Traits

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 ratling. The swarm can't regain Hit Points or gain Temporary Hit Points.

Chittering Mass. The swarm has Advantage on attack rolls against any creature in its space.

Scampering Survivors. When the swarm is reduced to 0 Hit Points, it leaves behind 1d4 **Ratling Warriors** in its space.

Actions

Multiattack. The swarm makes one Bite attack against each creature in its space.

Bite. *Melee Attack Roll:* +6, reach 0 ft. *Hit:* 28 (8d6) Piercing damage, or 14 (4d6) Piercing damage if the swarm has the Bloodied condition. If the target is a creature, it has the Grappled condition (escape DC 14).

Bonus Actions

Scurrying Horde. The swarm takes the Dash action.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.

Ratling Pathogenist

Cloaked in a thick leather jacket and a crude, custom-made gas mask, this ratling scurries forth clutching a worn satchel brimming with poisons and potions. An acrid smell wafts off the ratling, combined with burnt hair and something putrid and rotten. Its fur is mottled, and burned away in patches across its neck, arms, and legs. Its flesh is covered in sores, blisters, and infected wounds. It rummages through its bag before producing a vial and tossing it forcefully to the ground at your feet.

Ratlings are disease-ridden creatures, and the smartest amongst them have observed the effects these diseases have on their enemies. Studying the actual causes of diseases and learning to harness them against their foes is a point of pride for a Ratling Pathogenist. These twisted doctors consider themselves amongst the most brilliant ratlings.

The Ratling Pathogenist has several disease-ridden blades, needles, syringes, and a gas mask. It's surrounded by a haze of diseased gas and acrid fumes. Even getting close to one of these highly contaminated rats is enough to make one sick.

Study the Foe

Characters proficient in Nature or Medicine gain Advantage on Intelligence (Arcana) checks to Study a Ratling Pathogenist, learning the following based on the result:

(5+) Furry Monstrosities. You understand these creatures have an excellent sense of smell, Darkvision, and are capable climbers and swimmers. They are Immune to Contamination, but have no other special Resistances.

(10+) Infectious You are aware of its Plaguebringer Aura and Infection action.

(15+) Nimble but Weak. You recognize the ratling's strongest and weakest ability scores and saving throws.

Ratling Pathogenist

Small Monstrosity

AC 16
HP 110 (20d6 + 40)
Initiative +7 (17)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	19	+4	+4	**CON**	14	+2	+2
INT	17	+3	+3	**WIS**	15	+2	+2	**CHA**	7	-2	-2

Skills Arcana +6, Deception +1, Stealth +7
Senses Darkvision 60 ft.; Passive Perception 12
Languages Common
Challenge 7 (XP 2,900; PB +3)

Traits

Keen Smell. The ratling has Advantage on Wisdom (Perception) checks that rely on smell.

Plaguebringer Aura. Constitution Saving Throw: DC 14, a creature that starts its turn within 5 feet of the ratling. *Failure:* 5 (1d10) Necrotic damage.

Actions

Filthy Blade. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage plus 10 (3d6) Necrotic damage.

Infection (3/Day). The ratling causes one creature it can see within 60 feet to be infected with a disease. At the start of each of its turns, the target is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* 13 (2d12) Necrotic damage. *Success:* Half damage. After three successes, the disease ends. *Failure or Success:* A *Lesser Restoration* spell ends the disease early.

Metastasize. *Constitution Saving Throw:* DC 14, one creature within 15 feet that is infected with a disease. *Failure:* The target has one of the following conditions (the ratling's choice): Addled, Clumsy, or Enfeebled (save ends). The condition immediately ends and is replace by a new condition if the ratling uses Metastasize on the target again. *Failure or Success:* 9 (2d8) Necrotic damage.

Bonus Actions

Rampant Sickness. The ratling spreads its Infection from an infected target to another creature adjacent to that target.

Combat Tactics

The Ratling Pathogenist is a cunning killer and loves to riddle its foes with diseases. The ratling will release one of its deadly infections into a creature nearby and use Rampant Sickness to spread it to anyone nearby. Metastasis causes the disease to kill its target even faster.

The pathogenist prefers to keep their distance and will attempt to scurry away if cornered or forced to fight in melee. It will also run if it is alone, or if its allies are fewer than its enemies.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.

Maw Vermin

A grotesque form lies before you. At first it seems to be just a mound of rotten meat, but its form becomes apparent when it turns toward you. A rat-like snout and eyes protrude from its rolling mass of pinkish flesh and patchy fur. It reaches for you with three long, gangly arms. Its midsection then opens with a yawning moan where a large purple tongue flops from between jagged teeth, slurping gobs of vile saliva as it drags itself towards its next meal.

The Maw Vermin's exact origins are still a mystery—are they horribly mutated ratlings who succumbed to Drakkenheim's contamination or something more sinister? It may have been a rat that fed on too much delerium or the sickly scavengers of another dimension. Some ratlings worship Maw Vermin as harbingers of the Rat God, assuming it is the closest a ratling can get to becoming a ratling angel. Some ratlings endlessly gorge on delerium, hoping to transform into a Maw Vermin to be closer to their god.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Maw Vermin, learning the following based on the result:

(10+) Filled with Delerium. You recognize that this creature gained the Magic Resistance trait, and has Resistance to Acid, Poison, and Necrotic damage.

(15+) Chew and Spit! You learn the details of the Maw Vermin's Bite, and Glob Launcher.

(20+) Dim but Enduring. You know the Maw Vermin's strongest and weakest ability scores and saving throws.

Combat Tactics

A Maw Vermin is a primal creature that cannot comprehend anything beyond its next meal. Ratlings give them a wide berth, as it is just as likely to consume them as anything else. When a Maw Vermin senses anything it can eat, it lumbers towards the meal, using its Grasping Maw to pull targets closer so it can Bite them. Maw Vermin want to consume anything in sight, using its own food to secure even more. It uses Glob Launcher to spit half-digested morsels, happily eating whatever mess is left over.

Maw Vermin

Huge Monstrosity

AC 15
HP 161 (14d12 + 70)
Initiative +5 (15)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+10	**DEX**	13	+1	+1	**CON**	20	+5	+9
INT	2	-4	-4	**WIS**	12	+1	+5	**CHA**	5	-3	-3

Skills Perception +9
Resistances Acid, Necrotic, Poison
Senses Darkvision 60 ft.; Passive Perception 19
Languages None
Challenge 10 (XP 5,900; PB +4)

Traits

Magic Resistance. The maw vermin has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The maw vermin makes one Bite attack and three Claw attacks, and it can use Grasping Maw or Glob Launcher.

Bite. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 22 (3d10 + 6) Piercing damage, and if the target is a Medium or smaller creature, it is swallowed. A swallowed creature has the Blinded and Restrained conditions, and has Total Cover from effects originating outside the maw vermin. At the start of each of the maw vermin's turns, a swallowed creature takes 10 (3d6) Acid damage and must succeed on a DC 15 Constitution saving throw or gain one Contamination level.

The maw vermin can swallow up to three creatures at a time. If the maw vermin takes 20+ damage in a single turn from a creature inside it, the maw vermin must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which land in spaces within 10 feet of the maw vermin with the Prone condition. If the maw vermin dies, a swallowed creature no longer has the Restrained condition and can escape from the corpse using 10 feet of movement, exiting with the Prone condition.

Claw. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 19 (3d8 + 6) Slashing damage, and if the target is Huge or smaller, it has the Grappled condition (escape DC 16). Until the grapple ends, the maw vermin can't use this Claw on another target. The maw vermin has three Claws.

Grasping Maw. *Strength Saving Throw:* DC 18, one Medium or smaller creature the maw vermin can see within 15 feet. *Failure:* The target is pulled into an unoccupied space within 5 feet of the maw vermin.

Glob Launcher. The maw vermin coats a swallowed creature in acidic goo and launches it at a point within 120 feet of it. *Dexterity Saving Throw:* DC 15, each creature within 10 feet of the launched creature as it lands (the launched creature automatically fails). *Failure:* 21 (6d6) Acid damage, and the target has the Burning condition (4d6 Acid). While Burning, the target has the Restrained condition.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Acidic Bile. **Organs:** Eyes, Heart, Brain, Guts, Flesh, Glands. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth, Tentacles. **Hair:** Fur. **Hide:** Skin.

Oracle of the Rat God

Wrapped in ritual robes and carrying a skull-tipped staff, this wizened, albino ratling chants hymns in high-pitched squeaks in praise to the Rat God. Her beady red eyes flare with zealous passion.

These devoted followers of the Rat God are amongst the most gifted and powerful ratling spellcasters. Among the most ancient ratlings, only a handful exist. Most were among the first to gnaw upon delerium and transform in the days after the meteor fell. They have seen the rise and fall of countless ratling warbands and colonies. They are welcome in any burrow being seen as an omen for feast and fortune, often driving them to self-destructive excess, believeing the oracle is a clear sign it's time to rise up against their rivals. While Ratling Oracles claim to have visions of the future, they are far from master planners. Possessed with a mad certainty, their fervent proclamations inspire fury and murder in their fellow ratlings.

Study the Foe

Characters proficient in Religion gain Advantage on Intelligence (Arcana) checks to Study an Oracle of the Rat God, learning the following based on the result:

(10+) Divinely Resistant. You learn of the Oracle of the Rat God's Resistances and Immunities.

(15+) Fiendish Foresight. You recognize the oracle's Death Toll and Squeak of Doom actions, as well as its Tail Barbs Reaction.

(20+) Aware and Commanding. You know the Oracle of the Rat God's strongest and weakest ability scores and saving throws.

Oracle of the Rat God

Small Monstrosity

AC 13
HP 110 (20d6 + 40)
Initiative +7 (17)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	16	+3	+7	**CON**	14	+2	+2
INT	13	+1	+5	**WIS**	19	+4	+8	**CHA**	17	+3	+3

Skills Arcana +5, Insight +8, Perception +8, Religion +5
Resistances Necrotic, Poison, Psychic
Immunities Charmed, Frightened
Senses Darkvision 60 ft.; Passive Perception 18
Languages Common
Challenge 9 (XP 5,000; PB +4)

Traits

Keen Smell. The ratling has Advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Death Toll. *Wisdom Saving Throw:* DC 16, one creature the ratling can see within 120 feet. *Failure:* 45 (10d8) Necrotic damage, and the target has the Weakened condition (save ends). *Success:* Half damage only.

Squeak of Doom (1/Day). *Charisma Saving Throw:* DC 16, each Hostile creature in a 60-foot Emanation originating from the ratling that can hear it. *Failure:* 55 (10d10) Psychic damage. *Success:* Half damage.

Spellcasting. The ratling casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 16):
1/Day Each: *Dispel Magic, Divination, Eyebite, Scrying, Spirit Guardians*

Bonus Actions

Ratling Cunning. The ratling takes the Dash, Disengage, or Hide action.

Reactions

Tail Barbs. *Trigger:* A creature the ratling can see within 60 feet succeeds on a D20 Test. *Response:* The ratling forces the triggering creature to reroll the D20 Test and use the lower roll.

Combat Tactics

These revered figures are seldom encountered alone. Instead, they are often in the company of several Swarms of Ratlings and perhaps even borne aloft on a litter by a squadron of Giant Ratlings. They may even have several Warlocks of the Rat God serving them as underlings. These minions are disposable to the oracle, who commands their underlings to throw themselves against their foes with wild abandon.

In battle, a ratling oracle fights from the back, calling out proclamations of doom on their foes using Death Toll and Squeak of Doom. They mock their foes' attempts at any success, attempting to use Tail Barbs to turn an opponent's luck against them.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.

Rat King

A writhing column consisting of a knotted mass of entwined rat-tails wobbles towards you. A score of drooling ratlings, their bodies twisted and merged together, support the bloated tail-spire. Their clawed feet scamper frantically to propel this horrendous heap of rat-flesh. Their beady eyes glimmer with eerie glow as the wiggling tails whip up volatile eldritch energy.

Not to be confused with the Rat Prince, a Rat King is a mutated fusion of multiple ratlings into a single being of psionic might. Often the result of a catastrophic arcane anomaly involving a swarm of ratlings that fuses their tails together into a horrific knot. The resulting pillar of rat-flesh is a writhing and wriggling abomination. Other ratlings find Rat Kings terrible to behold and shun them from their colonies.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Rat King, learning the following based on the result:

(10+) Amalgamation. You recognize the abomination consists of multiple ratlings mutated together with no sense of self. You understand the Rat King's condition Immunities.

(15+) Psionic Powers. You learn of its Tail Whip and Psychic Blast.

(20+) Powerful and Ponderous. You area aware of the Rat King's strongest and weakest ability scores and saving throws.

Combat Tactics

A Rat King gains a bizarre hive-mind making it highly intelligent and almost prescient. In battle, it lurches forward launching a barrage of psionic attacks, using Tail Whip and Psychic Blast to shred its target's mind.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.

Rat King

Large Aberration

AC 17 **Initiative** +2 (12)
HP 170 (20d10 + 60)
Speed 30 ft., Burrow 15 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	8	-1	-1	**CON**	16	+3	+3
INT	15	+2	+2	**WIS**	14	+2	+2	**CHA**	21	+5	+5

Immunities Charmed, Frightened
Senses Darkvision 60 ft.; Passive Perception 12
Languages Common
Challenge 8 (XP 3,900; PB +3)

Actions

Multiattack. The Rat King makes two Tail Whip attacks, then uses Psychic Blast or Spellcasting.

Tail Whip. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 120 ft. *Hit:* 33 (8d6 + 5) Psychic damage. *Intelligence Saving Throw:* DC 16. *Failure:* The target has the Dazed and Slowed conditions until the end of the Rat King's next turn.

Psychic Blast (Recharge 5–6). *Intelligence Saving Throw:* DC 16, each creature in a 60-foot Cone. *Failure:* 21 (6d6) Psychic damage, and the target is Jinxed 1d10 (save ends).

Spellcasting. The Rat King casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Mage Hand, Thaumaturgy*
1/Day Each: *Black Tentacles, Telekinesis*

Rat Prince

This ratling stands head-and-shoulders over the others and has black-brown fur and a wicked grin; some of his frontmost teeth are delerium crystals. He wears scavenged bits of light armor, tattered dark blue rags, and a gold crown, which is slightly too small for his head.

This fearsome ratling ringleader has self-styled himself as the Rat Prince. Dwelling amongst the Rat's Nest Tavern burrow, the Rat Prince and his posse are the scourge of rookie adventurers exploring the Outer City of Drakkenheim. He rules because he's the biggest, strongest, and killed the last ratling who called themselves the Rat Prince. He dreams of one day conquering all the other ratling colonies and demanding all the other ratlings bow down to him.

Roleplaying Traits

- **Personality**. The Rat Prince bullies the others like a despot. When speaking, the Rat Prince repeats words two or three times for emphasis. "Yes, yes, yes…"
- **Ideal.** The Rat Prince loves killing, eating, breeding, and sleeping. Pretty much in that order.
- **Bond.** The Rat Prince wears a makeshift crown and claims he's the ruler of all the ratlings in Drakkenheim. This is far from true, but good luck convincing the Rat Prince otherwise.
- **Flaws.** Logic makes the Rat Prince confused and angry, unless that logic involves food. The Rat Prince holds the Rat God in equal fear and awe. He is very superstitious about necromancy, illusions, and enchantment magic. He is afraid of ghosts but loves fire.

Study the Foe

Characters proficient in History or Insight gain Advantage on Intelligence (Arcana) checks to Study the Rat Prince, learning the following based on the result:

(5+) Fearsome Leader. You know he has the traits of a typical ratling, though he is much more formidable.

(10+) Delerium Teeth. You recognize the Rat Prince's Contaminated Bite attack.

(15+) Adverse to Logic. You are aware of the Rat Prince's strongest and weakest ability scores and saving throws, as well as the flaws noted in the Rat Prince's roleplaying traits.

Combat Tactics

Leading other ratlings into battle, the Rat Prince is a ferocious combatant. He uses his Sacrificial Pawn Reaction to avoid attacks while firing his crossbow or attacking ferociously with his Contaminated Bite. He uses Ratling Cunning to ensure that he remains adjacent to another ratling he can use as a body shield.

Be wary when you look to use the monsters in the city for they soon grow beyond the size and safety of a pet.

Rat Prince

Rat Crown Prince

Rat Prince

Medium Monstrosity

AC 15
HP 66 (12d8 + 12)
Initiative +8 (18)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	12	+1	+1	**DEX**	19	+4	+4	**CON**	13	+1	+1
INT	9	-1	-1	**WIS**	15	+2	+2	**CHA**	9	-1	-1

Skills Acrobatics +6, Athletics +5, Perception +6, Stealth +8
Gear Hand Crossbow, Leather Armor, Quiver (10 Bolts), Shortswords (2)
Senses Darkvision 60 ft.; Passive Perception 16
Languages Common
Challenge 3 (XP 700; PB +2)

Traits

Keen Smell. The Rat Prince has Advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The Rat Prince has Advantage on attack rolls against a creature if at least one of the Rat Prince's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The Rat Prince makes three attacks: two with his Shortswords and one with his Contaminated Bite.

Shortsword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage.

Contaminated Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage plus 10 (3d6) Necrotic damage. *Constitution Saving Throw:* DC 11. *Failure:* The target gains one Contamination level.

Hand Crossbow. *Ranged Attack Roll:* +6, range 30/120 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 10 (3d6) Poison damage.

Bonus Actions

Ratling Cunning. The Rat Prince takes the Dash, Disengage, or Hide action.

Reactions

Sacrificial Pawn. *Trigger:* The Rat Prince is targeted by an attack or spell that targets only him. *Response:* The Rat Prince redirects the attack or spell to another ratling within 5 feet of him, causing the ratling to become the target instead.

Caught alone, the Rat Prince doesn't fight: he flees. If he can't, he cries and begs for his life. He will sell out other ratlings if it means his own survival. When this rat is cornered, he offers anything he can think of to convince characters to let him go free, and will claim he can lead characters to fantastic treasures, secret passages through the city, vast amounts of "the shiny," and boasts that his favorable reputation amongst the ratlings can guarantee safety. Whether or not these are true is up to you. Unless the characters can make the Rat Prince loyal in some other way (through food, fear, or magic), he tries to escape at the earliest opportunity.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hair:** Fur. **Hide:** Skin.

Rat Crown-Prince

Medium Monstrosity

AC 18
HP 45 (6d8 + 24) + 45 (6d8 + 24) per player character
Initiative +10 (20)
Speed 50 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	23	+6	+6	**CON**	16	+3	+3
INT	9	-1	-1	**WIS**	17	+3	+3	**CHA**	13	+1	+1

Skills Acrobatics +14, Athletics +10, Perception +11, Stealth +14
Senses Darkvision 120 ft.; Passive Perception 21
Languages Common
Challenge 10 (XP 5,900; PB +4)

Traits

Keen Smell. The Rat Crown-Prince has Advantage on Wisdom (Perception) checks that rely on smell.

Verminous Aura. The Rat Crown-Prince emits a 30-foot Emanation of verminous contamination. A creature that starts its turn in the Emanation takes 10 (3d6) Necrotic damage.

Epic Actions

The Rat Crown-Prince always takes his turn on Initiative count 20. On his turn, The Rat Crown Prince can use his movement and interaction as normal. However, he does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, the Rat Crown-Prince takes one of the following Epic Actions at the end of each player character's turn:

Contaminated Bite (1/Round). *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 8 (1d4 + 6) Piercing damage plus 10 (3d6) Necrotic damage. *Constitution Saving Throw:* DC 15. *Failure:* The target gains one Contamination level.

Delerium-Infused Blades. *Melee or Ranged Attack Roll:* +10, reach 5 ft. or range 30/60 ft. *Hit:* 13 (2d6 + 6) Necrotic damage, and the target suffers one of the following effects of the Rat Crown-Prince's choice (he can't select the same option more than once per round):

- ***Poison.*** *Constitution Saving Throw:* DC 16. *Failure:* 18 (4d8) Poison damage, and the target has the Poisoned condition for 1 minute (save ends). *Success:* Half damage only.
- ***Acid Burn.*** *Dexterity Saving Throw:* DC 16. *Failure:* 10 (3d6) Acid damage, and the target has the Burning condition (3d6 Acid). *Success:* Half damage only.
- ***Mindkiller.*** If the target is maintaining Concentration on a spell, it takes an extra 25 (5d10) Psychic damage unless it chooses to end its Concentration.

Call Ratlings (1/Round). 2d4 **Ratling Warriors** appear, burrowing up from below unoccupied spaces within 60 feet of the Rat Crown-Prince. The warriors have 1 Hit Point each and remain until killed.

Meld into Shadow (1/Round). The Rat Crown-Prince has the Invisible condition until he makes an attack.

Swift Stride. The Rat Crown-Prince moves up to his Speed.

Epic Resistance. The Rat Crown-Prince chooses one condition, spell, or other effect currently affecting him and rolls 1d20. On an **11+**, the effect ends on him. The Rat Crown-Prince can use this action even if he would otherwise be unable to take actions, his actions are being controlled by another creature, or if a spell or effect alters his game statistics.

Predators
of the Ruins

Chapter 4: Predators of the Ruins

Monstrous Clans

"It's a funny thing being in Drakkenheim and not being at the top of the food chain. It adds an extra thrill as you clunk clunk your way through the streets trying not to end up a snack. If you're looking for a fight it's best to close your eyes, take a deep breath, and listen for the screams of terror from those becoming a meal."

—Pluto Jackson

Though contamination is wild and unpredictable, its transformative effects sometimes manifest consistently across certain animal species or individuals exposed under similar environmental conditions. These special circumstances have produced several unique groups of monsters which operate in a much more unified and coherent fashion—at least, compared to the ravening horrors and Delerium Dregs wandering the Haze. Initially banding together with others in order to survive, the most successful packs have carved out their own domains and territories within the ruined streets of Drakkenheim. Each has proven their mettle in battle against each other, the Hooded Lanterns, and expeditionary groups alike, each securing their own niche within the predatory hierarchy of the ruins.

While the ratlings are among the first of such groups most adventurers encounter in the Outer City of Drakkenheim, this chapter introduces several other notable monster families dwelling in Drakkenheim: the furious **Hazewind** Harpies who rule the high spires, the ferocious **Garmyr** wardogs who make their hunting grounds within the embattled Cathedral District, and the fishlike **Deep Dregs** lurking within contaminated waterways beneath the city. In addition, contaminated energies have even gripped the old statues and defensive guardians of the city, granting these constructs a malign sentience.

A delicate equilibrium now exists where the competition between these monstrous warbands and faction soldiers has plunged areas of the city into a deadlocked state of guerilla warfare. As each monstrous faction has grown, formidable leaders emerge amongst them who seek to challenge this balance and emerge atop the pile, defeating their mutated rivals—and extending their territory beyond Drakkenheim.

Beyond their similar ambitions for power and dominion, each group is described in this chapter with their own background details, roleplaying traits, combat tactics, lairs, and game statistics for several variations found amongst them.

Garmyr

Although once believed to be related to gnolls, these bipedal canids are unique to the Haze-ridden ruins of Drakkenheim. Covered in thick fur, Garmyr coloration and features vary from houndlike to wolflike, but all bare sharp teeth and claws. They form hyper-aggressive and predatory warpacks equipped with weapons taken from the many failed attempts to reclaim the city.

The Garmyr revel in their countless battles with adventurers, the Hooded Lanterns, and the Knights of the Silver Order for control over the Inner City of Drakkenheim. Although the roving warpacks make this district their primary hunting ground, Garmyr raiders have sallied forth from the ruins to plunder the countryside with increasing frequency. They live for the thrill of the hunt, taunting their prey as they pursue them into merciless ambushes. Though the warpacks are prone to infighting, a massive beast known as the Lord of the Feast rules the Garmyr as their overlord. When this terrifying monster calls the packs to battle, all the Garmyr set aside their enmity for one another to join the blood hunt.

Where exactly the Garmyr came from isn't clear. The popular belief amongst the Hooded Lanterns is that the Garmyr originated from mutated stray canines left behind in the city during its destruction, since the appearance and behavior of the Garmyr is not dissimilar to packs of wild dogs. However, amongst the Garmyr have been sighted hunters and thaumaturges bearing the symbols similar to Kromac, the old god of beasts and slaughter, suggesting the Garmyr have some sort of connection to the bloodthirsty deity.

Roleplaying Traits

Although they are cunning hunters, Garmyr care little for conversation, and even less for parley—and they seldom show mercy. Garmyr speak bits of Common, but typically communicate with one another through barks and growls. Adventurers and faction agents who have attempted to communicate peacefully with Garmyr are ignored at best, and more often eaten.

However, a few bold explorers have managed to observe Garmyr where they make their encampments, recording their behavior when not on the prowl.

Trophies

It seems that amongst the warpacks, strength and skill in the hunt is shown utmost respect. Garmyr display their trophies proudly to demonstrate their kills not only to their prey, but to each other. A twisted sort of hierarchy has formed, with the most accomplished and ferocious Garmyr leading the pack

1. A rope of skulls hanging over the shoulder.
2. Fingers of dead adventurers worn like a necklace.
3. A helmet hung from a belt, filled with clattering teeth.
4. The skull of a giant alligator worn as a helm.
5. A ratling pelt, with the skull mounted upon the Garmyr's head.
6. A feathered cloak, each feather taken from a harpy.

Scars of Battle

The fear of all Garmyr is to become wounded or decrepit with age, so that they can no longer partake in the hunt. However, elder Garmyr wear scars that identify their experience. The more battle-worn a Garmyr is, the more respect they garner from their peers.

1. A large scar over one eye that has gone milky white.
2. A body lined with scars, a mosaic of red wounds mottling their fur.
3. A crudely made peg leg with spikes and shrapnel stuck in it.
4. A skeletal face of sinew and muscle, stripped of fur and skin.
5. An ear crudely stitched back on.
6. They have burn marks across half their body where no fur grows anymore.

Warpacks

The Hooded Lanterns have encountered several distinct warpacks within the ruins, identified by these names.

- **The Gray Hounds** are a pack of gray-furred hunters who have taken up positions along the city, holding Temple Gate. They wear rusted armor scraps taken from the city armories, and even adorn themselves in tattered green cloaks to mock the Hooded Lanterns.
- **The Blood Fangs** are a vicious group of Garmyr wandering the Outer City, known predators of ratlings who adorn themselves in ratling pelts and skulls.
- **The Tower Dogs** are an Inner City pack in a constant state of battle against the hazewind harpies near the Central Market Place. They wear feathered capes and harpy talons around their necks.
- **The Lord's Butchers** are the personal warpack of the Lord of the Feast. They wear human skull pauldrons and cloaks stitched of the flesh of adventurers, covering themselves in the blood of their enemies.

Combat Tactics

The Garmyr are skilled hunters, and know how to use the ruins to their advantage. They have hunted the streets of Drakkenheim for years and know when and where to strike. They do not hide in the shadows, but rather howl and yip their way through the streets, surrounding prey and flanking with staggering precision. They revel in the fear they cause, and the thrill of the chase, the hunt, and the kill. Groups of adventurers, larger beasts, and some of the more iconic monsters of the city require a bit more tact. When it comes to this, the Garmyr lay clever ambush paths, sometimes sending some of their pack to lure a group of adventurers or a beast into a strategic location where they can surround it and ambush it.

Locations and Lairs

Temple Gate

A shanty town of crude hovels and wood platforms surround the once proud gate. This is now the forward command post of the Garmyr, and they use it to ward off adventurers and any creatures aiming to enter or leave the city proper. The streets leading to the gate on either side are rigged with death traps, pits, spiked logs, and all manner of crudely made effigies of bone and blood.

Temple Ward and The Sprawl

These are the prime hunting grounds for the Garmyr and throughout them are many forward camps and burrows dug into old, abandoned buildings or piles of rubble and ruins. A Garmyr camp is easily identified by the smell of cooking flesh and hanging bones and meat on hooks. The Garmyr decorate their favorite campsites with such symbols as to inform other Garmyr that this is a good place to set up camp for a hunt in the area.

St. Vitruvio's Cathedral

This is the home of the Lord of the Feast and his most loyal dog soldiers. The cathedral is covered in blood and gore, with the many victims of the lord's hunt hanging on meat hooks throughout the cathedral. The once divine building now lies in ruin, more akin to a slaughterhouse than a place of worship. The brazier that once held the sacred flame is now a monument of skulls and blood, identifying the grim blasphemy of its new occupants.

Adventure Hooks

Hunter / Hunted

A rather aggressive warpack has been hunting in the sprawl and making travel dangerous for all adventurers, prospectors, and many of the factions. Someone must track down this warpack and put an end to their hunt.

Dog Soldiers

A group of **Hooded Lantern Scouts** find themselves cut off. They send up a flare for aid, locking themselves inside an old cabin. They must survive the night with a group of ravenous **Garmyr** making every attempt to break in and eat them.

Garmyr Warriors

A pack of grizzled, bipedal canines charges toward you, howling with fury. They brandish scavenged weaponry and wear patchwork armor stitched together from the rotting hides of their previous kills. Some wear macabre jewelry made from fingers, ears, bones, and teeth. Their frothing mouths are filled with jagged teeth as they bark and growl.

Deep Dregs

Curiously, creatures transformed by exposure to the contaminated waterways of Drakkenheim often develop piscine features and aquatic adaptations. Although they have similar origins to Delerium Dregs, many of these so-called Deep Dregs have become thralls to an eldritch entity dwelling deeper in the sewers of Drakkenheim known as the Duchess. This nightmarish horror lurks deep below Drakkenheim's forsaken waterways, slowly amassing contaminated minions while fostering dark dreams to usurp control of the surface.

The Deep Dregs patrol the sewers and waterways of Drakkenheim while making forays onto the surface to gather supplies or take captives. Despite the ambitions of the Duchess, Deep Dregs are peculiarly social, and frequently do not attack explorers and faction agents when they encounter them. Rather, Deep Dregs can be indifferent or even helpful in some cases. However, beneath the surface lurks a monstrous plot, as the Duchess commands her Deep Dregs to seek out fresh subjects.

The Duchess's body secretes contaminating mucus. When this slime is combined with delerium and used to contaminate a humanoid creature, that individual transforms into a Deep Dreg should they succumb to a monstrous transformation. Mortals with significant martial or magical talents may instead become deep knights or deep sirens. These transformed mortals dimly remember their former lives, but are stricken with madness and are forever cursed to serve the Duchess. They look back on their land-bound lives with scorn, and unquestionably follow the Duchess's will.

Roleplaying Traits

Refer the following traits when roleplaying the Deep Dregs and the Duchess's thralls if the player characters attempt to converse with them:

- "We are the servants of the Duchess. Come see our customs and partake of our strange ways, and all will be revealed. The water holds great secrets; drink deeply of its knowledge."
- "Our blessed offerings help the Duchess in her quest to open the way and the gate."
- "We offer a miraculous cure for the horrific condition which afflicts the surface-dwellers! How awful must it be that you cannot live in the wonderful waters! This is a terrible curse which keeps you bound to the land!"
- "Delerium is the wondrous treasure of the Duchess's vault! Her prized coral—she lays claim upon it all. We must bring it to her."
- "We can't trust you until you are cured! Drink deep of the waters. You will hear the Duchess's summons! Her magic will weaken the curse which holds you to the land so you might swim through the waves to her court! She will break the terrible curse which you are suffering, and welcome you as one of her loyal subjects! Perhaps even declare you among her valiant knights!"
- "One day, the Duchess will flood the world with her miraculous waters, curing all flesh of the befouled ailments which grip the land!"

Combat Tactics

Deep Dregs prefer to fight in areas where they can take advantage of their aquatic capabilities, such as contaminated sewer canals, rivers, and pools. While a few of their number might begin to parley, others lurk in the water, waiting for an opportune moment to strike. Especially when facing uncontaminated humanoids, Deep Dregs prefer to attack from the water since they know their foes are hesitant to risk contamination.

Often, Deep Dregs attempt to subdue their foes instead of killing them so they can bring live captives back to the Duchess, where she will transform the captives into fresh thralls. Deep Dregs also use the watery environment to their advantage, and may sometimes drag a Restrained target into contaminated water either as an attempt to mutate or drown the creature.

Locations and Lairs

Sewers of Drakkenheim

Throughout the sewers of Drakkenheim are many old tunnels, clogged waterways, and wide sewer passages that the Deep Dregs have transformed into small villages or encampments. Often small groups of the Dregs occupy these locations, collecting food and resources to bring back to he **Duchess**, or luring lost adventurers or faction agents to join them. These camps, although not immediately hostile, often house a handful of guards and knights who protect the Dregs that dwell there.

The Old Town Cistern

In the heart of Drakkenheim sits the Old Town Cistern, right below Slaughterstone Square. This old well is now filled with the bloated corpses of the **Executioner's** kills, and the Deep Dregs pick through the bodies looking for good meat and valuable trinkets to bring back to their **Duchess**. The entrance to the Duchess's lair is in the Cistern and leads to a great cavern hidden underground where the Duchess and her minions plot their inevitable takeover of the city.

Adventure Hooks

Guests of Honor

A friendly **Deep Dreg Warrior** has offered to guide the player characters through the sewers, in exchange all that they ask is that you come and meet their leader, a **Deep Siren** named Cookie who is about to hold a special ceremony. The ceremony of course is to indoctrinate newcomers with the contaminated mucus of the **Duchess**. If they refuse, they will be given the serum by force.

The Duchess's Departure

The **Duchess** has abandoned Drakkenheim, either by being discovered and forced to flee, or because the situation in the city became unfavorable to her ambitions. Fleeing the city down the Drann River, she escaped to Ash Bay, where the delerium of the city flows and rests along the bottom of the ocean, creating a massive reef of contaminated sea life. Here the Duchess plots her revenge on mortals, and slowly her minions have begun to creep into the homesteads and small villages along the Crystal Coast.

Guardian Constructs

The ancient and imperial city walls of Drakkenheim are decorated with baroque architectural features, including impressive columns and sculptures, iron-studded spiked trim, and carved corbels supporting the battlements. Most impressive are the grotesque gargoyles of stone, marble, and cast bronze which resemble winged fiends or ferocious dragons. However, these are no mere ornamentations. Centuries ago, the reigning monarch of Drakkenheim, Hildegarde von Drakken I, secretly used the power of the Crown of Westemär to bring these statues to life to serve as protectors for the city. These magical constructs were bound to the will of the monarch, but also answered to the commands of any who bore one of the six Seals of Westemär. Although rumors swelled about the living statues of Drakkenheim, the common folk never truly knew the full extent of the stone guardians watching over them.

During Ulrich von Kessel IV's last moments as the meteor overwhelmed the city, a final command was given to the constructs: "Protect Drakkenheim and its people!" However, the magical energies of the Haze have contaminated even these guardians, and the ambiguity of the king's last order has been corrupted in their construct minds. They enact a twisted interpretation which sets them upon any who dare trespass into the city, and view the mutated inhabitants of Drakkenheim as the very citizens they are charged to protect.

This has made adventuring into the city even more dangerous, and getting into the Inner City has proven difficult as scaling the walls or attempting to fly over them immediately draws the attention of the defenders. Approaching the castle has proven nearly impossible, and as for Slaughterstone Square, the small handful of survivors who have seen it simply encourage any traveling into the city to avoid it at all costs.

Roleplaying Traits

In the former glory of Drakkenheim the constructs of the city were bound to the crown and the holders of the seals of Drakkenheim. There are those who believe that obtaining all six seals would allow some control over the situation. Others think the contamination and Haze has caused an irreversible problem that can no longer be contained or controlled.

Distinguishing Decorations

1. An ornate crown of jewels fused to its head.
2. Golden filigree that extends throughout its body.
3. Many gold rings, some of which house large crystals.
4. Two faces, one gleeful and sneering, the other twisted in a sorrowful frown.
5. A stone blade and shield.
6. Three statues: one with its eyes covered, another with its ears covered, and the third with its mouth covered.
7. A heroic pose, as if ready for some great painting to be made of it.
8. Its face crumbled away, yet it still moves as if fully aware.

Combat Tactics

Guardian constructs feel no pain, and know no fear. They are simply designed to protect the walls of the city, or the castle proper. They are relentless in their pursuit within the domains they occupy, but rarely chase a creature beyond their designated locations. The gargoyles and tower dragons stick to the city walls. Still, those who find themselves within the territories of these constructs are pursued by unflinching horror determined to protect its territory at all costs.

Locations and Lairs

City Walls, Gates, and Towers

During the construction of Drakkenheim, the outer walls of the city were built with large gargoyles facing both inside and outside the city. The towers along the walls were each constructed with a beautiful ornate dragon perched atop it. Across Drakkenheim's walls, there are approximately 500 beautifully constructed statues. They now guard the towers and walls from anyone who attempts to climb or fly over them, and hunts any intruders with vicious determination.

Castle Drakken

When Castle Drakken was constructed, it followed suite with the design of the city walls and housed gargoyles perched along every tower and roof, as well as several alcoves and niches throughout the building. Each tower was placed with a bronze dragon coiled along its roof. The central tower houses a massive statue of a dragon much more ornate and well decorated than the rest. The statue, named Minazorond, was built by the eccentric Liberio artist Nicoletti, and animated by a *Wish* spell. It now acts as the sworn protector of the castle.

Slaughterstone Square

A great construct built by the Glitterpeak dwarves, recovered from the ruins and brought to Drakkenheim, was deemed "The Executioner" and designed to carry out the death sentence in Drakkenheim. The massive construct was a spectacle that many who traveled to the city would stop to witness. Now it haunts the square, consumed by a need to execute any living creature that enters its domain. Its original programming is confused—it deems anyone who sets foot in Slaughterstone Square a criminal worthy of the harshest sentence.

Adventure Hooks

Scale the Walls

Climbing the walls of Drakkenheim might still be one of the better ways into the city, and if a patch of the walls can be cleared of its constructs, perhaps there is a way to make a permanent entry point for those hoping to enter the city.

Reset

Perhaps there is a way to reset the programming of the constructs of Drakkenheim. If all the seals can be uncovered and brought to the throne room, control over the constructs could be a turning point in saving the city.

Hazewind Harpies

The harpies who occupy the towers throughout Drakkenheim can be heard singing their discordant hymns throughout the streets, luring lost adventurers to their doom. The harpies are some mutated combination of humanoid and avian, though it is believed many of them were once birds who occupied the towers in the city, now twisted by the Haze and corruption.

You can find these creatures nesting in the tallest structures throughout the city and prowling the skies, making aerial travel within the city exceptionally dangerous. The harpies have managed to make uneasy alliances with other flying monsters throughout the city and are known to befriend manticores, who they often use as brute protectors of their territories, as well as keeping the awful skretches nearby as additional problems for any who would threaten them.

Their songs echo through the streets of the city and have a haunting effect on those who draw close. From a distance, travelers may feel a building tension or a sense of unease when the chorus of disarming melodies hits them. Those closer to the harpies may be drawn in by the tunes, or even find themselves entranced by them. Some who have heard the songs have felt a strange sense of dream-like wonder, only to snap out of it by being plucked off the ground by the harpies. Most who hear the melodies do not live to share their stories.

The clock tower has become the roost of their leader, the Crimson Countess. While the harpies hunt the streets of the city and attack anything that attempts to fly in or out, they all answer the call of the Crimson Countess, who loves plucking adventurers from the streets, and protects her tower with ferocity and cunning. She enjoys the tower for its open concept—perfect for flinging foolish adventurers who dare challenge her domain.

Roleplaying Traits

The hazewind harpies are loyal to their chain of command, and all serve the matriarchs and crones of their communities. They are proud warriors who are well trained combatants and skilled hunters.

Combat Tactics

Hazewind harpies stick to the skies and high towers, relying on ranged attacks to down their foes. Stronger harpies swoop in and pluck their enemies off the street, lifting them into the air before dropping them to their death. When possible, harpies find perches, rafters, balconies, or other higher vantage points to take cover, attacking from these optimal positions.

Harpies attack as a unit and almost always travel in a flock. If a harpy is alone, it usually means it is lost or it has allies nearby.

Locations and Lairs

The Cosmological Clock Tower

The Crimson Countess makes her lair in the great clock tower in Market Square. Her and her greatest champions occupy the tower, claiming the central streets of Drakkenheim as their territory. Any who have opposed the Crimson Countess must climb the tower's dangerous stairs while fending off harpies. The Crimson Countess herself has knocked many would-be heroes to their death from the highest balconies of the clock tower. It is an incredibly defendable position for flying creatures, and one not easily taken.

Old Town Towers

Many ancient towers now lie in ruin within Old Town. These were once command posts for the original city guard and older temples in the city. Most of these locations have been occupied by harpy nests, and the streets are now a hunting ground for the avian huntresses

Adventure Hooks

Disturbing the Nest:

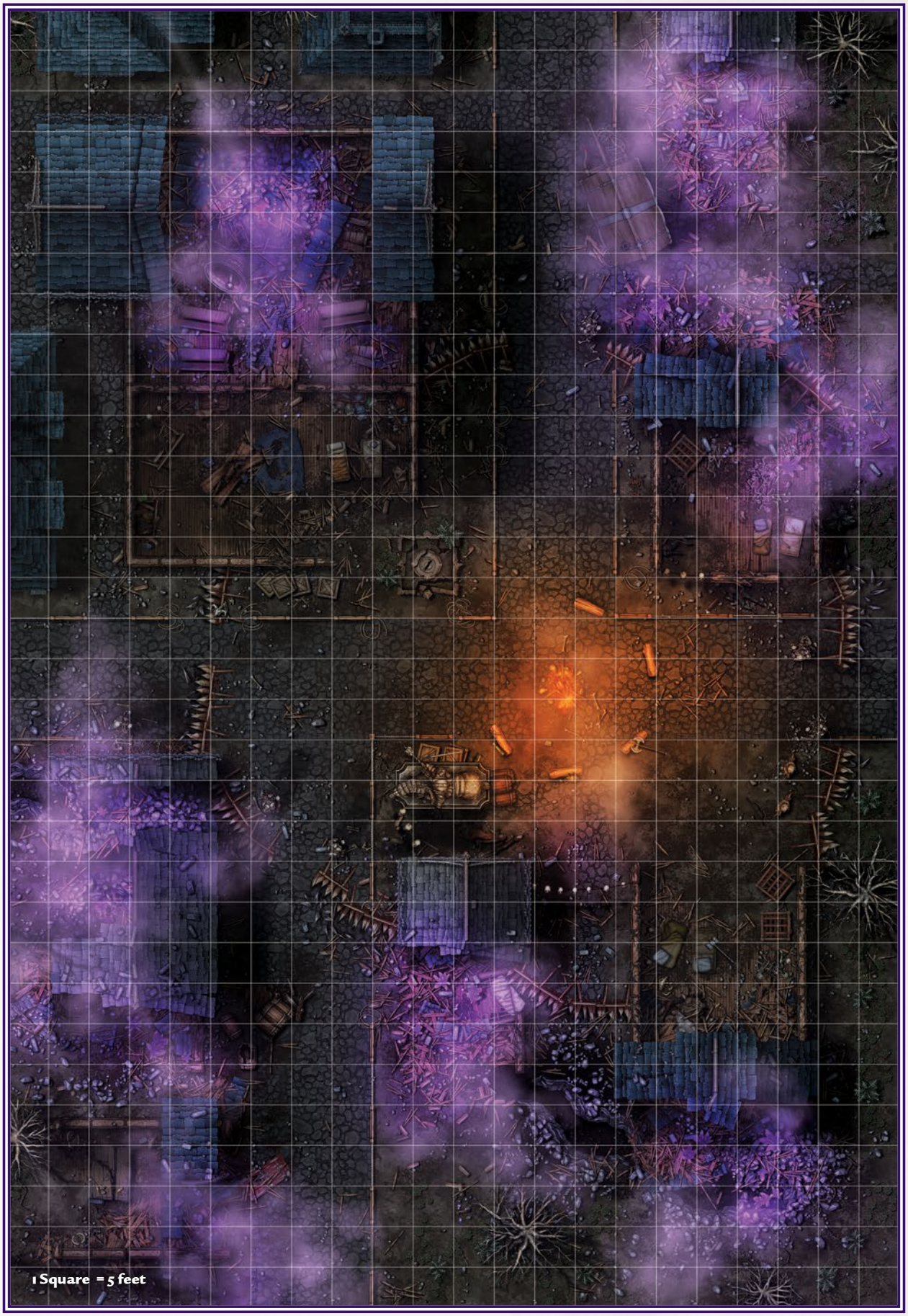
A group of harpies led by a deadly crone has occupied a small watchtower in the sprawl and the surrounding area has become a death trap for navigating or traversing. Someone needs to put those harpies down and make travel through the sprawl at least mildly safer.

Break a Few Eggs

An apothecary in Drakkenheim is paying good money for anyone willing to obtain a harpy egg for them for an experiment. It needs to be undamaged and unhatched in order to work. So whoever gets it needs to also make it out of the city without taking more than half their Hit Points in damage, otherwise the egg will be ruined.

Out to Lunch

The harpies have plucked a group of Queen's Men or Hooded Lanterns from the city streets and taken them back to their roost. We need someone to go get them out, but the roost is likely swarming with harpies, so stealth will be key.



Garmyr War Camp

Garmyr

Drakkenheim was once home to packs of wild dogs on the city's outskirts, as well as the trusted pets of locals in nearby farms and villages. When the meteor fell, every creature was changed. It's still unclear if the Garmyr are mutated dogs, humans transformed by the Haze into snarling beasts, or a combination of both. Regardless, the deadly Garmyr, led by the monstrous Lord of the Feast, roam the streets in packs hunting adventurers, travelers, and anything they can find.

Garmyr Bloodhound

Lurking behind the pack is a Garmyr wearing a tattered cloak and hood, leaving only its snarling snout exposed and its red eyes glowing from the dark shroud. Its aloof patience belies its predatory fury. It carries a wicked longbow strung with sinew, and its quiver bristles with thick, barbed arrows.

Although no less bloodthirsty, experienced Garmyr often become more patient and methodical hunters. They take up ranged weapons and prowl the streets, often leading small packs of their own.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Garmyr Bloodhound, learning the following based on the result:

(5+) Proficient Archer. You know these creatures can see in the dark and that they are immune to Contamination, but otherwise have no other special resistances.

(10+) Isolate Targets. You learn of the bloodhound's Hunter's Quarry Bonus Action.

(15+) Strong and Brave. You recognize the bloodhound's highest and lowest ability scores and saving throws.

Garmyr Bloodhound

Medium Monstrosity

AC 16
HP 82 (11d8 + 33)
Initiative +10 (20)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	19	+4	+4	**CON**	13	+1	+1
INT	10	+0	+0	**WIS**	17	+3	+3	**CHA**	5	-3	-3

Skills Perception +9, Stealth +7, Survival +9
Gear Longbow, Quiver (20 Arrows), Studded Leather, Spear
Senses Darkvision 120 ft.; Passive Perception 19
Languages Common
Challenge 5 (XP 1,800; PB +3)

Traits

Pack Tactics. The garmyr has Advantage on an attack roll against a creature if at least one of the garmyr's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Skilled Hunter. The garmyr's ranged attacks ignore Half and Three-Quarters Cover.

Kill Shot. The garmyr's ranged attacks deal an extra 7 (2d6) damage to a Bloodied creature.

Actions

Multiattack. The garmyr makes three attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Spear. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d6 + 3) Piercing damage, or 7 (1d8 + 3) Piercing damage if wielded with two hands to make a melee attack.

Longbow. *Ranged Attack Roll:* +7, range 150/600 ft. *Hit:* 8 (1d8 + 4) Piercing damage, and the target has the Slowed condition until the start of the garmyr's next turn.

Bonus Actions

Hunter's Quarry. The garmyr casts *Hunter's Mark*, using Wisdom as the spellcasting ability.

Reactions

Skirmisher. *Trigger:* A Hostile creature ends its movement within 5 feet of the garmyr. *Response:* The garmyr moves up to its Speed without provoking Opportunity Attacks.

Combat Tactics

The Garmyr Bloodhound prefers to stick to rooftops and vantage points; moving from place to place, choosing a target, and hitting it with its barbed shot. The bloodhound chooses a quarry and focuses its attention on that target. Often, they are accompanied by other Garmyr who handle the ground assault, while the bloodhound focuses on slowing targets and using its allies to gain Advantage. If its target flees, the Bloodhound marks it as its quarry and leads the hunt after it.

If the Garmyr Bloodhound sees its allies losing, it flees before its enemies can reach its vantage point.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Fur. **Hide:** Skin.

Garmyr Berserker

An iron-clad muzzle locks the snout of this large, hulking Garmyr. It wears little more than a blood-soaked, tattered loincloth and rusted metal plates held in various places by leather straps. A rope of skulls hangs from its waist. The beast has various restraints around its arms, legs, and neck, all with dangling chains. Other Garmyrs attempt to goad the beast forward. This creature carries two large battleaxes, built from rusted scrap metal and gnarled wood. Its octarine eyes peer angrily from its canine head.

Mutated to massive size, Garmyr Berserkers become so violent and murderous they no longer see friend or foe, only meat for the slaughter. Kept restrained by their packs, berserkers are unleashed during the hunt as living engines of destruction. Once the berserker starts swinging its axes, they become incredibly difficult to stop.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Garmyr Berserker, learning the following based on the result:

(10+) Permanent Rage. You know it cannot be Charmed, Frightened, or reasoned with.
(15+) Indiscriminate Attacks. You are aware of its Reckless trait and Retaliate Reaction.
(15+) Strong and Brave. You are aware of their strongest and weakest saving throws.

Combat Tactics

Once unleashed, the Garymyr Berserker uses Aggressive to close with its chosen target, using Howl indiscriminately then swinging away with its axes. Once engaged, the berserker is a mindless killer, and will attack the closest target to itself—whether an enemy or ally. Due to its madness, a berserker never flees.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Fur. **Hide:** Skin.

Garmyr Berserker

Large Monstrosity

AC 17
HP 114 (12d10 + 48)
Initiative +8 (18)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+8	**DEX**	15	+2	+2	**CON**	19	+4	+7
INT	5	-3	-3	**WIS**	13	+1	+1	**CHA**	5	-3	-3

Skills Athletics +8, Perception +8
Immunities Charmed, Frightened
Gear Battleaxes (2), Half Plate
Senses Darkvision 60 ft.; Passive Perception 18
Languages Common
Challenge 6 (XP 2,300; PB +3)

Traits

Reckless. At the start of its turn, the garmyr can gain Advantage on all melee weapon attack rolls during that turn, but attack rolls against it have Advantage until the start of its next turn.

Scent of Blood. The garmyr's melee attacks deal an extra 7 (2d6) damage to a Bloodied creature.

Actions

Multiattack. The garmyr makes three Battleaxe attacks. It can also Howl, if available.

Battleaxe. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage, and if the target is Large or smaller, it is pushed up to 10 feet straight away from the garmyr. *Critical Hit:* The target has the Prone condition.

Howl (Recharge 6). *Wisdom Saving Throw:* DC 16, each Hostile creature in a 30-foot Emanation originating from the garmyr that can hear it. *Failure:* The target has the Frightened condition (save ends).

Bonus Actions

Aggressive. The garmyr takes the Dash action to move toward a Hostile creature it can see.

Reactions

Retaliate. *Trigger:* A creature hits the garmyr with a melee attack. *Response:* The garmyr makes a Battleaxe attack against that creature.

Garmyr Thaumaturge

Practically a runt compared to the other Garmyr, this creature is draped in filthy white robes stained with blood and adorned with a crown of bones. It clutches in its gnarled and ancient clawed hand a staff of bone with bits of rotting flesh dangling from it and a human skull adorning the top. Its wide and toothy maw drips gore as its octarine eyes swirl with a mystical energy.

A few among the Garmyr develop magical abilities, though it is not clear whether these powers are the result of inborn sorcery or a magical connection to some otherworldly entity. Regardless of the true origins of their powers, Garmyr spellcasters become influential leaders within the pack. Indeed, adventurers have observed Garmyr Thaumaturges building bone-shrines and conducting blood rituals, and speculation suggests that these Garmyr heed the whispers of the Old God Kromac. Others would rather assume that somehow the eldest of the Garmyr have tapped into blood and carnage, twisted by the inherent magics of Drakkenheim, and infusing themselves with unknown blood rituals, chants, and incantations that harness these energies to fuel their rage and malice.

Study the Foe

Characters proficient in Nature or Religion gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Garmyr Thaumaturge, learning the following based on the result:

(5+) Rally Allies. You know of the thaumaturge's Aura of the Blood Moon trait.

(10+) Arcane Caster. You learn of the creature's Spellcasting ability and its spell DC and attack modifier.

(15+) Strong and Brave. You are aware of their strongest and weakest saving throws.

Garmyr Thaumaturge

Medium Monstrosity

AC 15 **Initiative** +2 (12)
HP 105 (14d8 + 42) **Speed** 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	15	+2	+2	**CON**	16	+3	+3
INT	11	+0	+0	**WIS**	18	+4	+4	**CHA**	13	+1	+1

Skills Arcana +3, Perception +7
Gear Spear
Senses Darkvision 60 ft.; Passive Perception 17
Languages Common
Challenge 8 (XP 3,900; PB +3)

Traits

Pack Tactics. The garmyr has Advantage on an attack roll against a creature if at least one of the garmyr's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Aura of the Blood Moon. The garmyr projects a 30-foot Emanation of carnage. Creatures have the Bloodied condition while within the Emanation, even if they have more than half of their Hit Points remaining. This effect ends if the garymyr is Incapacitated.

Actions

Multiattack. The garmyr makes three attacks. It can replace one attack with a use of Spellcasting.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Spear. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d6 + 3) Piercing damage, or 7 (1d8 + 3) Piercing damage if wielded with two hands to make a melee attack.

Blood Call. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 60 ft. *Hit:* 18 (4d8) Necrotic damage, and the target has the Bleeding condition (2d4).

Spellcasting. The garmyr casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 15, +7 to spell attacks):

At Will: *Mage Armor* (included above)
2/Day Each: *Bane, Bless, Crusader's Mantle*
1/Day Each: *Dispel Magic*

Bonus Actions

Feast. The garmyr makes a Bite attack against a Bloodied target.

Combat Tactics

The thaumaturge wades into battle surrounded by its allies. It attempts to position itself in a central location so its Aura of the Blood Moon trait affects as many targets as possible. It will use its Blood Call to target creatures from range; only when it has more than one ally on a target does the Thaumaturge consider running in and attacking in melee.

The thaumaturge will attempt to escape any situation where it is cornered or forced into melee, and if its soldiers numbers are dwindling, it will flee to recuperate.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Fur. **Hide:** Skin.

Garmyr War Dog

These large hunting dogs stalk forth in a gaunt and hunched manner. Their muscular, canine bodies are hairless and covered in scars from many battles. Walking on all fours, they are closer to their canine origins than that of their fellow Garmyr. Beady, red eyes peer out from sunken sockets, while a mouth of oversized, jagged teeth gnash and snarl.

Many of the local hunters had dogs as companions when the city was at its prime. Dogs were common house pets, hunters, and friends to many of the people inhabiting the city. When the meteor fell and everything changed, many believe the most proficient of the hunting dogs became the war dogs of the Garmyr. Holding closer to their canine origins, these hounds still roam the streets on the hunt for prey and support Garmyr warriors in battle.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Garmyr war dog. They learn the following information based on their check result.

(5+) Mutated Canine-Like Creatures. You know these creatures can see in the dark and that they are immune to Contamination, but otherwise have no other special resistances.

(10+) Fight in Packs. You recognize the Garmyr's Pack Tactics trait and Feast Bonus Action.

(15+) Strong and Brave. You are aware of their strongest and weakest saving throws.

Combat Tactics

Using Pack Tactics, the war dogs attack in numbers, ganging up on a single target, knocking it prone, and ravaging it.

The war dogs are brutal fighters, and feel no fear, but if their numbers dwindle, they retreat to regroup. They prefer to attack as a pack, and with intention; if the battle becomes too chaotic and more than half their numbers are gone, they flee into the streets.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Fur. **Hide:** Skin.

Man's best friend turned enemy by the city's Haze. Please do not try to pet.

Garmyr War Dog

Large Monstrosity

AC 13
HP 45 (6d10 + 12)
Initiative +4 (14)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	15	+2	+2	**CON**	15	+2	+2
INT	3	-4	-4	**WIS**	11	+0	+0	**CHA**	5	-3	-3

Skills Perception +4
Immunities Frightened
Senses Darkvision 60 ft.; Passive Perception 14
Languages None
Challenge 2 (XP 450; PB +2)

Traits

Pack Tactics. The war dog has Advantage on an attack roll against a creature if at least one of the war dog's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage, and if the target is Medium or smaller, it has the Prone condition.

Bonus Actions

Feast. The war dog makes a Bite attack against a Bloodied target.

Garmyr Warrior

Blood dripping from its snarling fangs, its beady red eyes peering hungrily upon you, the canine warrior stands on its clawed feet clutching a spear, crudely made from scrap metal and wood, in it's hands. It is draped in trophies of its former kills, and its mottled fur is caked in blood from battle.

Garmyr warriors make up the brunt of the garmyr forces. They rely on each other in combat, knowing that hunting as a pack will give them the edge. They often look for means to ambush their prey, and overrun them. They are ferocious and relentless hunters who will track their prey for miles, but will never stray from the twisting streets of Drakkenheim. Several packs claim their hunting grounds and compete with one another over who can hold the most trophies of their kills, hoping to curry favor with The Lord of the Feast.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Garmyr warrior, learning the following based on the result:

(5+) Mutated Canine-Like Creatures. You know these creatures can see in the dark and that they are immune to Contamination, but otherwise have no other special resistances.

(10+) Fight in Packs. You recognize the Garmyr's Pack Tactics trait and Feast Bonus Action.

(15+) Strong and Brave. You are aware of their strongest and weakest saving throws.

Combat Tactics

Garmyr warriors fight as a pack, following their leader on the hunt. They choose the juiciest, most delicious-looking target as their prey, favoring unarmored or feeble-looking creatures. Garmyr group up and focus their attacks until they bring down their target, unless a more dangerous threat prompts them to respond.

Garmyr crave blood and close-quarters battle, closing the distance to attack with their bites even when it may be more advantageous for them to keep their distance using their spears. Garmyr don't stop attacking a foe once they've downed them—they start feasting instead. Garmyr make Bite attacks against downed foes in the midst of battle, making Unconscious and dying characters especially vulnerable to the Garmyr's appetites.

Garymr are mostly heedless in battle unless their numbers are significantly cut down. Although they prefer to start battles when they outnumber their enemies, they flee as the fight turns against them. However, Garmyr might also attempt to flee once they've secured a meal—a group of Garmyr who manage to down one character in a group might decide to scoop up the victim and enjoy their meal elsewhere rather than continuing to fight.

Harvestable Components (Common)

Animus: Monstrosity. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Fur. **Hide:** Skin.

Garmyr Warrior

Medium Monstrosity

AC 13
HP 22 (4d8 + 4)
Initiative +1 (11)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	13	+1	+1	**CON**	13	+1	+1
INT	7	-2	-2	**WIS**	13	+1	+1	**CHA**	5	-3	-3

Skills Perception +5
Gear Hide Armor, Spear
Senses Darkvision 60 ft.; Passive Perception 15
Languages Common
Challenge 1 (XP 200; PB +2)

Traits

Pack Tactics. The garmyr has Advantage on an attack roll against a creature if at least one of the garmyr's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The garmyr makes two attacks.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Spear. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d6 + 3) Piercing damage, or 7 (1d8 + 3) Piercing damage if wielded with two hands to make a melee attack.

Bonus Actions

Feast. The garmyr makes a Bite attack against a Bloodied target.

You may hear the howls and snarling as they stalk the streets. Attack and don't get surronded.

Pelt of the Pack Lord

Lord of the Feast

This albino Garmyr stands well over 12 feet tall, covered in yellowish-white mangy fur, bloodstained and scarred from countless battles and clad in a patchwork armor of leather, chain, and bladed plate. Mummified heads hang from his belt. A mane of bony spines and tufts of barbed hair jut from his head and run down his back to a long white tail braided with skulls and bone fragments. A snarling visage sports long, jagged fangs and smoldering red eyes. The Lord of the Feast holds an oversized longbow, stringed with thick sinew. A quiver on his back holds enormous arrows. Some bristle with barbed snares, others are connected to coils of chains around the beasts wrists, while others are tipped with delerium shards.

The Garmyr band together under a great warlord called the Lord of the Feast, who has grown a fearsome reputation as an expert hunter, tracker, and warrior. It seems that the Lord of the Feast enjoys hunting and killing for sport, and hanging his trophies in his grim cathedral. His favorite prey, of course, is adventurers—he revels in tracking them through the city and hanging their gear upon his trophy shelves.

The Lord of the Feast rose to power amongst the Garmyr when he emerged as a large, albino wolf amongst their pack. He was given the name Ghost due to his pale fur. Even at a young age, the Lord of the Feast was bigger than most other Garmyr. However, the creature was also cunning and smart.

He knew he could best most foes with brute strength, but learned to control his insatiable hunger for bloodlust to focus on the skills needed to take down larger creatures. Through patience, a skilled hand with a bow, and using tools to modify his arrows, the Lord of the Feast began proving himself the strongest and most skilled hunter of all the Garmyr.

When the previous warlord, a gray Garmyr named Blood-Wolf, challenged Ghost to one-on-one combat, the Garmyr gathered to watch the contest. They speculated that Blood-Wolf called for the challenge out of fear of Ghost's burgeoning abilities and influence. Many Garmyr questioned Blood-Wolf challenging a pup half his age to a death match, but Blood-Wolf underestimated how powerful Ghost had already become. The match ended within seconds when three arrows penetrated Blood-Wolf's chest. The first bound him in place, the second poisoned him, and the third reeled him toward Ghost, who then tore his head off with his teeth. Holding up the head of Blood-Wolf, Ghost called for the Garmyr to feast on the corpse of their fallen leader. He was henceforth known as the Lord of the Feast.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine the Lord of the Feast learning the following based on the result:

(5+) Difficult to Kill. You know of the creature's Regeneration ability.

(10+) Dangerous Archer. You recognize that he carries special arrows revealing his Poison Arrow, Ensnaring Arrow, and Harpoon Arrow attacks.

(15+) Cunning Combatant. You learn their strongest and weakest saving throws.

Combat Tactics

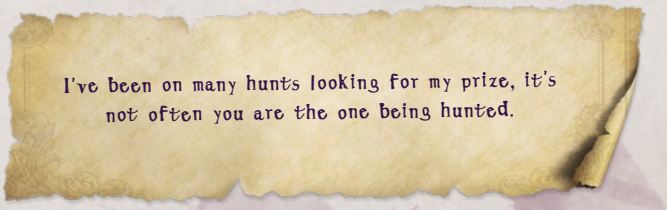
The Lord of the Feast stalks the Temple Ward of Drakkenheim with his war dogs, searching for glorious kills. He seeks out the most fearsome monsters, and loves picking fights with faction agents and adventurers. When a band of plucky heroes enters his territory, the Lord of the Feast tracks and hunts them until they leave the Inner City or he has their skulls.

The Lord of the Feast uses a variety of arrows in combat: Poison Arrow to debilitate foes, Ensnaring Arrow to stop them fleeing, and Harpoon Arrow to pull them toward him to engage in melee combat.

If the Lord of the Feast is reduced below 100 Hit Points, he attempts to escape, but regroups as soon as possible with more hunters in tow to continue the hunt.

Harvestable Components (Very Rare)

Animus: Monstrosity. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Fur. **Hide:** Skin.



Lord of the Feast

Large Monstrosity

AC 18 **Initiative** +9 (19)
HP 66 (7d10+28) plus 66 (7d10+28) per player character
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	18	+4	+9	**CON**	18	+4	+4
INT	11	+0	+0	**WIS**	18	+4	+9	**CHA**	13	+1	+1

Skills Athletics +9, Perception +14, Stealth +14, Survival +9
Senses Darkvision 120 ft.; Passive Perception 24
Languages Common
Challenge 13 (XP 10,000; PB +5)

Traits

Aura of Hunger. A creature that starts its turn within 30 feet of the Lord of the Feast takes 10 (3d6) Necrotic damage.

Close-Quarters Hunter. Being within 5 feet of a Hostile creature doesn't impose Disadvantage on the Lord of the Feast's ranged attack rolls.

Hunter's Sense. The Lord of the Feast has Advantage on attack rolls against a Bloodied creature.

Predatory Senses. The Lord of the Feast has Advantage on Wisdom (Perception) checks. He can pinpoint the position of any creature within 120 feet of him with the Invisible condition.

Regeneration. The Lord of the Feast regains 20 Hit Points at the start of his turn if he has at least 1 Hit Point remaining.

Epic Actions

The Lord of the Feast always takes his turn on Initiative count 20. On its turn, the Lord of the Feast can use his movement and interaction as normal. However, he does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, the Lord of the Feast takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 15 (2d10 + 4) Piercing damage plus 18 (4d8) Necrotic damage. *Constitution Saving Throw:* DC 17. *Failure:* The target gains one Contamination level.

Claws. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 11 (2d6 + 4) Slashing damage, and the target has the Bleeding condition (4d4).

Poison Arrow. *Ranged Attack Roll:* +9, range 150/600 ft. *Hit:* 13 (2d8 + 4) Piercing damage plus 18 (4d8) Poison damage. *Constitution Saving Throw:* DC 17. *Failure:* The target has the Poisoned condition (save ends).

Ensnaring Arrow. *Ranged Attack Roll:* +9, range 150/600 ft. *Hit:* 13 (2d8 + 4) Piercing damage, and the target has the Restrained condition (DC 17 Dexterity saving throw ends).

Harpoon Arrow. *Ranged Attack Roll:* +9, range 150/600 ft. *Hit:* 13 (2d8 + 4) Piercing damage, and if the target is Huge or smaller, it is pulled up to 20 feet toward the Lord of the Feast.

Reposition. The Lord of the Feast moves up to his Speed without provoking Opportunity Attacks.

Call of the Hunt (1/Round). The Lord of the Feast releases a blood-curdling howl that can be heard all across Drakkenheim. All garmyr in the city heed this call and rush towards the Lord of the Feast's current position. Each garmyr within 60 feet who can see and hear the Lord of the Feast can use its Reaction to move up to half its Speed and make one melee or ranged attack with Advantage.

Epic Resistance. The Lord of the Feast chooses one condition, spell, or other effect currently affecting him and rolls 1d20. On an **11+**, the effect ends on him. The Lord of the Feast can use this action even if he would otherwise be unable to take actions, his actions are being controlled by another creature, or if a spell or effect alters his game statistics.

Deep Dregs

Transformed into monsters by the contaminated waters of the Drann River, these piscine abominations now follow the deep call of the malevolent Duchess.

Deep Dreg Warrior

Emerging from the contaminated waters is a humanoid figure with disturbing piscine mutations. Their body is covered in glittering scales of sea green, midnight purple, and deep blue. Their monstrous face has two large, bulbous eyes and a gaping, fishlike mouth filled with oddly-shaped teeth—a mixture of humanoid, shark, and other aquatic animals. Spindly, fleshy whiskers surround their fish lips. They have webbed feet and hands, and thin fins jut from their arms, legs, and face. They wear little more than ragged clothing and scraps of leather armor, and carry a brace of javelins, a spear, and a fishing net.

Dwelling in the contaminated sewers and waterways of Drakkenheim, a Deep Dreg Warrior is left with only dim memories of their former lives, their identities are fully subsumed by eldritch contamination and thralldom to the Duchess. Nevertheless, many describe their state as preferable to the lives they lived before, describing unfortunate humans as cursed landwalkers who must be "freed."

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when Studying a Deep Dreg Warrior, learning the following based on the result:

(5+) Amphibious Mutant. You know the creature is a capable swimmer and is immune to Contamination.

(10+) Foe Catcher. You are aware of the Deep Dreg Warrior's Net attack and Catch of the Day trait.

(15+) Strong and Tough. You learn the creature's strongest and weakest saving throws.

Combat Tactics

Deep Dreg Warriors attack from the water, throwing their spears and diving back under the surface as added protection against ranged retaliation. When they engage in melee, the warriors use their Net to restrain their foes, and make melee attacks (with the bonus damage from Catch of the Day) to knock them Unconscious.

Deep Dregs Warriors flee whenever they are outnumbered or if they are reduced below half their maximum Hit Points. They swim to safety rather than die fighting, and prefer to fall back and retaliate after gathering reinforcements.

Harvestable Components (Common)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor, Mucus. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull. **Hide:** Scales. **Dust:** Aberrant Dust.

Deep Dreg Warrior

Medium Aberration

AC 11
HP 11 (2d8 + 2)
Initiative +1 (11)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	12	+1	+1	**CON**	13	+1	+1
INT	10	+0	+0	**WIS**	11	+0	+0	**CHA**	11	+0	+0

Skills Deception +2, Stealth +3
Gear Net, Spear
Senses Darkvision 120 ft.; Passive Perception 10
Languages Common
Challenge 1/4 (XP 50; PB +2)

Traits

Amphibious. The deep dreg can breathe air and water.

Watery Camouflage. The deep dreg has Advantage on Dexterity (Stealth) checks to Hide in any area Lightly Obscured by murky water or aquatic features.

Catch of the Day (1/Turn). The deep dreg can deal an extra 7 (2d6) damage to a Prone or Restrained creature it hits with a weapon attack.

Actions

Spear. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d6 + 2) Piercing damage, or 6 (1d8 + 2) Piercing damage if wielded with two hands to make a melee attack.

Net. *Ranged Attack Roll:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target has the Restrained condition. A creature can take an action to free itself or another creature in a net with a successful DC 10 Strength check. Dealing 5 Slashing damage to the net (AC 10) frees the target without harming it and destroys the net

> If you have to fight it don't do it in water because it likes that and you won't.

Deep Knight

Towering over the other Deep Dregs is a muscle-bound warrior with a head shaped like a hammerhead shark. They carry a colossal shield made from the opalescent shell of some mollusk, and their gnarled hide is covered in algae and barnacles. A thick chain is wrapped around their wrists, attached to the massive, spiked harpoon they carry.

Champions of the Duchess, Deep Knights tower over others of their kind. They lead groups of Deep Dreg Warriors on excursions and important missions. The Duchess keeps a contingent of Deep Knights as her personal honor guard to protect her lair.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Deep Knight. They learn the following information based on their check result.

(5+) Amphibious Mutant. You know the creature is a capable swimmer and is immune to Contamination.

(10+) Foe Catcher. You are aware of the Deep Knight's Harpoon attack and Unwavering Sentinel trait.

(15+) Strong and Tough. You learn the creature's strongest and weakest saving throws are similar to that of a normal human.

Deep Knight

Large Aberration

AC 18
HP 85 (10d10 + 30)
Initiative +2 (12)
Speed 20 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	15	+2	+2	**CON**	17	+3	+3
INT	12	+1	+1	**WIS**	15	+2	+2	**CHA**	12	+1	+1

Skills Athletics +6, Perception +4
Gear Shield, Spear
Resistances Acid, Poison
Senses Darkvision 120 ft.; Passive Perception 14
Languages Common; telepathy 60 ft.
Challenge 3 (XP 700; PB +2)

Traits

Abyssal Aura. Allies within 30 feet who can see and hear the deep knight have Advantage on saving throws to avoid or end the Charmed and Frightened conditions. The deep knight can't use this trait if it is Incapacitated.

Amphibious. The deep knight can breathe air and water.

Unwavering Sentinel. Creatures provoke Opportunity Attacks from the deep knight even if they take the Disengage action before leaving its reach.

Actions

Multiattack. The deep knight makes one Harpoon attack and one Bite attack.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Harpoon. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 20/60 ft. *Hit:* 11 (2d6 + 4) Piercing damage, and if the target is a Huge or smaller creature, it is subjected to the following effect. *Strength Saving Throw:* DC 14. *Failure:* The target is pulled up to 20 feet toward the deep knight.

Bonus Actions

Shield Bash. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Bludgeoning damage, and if the target is a Huge or smaller creature, it is subjected to the following effect. *Strength Saving Throw:* DC 14. *Failure:* The target has the Prone condition.

Combat Tactics

The Deep Knight is the forward assault of the Deep Dregs and uses their seashell shields to deflect attacks and their harpoons to pull enemies into close range before biting them with their shark teeth.

The Deep Knight will defend the other Deep Dregs to the death. If it is the last one standing it will attempt to flee, but as long as there are allies to protect, it will stay and fight.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor, Mucus. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull. **Hide:** Scales. **Dust:** Aberrant Dust.

Deep Siren

This a wretched, mutated crone has sea-green hair and blue-gray flesh, and is garbed in a gown of algae and kelp. They carry pouches filled with occult reagents, and vials filled with a strange octarine goo. Despite their appearance, as they speak their words are no less honeyed and sweet.

Spellcasters transformed by the Duchess's influence become Deep Sirens, retaining a measure of their magical abilities. These sirens will act as forward generals or confidants for the Duchess, and often a well-regarded siren will act as her personal court mage.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Deep Siren. They learn the following information based on their check result.

(5+) Amphibious Mutant. You know the creature is a capable swimmer and is immune to Contamination.

(10+) Illusive Opponent. You are aware of the creature's Misty Step action.

(15+) Nimble and Enchanting. You learn the Deep Siren's strongest and weakest ability scores and saving throws.

Combat Tactics

Deep Sirens are the generals and confidants to the Duchess and often serve as the eyes and ears of their mistress. They use their Illusory Appearance to walk among humanoids and observe them, planning and plotting the attacks of the Deep Dregs. Once it has gathered information, a Deep Siren returns to the Duchess, and is often sent with the Deep Dregs to storm beaches, infiltrate sewers, or take over cities on stormy nights.

Deep Siren

Medium Aberration

AC 15
HP 55 (10d8 + 10)
Initiative +3 (13)
Speed 30 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	17	+3	+3	**CON**	13	+1	+1
INT	15	+2	+2	**WIS**	15	+2	+2	**CHA**	18	+4	+4

Skills Arcana +5, Deception +7, Perception +5
Immunities Cold, Lightning
Senses Darkvision 120 ft.; Passive Perception 15
Languages Common; telepathy 60 ft.
Challenge 5 (XP 1,800; PB +3)

Traits

Amphibious. The deep siren can breathe air and water.

Actions

Multiattack. The deep siren makes two Storm Lash attacks.

Storm Lash. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 90 ft. *Hit:* 18 (4d8) Thunder damage, and the target is pushed up to 10 feet away from the deep siren.

Discordant Song (Recharges after a Short or Long Rest). *Intelligence Saving Throw:* DC 15, each creature of the deep siren's choice in a 30-foot Emanation originating from the deep siren. *Failure:* 21 (6d6) Psychic damage, and the target must roll 1d6 and subtract the result from each D20 Test it makes. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. It automatically succeeds after 1 minute.

Illusory Appearance. The deep siren covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and shape. The illusion ends if the siren takes a Bonus Action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the siren could appear to have smooth skin, but someone touching them would feel their fishy flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 15 Intelligence (Investigation) check to discern that the siren is disguised.

Spellcasting. The deep siren casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15, +7 to spell attacks):

2/Day Each: *Fog Cloud, Lightning Bolt*
1/Day Each: *Conjure Elemental* (water only), *Control Water*

Bonus Actions

Misty Step. The deep siren magically teleports to an unoccupied space it can see within 30 feet.

The siren doesn't like being in close combat, and always attempts to use *Misty Step* to move to a more beneficial position, then unleash Storm Lash or spellcasting upon their foes.

They flee if surrounded, if outnumbered, or if they feel the battle is not going in their favor.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor, Mucus. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull. **Hide:** Scales **Dust:** Aberrant Dust.

The Duchess

This horrific monstrosity is larger than a whale. It has a long, serpentine body bristling with sleek fins, undulating barbed tentacles, and rubbery, purple-black flesh. It writhes through the waves with unearthly grace despite its bulk, and seeping from its flaps and vents are secretions of a thick, oozing oil which shimmers with prismatic hues. It has adorned its brow with fishing nets, coral, sea debris, and delerium crystals, resembling a coronet and jewelry. As you look upon its form, you feel a slight headache, a buzzing in your ear, and a pressing in your chest; as if the psychic presence of this otherworldly creature has conjured the crushing pressure of the abyssal depths. It has a gigantic, fanged maw which it holds agape. Seaweed, fish entrails, and slime dribble from between its sharp teeth, and its bulbous eyes glow with octarine light.

The Duchess is a contaminated sea monster who haunts the shores off Ash Bay. However, the creature originally made its home in the sewer cisterns of Drakkenheim. As the Duchess matured and grew larger, it departed the cursed city via the Drann River in search of more plentiful prey and fresh thralls, bringing a new wave of contamination to Ash Bay. It deliberately destroyed the Empress Geraldine just off the coast of Drannsmund: the merchant vessel was transporting a vast horde of delerium to the far continent. The Duchess has slowly tended the new reef of delerium coral flourishing around the shipwreck, transforming it into her personal underwater palace.

Roleplaying Traits

The Duchess has powerful and otherworldly psychic powers. They can communicate telepathically, read the thoughts of mortals, and use their psionic power to turn mortals into its contaminated thralls. It makes deceptive offers that appeal to characters' deepest desires, manipulating them into embracing contamination. Those under its control slowly mutate, taking on horrific aquatic features.

The Duchess hopes to open a dimensional rift so she can conjure other beings like herself, styling herself no longer as a duchess—but an empress.

- **Personality Trait.** "What horrific condition afflicts the land-dwellers! How awful must it be that you cannot live in the wonderful sea … such a terrible curse which keeps you bound to the land…"
- **Ideal.** "My magic will weaken the curse which holds you to the land, so you might swim through the waves of my court, and be welcomed as one of my loyal subjects! Perhaps you will be worthy enough to become one of my valiant knights!"
- **Bond.** "Come see the wondrous treasures of my Grotto! Gaze upon the opalescent, prismatic beauty of my prized coral. You may hold it in your hands, for a while, if you wish…"
- **Flaw.** "I abhor the land, and will never set scale or fin upon it."

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action

The Duchess

Gargantuan Aberration

AC 19 **Initiative** +5 (15)
HP: 87 (6d20+24) plus 87 (6d20+24) per player character
Speed 10 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	22	+6	+6	**DEX**	10	+0	+0	**CON**	18	+4	+9
INT	21	+5	+10	**WIS**	17	+3	+8	**CHA**	24	+7	+12

Skills Arcana +10, Deception +12, Insight +14, Intimidation +12, Persuasion +12
Resistances Acid, Necrotic, Poison, Psychic
Immunities Charmed
Senses Truesight 120 ft.; Passive Perception 13
Languages None; telepathy 120 ft.
Challenge 18 (XP 18,000; PB +6)

Traits

Amphibious. The Duchess can breathe air and water.

Aura of the Deep. A creature that starts its turn within 60 feet of the Duchess takes 14 (4d6) Psychic damage.

Delerium Healing. As an action, a creature can touch one of the Duchess's Delerium shards to regain 10 (3d6) Hit Points. Once a Delerium shard restores Hit Points in this way, it can't do so again for 24 hours.

Fully Contaminated. The Dutchess is immune to Contamination and has Advantage on saving throws against contaminated spells. The Dutchess may cast contaminated spells even though it does not gain Contamination levels.

Magic Resistance. The Duchess has Advantage on saving throws against spells and other magical effects.

Moisture Regeneration. The Duchess regains 20 Hit Points at the start of each of her turns if she is submerged at least partially in water. She dies only if she starts her turn at 0 Hit Points and does not regenerate.

Epic Actions

The Duchess always takes her turn on Initiative count 20. On her turn, the Duchess can use her movement and interaction as normal. However, she does not take an action or Bonus Action on her turn unless forced to do so by a spell or other effect. Instead, the Duchess takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 16 (3d6 + 6) Piercing damage.

Tentacle. *Melee Attack Roll:* +12, reach 20 ft. *Hit:* 20 (4d6 + 6) Bludgeoning damage, and if the target is a Huge or smaller creature, it has the Grappled condition (escape DC 20). The Duchess can have up to four creatures Grappled at a time.

At the start of each of its turns until the grapple ends, the target is subjected to the following effect. *Constitution Saving Throw:* DC 17. *Failure:* The target gains one Contamination level.

Fling. One Large or smaller object held or creature Grappled by the Duchess is thrown up to 60 feet in a direction of the Duchess's choice and has the Prone condition. If a thrown target strikes a solid surface, 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 20 Dexterity saving throw or take the same damage and have the Prone condition.

Spellcasting (Psionics). The Duchess casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20):
At Will: *Detect Thoughts*
3/Day Each: *Dispel Magic, Dream, Polymorph, Sending*
1/Day Each: *Chain Lightning, Control Water, Hypnotic Pattern, Project Image, Scrying, Telekinesis*

Deep Domination (1/Round). *Wisdom Saving Throw:* DC 20, one creature The Duchess can see. *Failure:* The target has the Charmed condition. The target is under the Duchess's control and can't take Reactions. The Duchess and the target can communicate telepathically over any distance.

Whenever the target takes damage, it repeats the save, ending the effect on itself on a success. On a failure, it gains one Contamination level. Once every 24 hours, if the creature is at least 1 mile away from the Duchess, it can repeat the saving throw.

If the target undergoes a Monstrous Transformation, it becomes a **Deep Dreg Warrior**, a **Deep Knight**, or a **Deep Siren**, and is forever in thrall to the Duchess.

Call of the Deep (1/Round). The Duchess calls forth up to five **Deep Dregs** or one **Deep Knight**. The creatures appear in unoccupied spaces within 30 feet of the Duchess and remain until destroyed. The creatures act after the Duchess on the same Initiative count and are under her control.

Epic Resistance. The Duchess chooses one condition, spell, or other effect currently affecting her and rolls 1d20. On an **11+**, the effect ends on her. The Duchess can use this action even if she would otherwise be unable to take actions, her actions are being controlled by another creature, or if a spell or effect alters her game statistics.

Reactions

Sacrificial Pawn. *Trigger:* The Duchess takes damage from an attack. *Response:* The Duchess chooses an ally or a creature Charmed by her to take the attack's damage instead.

Additional Spells

If you have access to *Sebastian Crowe's Guide to Drakkenheim*, the Duchess can use the following added spells with her Spellcasting:
1/Day Each: *Acid Rain, Biohazard, Controlled Mutation, Stormm of Contamination, Weave the Elder Sign*

to examine the Duchess. They learn the following information based on their check result.

(10+) Eldritch Abomination. You understand her Resistances and Immunities.
(15+) Thought Control. You recognize her Deep Domination ability.
(20+) Water Affinity. You learn of the Duchess's Moisture Regeneration ability.

Combat Tactics

The Duchess never confronts her enemies on their terms, preferring to stay in her lair where it is safe. She ventures as far as the edges of contaminated water, knowing full well that the water sustains her. When confronting foes in combat, she uses her Deep Domination on her enemies while calling in reinforcements with Call of the Deep. She grabs foes and flings them away to keep her enemies focused on her dominated minions.

Unless in her lair, she flees the moment she doesn't like the odds of a fight. If she is in her lair, she flees only if she is reduced below 100 Hit Points to attempt to find a new location in contaminated water to build a new lair.

Harvestable Components (Legendary)

Animus. Aberration. **Fluid:** Monster Blood, Contaminated Ichor, Mucus. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull. **Hide:** Scales. **Dust:** Aberrant Dust.

Guardian Constructs

Once animated by royal decree, these corrupt guardians now regard everyone and everything as a hostile trespassers and invaders assaulting the rule of Drakkenheim.

Wall Gargoyle

These winged creatures resemble fiendish bats, often with grotesque exaggerated grinning or snarling faces. They are made completely of stone and remain motionless, but you swear that one is looking at you—and it was looking the other way just a moment ago, wasn't it?

These gargoyles defend the walls of Drakkenheim. When the walls were constructed, the gargoyles were placed every 50 feet along the entire perimeter of the walls. Using the combined craftsmanship of the dwarven stonework as well as magic from the Amethyst Academy, the gargoyles were designed as a defensive measure if the city were ever attacked. Any attempt to scale the walls of the city would see the creatures animate and defend the city at all costs. However, the Haze seeping into their magically imbued bodies has caused their arcane programming to falter, and now the creatures attack anyone who attempts to pass the walls of the city. They no longer differentiate friend from foe, and are always set to defend their territory to the death.

Study the Foe

Characters proficient in History or any kind of artisan's tools gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Wall Gargoyle, learning the following based on the result:

(5+) Resistant Form. You know the creature's Immunities.
(10+) Ceaseless Pursuit. You learn of the creature's Faultless Tracker trait.
(15+) Simple-Minded Construct. You are aware of the creatures highest and lowest ability scores.

Wall Gargoyle

Medium Elemental

AC 15
HP 52 (7d8 + 21)
Initiative +2 (12)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	11	+0	+0	**CON**	16	+3	+3
INT	6	-2	-2	**WIS**	15	+2	+2	**CHA**	7	-2	-2

Skills Perception +6
Immunities Poison; Exhaustion, Petrified, Poisoned
Senses Truesight 120 ft.; Passive Perception 10
Languages Common
Challenge 2 (XP 450; PB +2)

Traits

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Faultless Tracker. The creature that caused the gargoyle to animate becomes its quarry. The gargoyle knows the direction and distance to its quarry as long the quarry remains within Drakkenheim or until the gargoyle is destroyed.

Rejuvenation. If the wall gargoyle is destroyed, it reforms with all of its Hit Points in 1 hour unless a *Disintegrate* spell is cast on its remains.

Actions

Multiattack. The gargoyle makes one Bite attack and one Claw attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

Combat Tactics

Wall Gargoyles are found only along the city walls. They animate and attack characters who dare attempt any of the following: Climbing more than halfway up the walls or towers, flying within one hundred fifty feet of the city walls horizontally, or over them at any height, or lingering on the walls or towers for more than ten minutes.

The gargoyles attack directly, viciously, and without remorse. If they reduce their quarry to 0 Hit Points, they spend their next turn tearing apart the creature's body before moving on to another target. The gargoyles pursue their quarry into the city to any distance until they or their quarry are destroyed, but give up pursuing characters more than three hundred feet outside the city walls.

Harvestable Components (Uncommon)

Animus: Elemental. **Fluid:** Elemental Fluid. **Natural Weapons:** Teeth, Claws. **Hide:** Plates. **Dust:** Elemental Dust

Tower Dragon

The bronze dragon coils around the top of the tower, its head outstretched toward the outskirts of the city, surveying the streets. Its body is meticulously crafted and beautifully detailed, as you think you notice it move its head ever so slightly toward you.

These dragons perch upon the towers and parapets of the city and Castle Drakken. Once noble protectors of the city, they are now controlled by the will of the Haze.

The tower dragons were all designed in unique forms and no two are the same, although they are made of bronze, many have noted that each dragon is modeled after a different dragon type.

Study the Foe

Characters proficient in History or any kind of artisan's tools gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a tower dragon. They learn the following information based on their check result.

(5+) Resistant Form. You know the creature's Resistances and Immunities.

(10+) Ceaseless Pursuit. You learn of the creature's Faultless Tracker trait.

(15+) Simple-Minded Construct. You are aware of the creatures highest and lowest ability scores.

Tower Dragon

Large Dragon

AC 18
HP 171 (18d10 + 72)
Initiative +4 (14)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	10	+0	+4	**CON**	19	+4	+8
INT	14	+2	+2	**WIS**	13	+1	+5	**CHA**	17	+3	+7

Skills Insight +4, Perception +7, Stealth +3
Immunities Lightning; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 30 ft., Truesight 120 ft.; Passive Perception 17
Languages Common, Draconic
Challenge 10 (XP 5,900; PB +4)

Traits

Amphibious. The dragon can breathe air and water.

False Appearance. While the dragon remains motionless, it is indistinguishable from an inanimate bronze statue.

Faultless Tracker. The creatures that caused the dragon to animate become its quarries. The dragon knows the direction and distance to its quarries as long the quarries remain within Drakkenheim or until the dragon is destroyed.

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

Magic Resistance. The dragon has Advantage on saving throws against spells and other magical effects.

Rejuvenation. If the dragon is destroyed, it reforms with all of its Hit Points in 1 hour unless a *Disintegrate* spell is cast on its remains.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 7 (2d6) Force damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Lightning Breath. *Dexterity Saving Throw:* DC 15, each creature in a 60-foot long, 5-foot wide Line. *Failure:* 55 (10d10) Lightning damage. *Success:* Half damage.

Repulsion Breath. *Strength Saving Throw:* DC 15, each creature in a 30-foot Cone. *Failure:* The target is pushed up to 40 feet away from the dragon.

Combat Tactics

Tower Dragons defend strategic locations along the city walls. Most notably, these dragons animate to attack those who try to enter the city via the rivers, or any who attempt to fly above the walls of Castle Drakken. They are also drawn towards any extended engagement with Wall Gargoyles. Combat encounters lasting more than a minute against a gargoyles near the city walls will likely attract a Tower Dragon.

Typically, Tower Dragons attack from above, using their crackling breath weapons to devastate targets. Once animated, a Tower Dragon does not give up pursuit of their target until either it or is quarry is destroyed.

Harvestable Components (Rare)

Animus. Dragon. **Natural Weapons:** Teeth, Claws. **Hide:** Plates, Scales. **Dust.** Draconic Dust.

Executioner

The massive construct looms menacingly within the center of Slaughterstone Square. Pacing back and forth, it drags its guillotine blade behind it, with the grinding of steel on stone echoing off the old buildings. Its form is a mass of steel plates and gears resembling a huge suit of armor. From within its frame, the glow of octarine light illuminates it with an eerie glow of corruption. The poor souls of its victims cling to it, reaching out in terror as if clawing to escape their last moments when the Executioner took their heads.

The Executioner is a hulking clockwork knight that originally carried out public death sentences in the Slaughterstone Square of Drakkenheim. This ancient machine was engineered by the dwarves of Glitter Peak during the height of their brilliance in distant antiquity. It was left buried deep beneath the avalanches which destroyed the magnificent dwarven capital, and subsequently unearthed by an expeditionary team several decades ago. The king commissioned the Amethyst Academy to bring the construct back into good repair; they altered its arcane programming to obey the commands of the monarch of Westemär.

Laws and customs surrounding capital punishment in Drakkenheim have been a controversial matter ever since the tyrannical reign of Albrecht von Drakken, who issued a draconian decree that demanded family members of the convicted be the ones to carry out their execution sentence. After his reign ended, few were ever willing to serve the role of royal headsman, viewing the act of carrying out the killing as yet another act of murder. Although various devices and contraptions were used to create distance between the death and the administer of the punishment, these hesitations and public resistance to capital punishment remained. In the Executioner, the monarchy had the perfect solution to its judicial problem: the impartial construct is no mortal, and therefore none are culpable for carrying out the death sentence. That the machine makes an impressively terrifying show of the deed was certainly not an insignificant factor either.

Unfortunately, the erratic magic of delerium has scrambled the machine's control protocols. Now contaminated by the Haze, the construct is an engine of destruction and terror which can call upon spectral chains and the spirits of its victims to aid its duty. It attacks anyone who enters the square. However, it never wanders outside the bounds of Slaughterstone Square. The large octagonal plaza features the Executioner's platform, and the surrounding buildings have narrow balconies and tall, dour-looking windows overlooking the square. Mountains of corpses are piled in the square—the grim toll of the Executioner's vocation. Nevertheless, scavengers and adventurers still occasionally risk trying to slip past the Executioner to loot the corpses for valuable equipment and magic items. For many, this mistake is their last, and rather than escape with new treasures, they join the pile of the Executioner's trove.

Study the Foe

Characters proficient in History or artisan's tools gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine the Executioner, learning the following based on the result:

(5+) Unstoppable Machine. You know of the Executioner's Immutable Form, Dimensional Anchor, and Rejuvenation traits, as well as its damage Immunities.

(10+) Strange Abilities. You recognize its Destroyer, Summon Grasping Shadow, and Guillotine Blade actions.

(15+) Powerfully Tough. You are aware of the Executioner's strongest and weakest saving throws.

Combat Tactics

The Executioner is not a foe to be defeated, but rather an obstacle to be avoided or a danger to escape. It is a reminder of the callous and uncontrollable dangers present in Drakkenheim. The Executioner's combat tactics vary based on whether it detects low-level characters trespassing in Slaughterstone Square or high-level characters trying to defeat the machine itself. The Executioner pursues its targets within Slaughterstone Square, but never leaves the plaza.

When the Executioner detects creatures trespassing on Slaughterstone Square, it responds first by using Summon Grasping Shadows, followed up by Death Grip to try to prevent their escape. Meanwhile, it uses Lumber Forward to gain ground. You should embrace clever solutions that characters invent to escape or bypass the Executioner. As long as your players aren't trying to destroy it, the Executioner will only use Guillotine Blade against a Restrained target within its melee range, and does not make ranged attacks nor activate its Necrotic Vents aura.

Executioner

Huge Construct

AC 22 **Initiative** +8 (18)
HP 250 (20d12 + 140) + 250 (20d12 + 140) per player character
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	30	+10	+18	**DEX**	11	+0	+0	**CON**	25	+7	+15
INT	10	+0	+8	**WIS**	19	+4	+4	**CHA**	10	+0	+8

Skills Perception +20
Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Truesight 120 ft.; Passive Perception 30
Languages Understands Common but doesn't speak
Challenge 25 (XP 75,000; PB +8)

Traits

Dimensional Anchor. The Executioner can't be teleported or sent to another plane of existence unless it chooses to be.

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

Rejuvenation. If the Executioner is destroyed, it reforms with all of its Hit Points 1 minute later unless a *Wish* spell is used to stop it. A *Wish* spell used in this manner is always stressful, and the caster must roll to determine whether or not they can cast the *Wish* spell ever again.

Necrotic Vents. A creature that starts its turn within 30 feet of the Executioner takes 10 (3d6) Necrotic damage.

Stoic. The Executioner can't take Reactions.

Bound to Slaughter. If the Executioner begins its turn more than 100 feet away from Slaughterstone Square, it disappears into the Haze and reappears 1 minute later at the center of Slaughterstone Square.

Epic Actions

The Executioner always takes its turn on Initiative count 20. On its turn, the Executioner can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the Executioner takes one of the following Epic Actions at the end of each player character's turn:

Lumber Forward (1/Round). The Executioner moves up to its Speed.

Death Grip. Spectral chains appear around one creature within 300 feet of the Executioner. The target has the Grappled condition (escape DC 15), and it has the Restrained condition until the grapple ends. The condition ends if the Executioner uses Death Grip against a different target

Guillotine Blade (1/Round). *Melee or Ranged Attack Roll:* +18, reach 10 ft. or range 60 ft. *Hit:* 45 (10d6 + 10) Slashing damage which ignores any Resistance or Immunity to Slashing damage. Immediately after making a ranged attack, this weapon flies back to the Executioner's hands. *Critical Hit:* The target dies unless it has the Epic Resistance action or Legendary Resistance trait.

Destroyer (1/Round). The Executioner chooses a Huge or smaller object or structure within 5 feet of it. Alternatively, it can choose a spell or magical effect within 30 feet of it. The object or structure is destroyed, or the spell or effect ends.

Summon Grasping Shadows (1/Round). The Executioner targets 1d4 corpses within 300 feet of it. Each target's spirit rises as a **Grasping Shadows** in the nearest unoccupied space. The spirits act each round on Initiative count 20, and disappear if the Executioner is destroyed.

Epic Resistance. The Executioner chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The Executioner can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Grasping Shadow

Medium Undead

AC 10 **Initiative** +4 (14)
HP 1 **Speed** 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	19	+4	+4	**CON**	15	+2	+2
INT	10	+0	+0	**WIS**	13	+1	+1	**CHA**	11	+0	+0

Resistances Acid, Cold, Fire, Lightning, Thunder
Vulnerabilities Radiant
Immunities Necrotic, Poison; Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft.; Passive Perception 11
Languages Understands the languages it knew in life but mostly just screams
Challenge 1 (XP 200; PB +2)

Traits

Incorporeal Movement. The shadow can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Spectral Grasp. The shadow causes one creature it can see within 5 feet to have the Grappled condition. A target that takes an action to escape automatically ends the grapple.

Death Row. The shadow moves up to its Speed, pulling a creature it has Grappled with it.

However, should your players engage the Executioner directly in combat, do not pull any punches. They have made an incredibly foolish mistake by confronting a well-telegraphed deathtrap and should be served their just desserts. It activates its Necrotic Vents, and then relentlessly attacks with its Guillotine Blade. The Executioner throws the massive weapon to hit targets trying to avoid it in melee, or those that try to harm it with ranged weapons or spells. If it encounters any impediment in its way (such as a *Wall of Force*), it crushes it with Destroyer.

Harvestable Components (Legendary)

Animus: Construct. **Fluid:** Elemental Fluid, Contaminated Ichor. **Natural Weapons:** Blades. **Hide:** Plates. **Dust:** Elemental Dust.

How do you dead what is dead?
I see no end to this riddle.

Minazorond

The statue of a massive dragon sits coiled upon the tallest tower of Castle Drakken. Its cold demeanor shifts as the statue begins to tremble, waking from its slumber. Its cold eyes detect the slightest movement within the castle grounds. It stands, its wings unfurling, and cracks of octarine energy pulsing throughout its wicked form. As lightning forks behind it, illuminating its draconic form in all its majesty, it readies itself for the hunt.

Minazorond perches upon the spires of Castle Drakken, an ornate masterpiece of intricate metalworks of brass and bronze, fitted with glittering scales, diamond eyes, and jewel-encrusted wings. The great dragon was constructed by an eccentric artist from Liberio by the name of Nicoletti. The artist gained renown in Liberio for their incredible metal statues and art exhibits at the Conservatory of Creation. He was the artist responsible for the Statue of Goliath which sits in the central courtyard of the conservatory.

When commissioned by House von Drakken to build a statue befitting Castle Drakken, the artist first declined. Two months later, Nicoletti wrote back to the queen explaining that a great dragon had come to him in a dream. He claimed that the dragon emperor, Minazorond, had spoken to him, and that this mythical dragon of his dreams desired to watch over the city of Drakkenheim. The artist packed his supplies and moved to Drakkenheim to begin construction, which cost a queen's bounty in resources. Nicoletti believed that Minazorond would be the greatest work of his life, but a tragic accident occurred while hoisting the final piece of the statue to its place atop the castle. A pulley snapped, crushing Nicoletti beneath his creation. The great dragon Minazorond would be the last work Nicoletti ever created.

Now Minazorond is a contaminated construct, and swiftly defends the castle from any who dare to set foot within its courtyards or attempt to scale its walls.

Study the Foe

Characters proficient in History or any kind of artisan's tools gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine Minazorond. They learn the following information based on their check result.

(10+) Resistant Form. You know the creature's Resistances and Immunities.

(15+) Shrug Off Effects. You recognize the creature's Draconic Rebuke ability.

(20+) Tough to Kill. You learn of its Construct Resilience trait.

Combat Tactics

Minazorond is an animated engine of destruction charged with the protection of Castle Drakken. The corrupted protector attacks any who approach the palace itself, opening with a terrifying roar and a barrage of shocking bursts before closing the distance to unleash its breath weapon. Under most circumstances, the dragon is too large to physically enter the palace proper, and is thus restricted to attacking targets in the castle baileys and courtyards.

Harvestable Components (Legendary)

Animus: Dragon. **Natural Weapons:** Teeth, Claws **Hide:** Plates, Scales. **Dust.** Draconic Dust

EPIC

Minazorond

Huge Dragon

AC 20 **Initiative** +14 (24)
HP 95 (7d12 + 49) + 95 (7d12 + 49) per player character
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	27	+8	+8	**DEX**	14	+2	+8	**CON**	25	+7	+13
INT	23	+6	+6	**WIS**	17	+3	+9	**CHA**	23	+6	+12

Skills Arcana +14, Perception +15, Stealth +8
Resistances Cold, Fire, Force, Psychic, Radiant
Immunities Lightning, Poison, Necrotic, Thunder
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 25
Languages Common, Draconic; telepathy 120 ft.
Challenge 18 (XP 20,000; PB +6)

Traits

Protective Aura. A creature that starts its turn within 30 feet of Minazorond takes 14 (4d6) Lightning damage.

Construct Resilience. If damage reduces Minazorond to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 plus the damage taken, unless the damage is Radiant or from a Critical Hit. On a success, Minazorond drops to 1 Hit Point instead.

Epic Actions

Minazorond always takes its turn on Initiative count 20. On its turn, Minazorond can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, Minazorond takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 33 (4d12 + 7) Piercing damage, and if the target is Medium or smaller, it has the Grappled condition (escape DC 17). While Grappled, the target has the Restrained condition.

Claw. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 17 (3d6 + 7) Slashing damage.

Tail. *Strength Saving Throw:* DC 22, one creature Minazorond can see within 20 feet. *Failure:* 14 (4d6) Force damage, and if the target is Medium or smaller, it has the Prone condition.

Shocking Burst. *Wisdom Saving Throw:* DC 20, one target Minazorond can see within 120 feet. *Failure:* 22 (4d10) Lightning damage, and the target has the Shocked condition. *Success:* Half damage only.

Terrifying Roar (Recharges after a Short Rest). *Wisdom Saving Throw:* DC 20, each creature in a 120-foot Emanation originating from Minazorond that can hear it. *Failure:* 18 (4d8) Thunder damage, and the target has the Frightened condition (save ends).

Breathe Deep (1/Round). Minazorond's Breath Weapon recharges. Minazorond can only use this Epic Action if it's the first Epic Action it has taken this round.

Breath Weapon (Special Recharge). Minazorond uses one of the following breath weapons. It can only use this Epic Action if it's the last Epic Action it takes this round.

Lightning Breath. *Dexterity Saving Throw:* DC 22, each creature in a 120-foot Cone. *Failure:* 81 (16d8) Lightning damage, and the target has the Shocked condition. *Success:* Half damage.

Thunder Breath. *Constitution Saving Throw:* DC 22, each creature in a 120-foot Cone. *Failure:* 66 (12d10) Thunder damage, and the target is pushed 20 feet away from Minazorond and has the Dazed condition (save ends). *Failure by 5 or More:* Double damage, and the target also has the Deafened condition (save ends). *Success:* Half damage only.

Epic Resistance. Minazorond chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. Minazorond can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Reactions

Draconic Rebuke. *Trigger:* Minazorond becomes Bloodied. It can use this Reaction even if it has the Incapacitated condition or is otherwise unable to take Reactions. *Response:* All conditions and spells on Minazorond immediately end unless it chooses to be affected by them, and it can fly up to its Speed without provoking Opportunity Attacks and ignoring Difficult Terrain. Minazorond recharges and immediately uses its Terrifying Roar.

Hazewind Harpies

The witch-covens of the Hazewind Harpies rule the skies over the Inner City of Drakkenheim. They unleash terrifying screams and haunting songs which echo down the city streets.

Hazewind Harpy Crone

The crone perches atop a stoop, its elegant wings unfurl, revealing a massive, 12-foot wingspan that vividly shimmers green, blue, violet, and gold. Unlike most harpies, it lacks arms. Its taloned feet clutch its perch, while matted, white hair falls upon wrinkled, sagging flesh. Sitting atop a long neck, its face seems distorted, bearing a hooked nose and pointed chin—its grin too wide, its teeth too sharp, and its eyes too large and white. Adorned with feathered necklaces, earrings, and a crown of golden ivy, it sings a chorus of unsettling notes, seemingly glowing with radiant light.

Hazewind Harpy Crones are the elders of their communities. Their songs tell of the generations of battles, triumphs, and sorrows of their broods. Harpies see them as oracles and sages, with their songs shared through the ages, but to those who threaten harpies, the crones stand as beacons of power. Their voices fill mortals with dread and foreboding of a coming doom. Few who hear these songs have lived to tell about them.

In Drakkenheim's streets, it's often easy to recognize when one is in harpy territory. Areas of the city left with belfries, towers, and places for harpies to roost often echo with distant melodies—a chorus of heavenly voices, twisted in discordant dissonance. The sound seems sweet, but is laced with uncomfortable notes. Many areas of Drakkenheim are filled with these songs. If you hear them, you know you are in hazewind territory.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a crone, learning the following based on the result:

(5+) Inherently Magical. You know of the creature's damage Immunities.

(10+) Dangerous Melodies. You are aware of its Crone Songs action.

(15+) Entrancing but Weak. You know the creature's highest and lowest ability scores.

Combat Tactics

The Hazewind Harpy Crone avoids direct combat. Her songs have a great range, allowing her to perch atop hard-to-reach places, while her songs help her more combat-focused sisters in battle. These songs empower ally attacks, while the Breakneck Hymns increase the falling damage of plummeting enemies. If creatures come too close, she may use her Mesmerizing Melody and move elsewhere.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Guts. **Bones:** Skull. **Natural Weapons:** Claws. **Hair:** Feathers. **Hide:** Skin.

Hazewind Harpy Crone

Medium Monstrosity

AC 15
HP 90 (12d8 + 36)
Initiative +6 (16)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	12	+1	+1	**DEX**	17	+3	+3	**CON**	17	+3	+3
INT	15	+2	+5	**WIS**	17	+3	+6	**CHA**	19	+4	+7

Skills Arcana +5, Perception +6
Senses Darkvision 120 ft.; Passive Perception 16
Languages Common
Challenge 6 (XP 2,300; PB +3)

Actions

Talons. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Crone Songs. The harpy sings a magical melody in a 60-foot Emanation, choosing one of the following effects. Allies of the Crone are unaffected.

- **Breakneck Hymn.** Each creature in the Emanation that can hear the harpy has Vulnerability to Bludgeoning damage from falling until the start of the harpy's next turn.
- **Disarming Tune.** *Charisma Saving Throw:* DC 15, each creature in the Emanation that can hear the harpy. *Failure:* The target has the Weakened condition until the start of the harpy's next turn.
- **Mesmerizing Melody.** *Wisdom Saving Throw:* DC 15, each creature in the Emanation that can hear the harpy. *Failure:* 7 (2d6) Psychic damage, and the target has the Slowed condition until the start of the harpy's next turn.
- **Piercing Notes.** *Constitution Saving Throw:* DC 15, each creature in the Emanation that can hear the harpy. *Failure:* 21 (6d6) Thunder damage. *Success:* Half damage.

Bonus Actions

Aerial Maneuver. The harpy takes the Dash or Disengage action.

Hazewind Harpy Hunter

This mutated creature resembles a human crossed with a red-feathered bird of prey. The harpy has great wings which end in claw-like hands in place of arms, their avian legs end in talons, and they have a feathered plume and tail feathers. They grasp their weapons in their taloned feet as they bear themselves aloft, adroitly aiming an elegant longbow.

The typical Hazewind Harpy Hunter is a skilled airborne killer, able to fly at high speeds while aiming their bow with deadly accuracy. They spend their days soaring over the city streets, taking their pick of prey in the streets below. Although they are perfectly happy to survive on ratlings, they are drawn to the weapons, treasure, and trinkets carried by explorers and faction agents, and eagerly attack for an opportunity at a meal with a prize.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Hazewind Harpy Hunter, learning the following based on the result:

(5+) Agile Flier. You learn of the creature's Aerial Maneuver Bonus Action.

(10+) Dangerous Song. You know the creature's Chorus ability.

(15+) Sturdy and Agile. You recognize the creature's highest and lowest ability scores.

Combat Tactics

Harpies hunt in small flocks, and always attack from the sky or an overhead vantage point using their longbows. They engage in melee only to make the killing blow on a wounded target. When confronted with a foe able to make effective ranged attacks, harpies become much more cautious. Accurate shots from the ground or an exploding airborne *Fireball* may be enough alone to shake their resolve, causing them to fly off in search of easier prey.

Harvestable Components (Common)

Animus: Monstrosity. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Guts. **Bones:** Skull. **Natural Weapons:** Claws. **Hair:** Feathers. **Hide:** Skin.

The weakest monsters have wings so they can attempt an escape. They don't know I can throw pretty far!

Hazewind Harpy Hunter

Medium Monstrosity

AC 16
HP 22 (4d8 + 4)
Initiative +5 (15)
Speed 20 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	17	+3	+3	**CON**	12	+1	+1
INT	10	+0	+0	**WIS**	15	+2	+2	**CHA**	13	+1	+1

Skills Acrobatics +5, Perception +6
Gear Longbow, Quiver (20 Arrows), Studded Leather
Senses Darkvision 120 ft.; Passive Perception 16
Languages Common
Challenge 1 (XP 200; PB +2)

Actions

Multiattack. The harpy makes two attacks.

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Longbow. *Ranged Attack Roll:* +5, range 150/600 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

Bonus Actions

Aerial Maneuver. The harpy takes the Dash or Disengage action.

Reactions

Chorus. *Trigger:* The harpy is within the area of another harpy's song. *Response:* The harpy joins in on the song, choosing a creature within 30 feet. The target has Disadvantage on its next saving throw against the song.

Hazewind Harpy Valkyrie

Adorned in glimmering half-plate, carrying shields and javelins, these elite warriors stare unblinking with blood-red eyes beneath plumed helmets. Their lower halves are free to allow their talons to grasp and pull at their enemies.

Valkyries are the best warriors among the hazewinds. They have faced battles before, survived, and honed their fighting skills. They have practiced their maneuverability, quick strikes, and ability to cover distance. Relying on keeping to the air, pinpointing weak targets, and plucking them off their feet to toss them, valkyries keep to the tops of buildings and towers. Those who cannot fly always face the dire reality of falling to their death.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Hazewind Harpy Valkyrie, learning the following based on the result:

(5+) Agile Flier. You learn of the creature's Aerial Maneuver Bonus Action.

(10+) Dangerous Talons. You recognize the creature's Pluck trait.

(15+) Strong and Agile. You know the creature's highest and lowest ability scores.

Hazewind Harpy Valkyrie

Medium Monstrosity

AC 18
HP 84 (13d8 + 26)
Initiative +4 (14)
Speed 30 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	19	+4	+7	**CON**	14	+2	+5
INT	11	+0	+0	**WIS**	15	+2	+2	**CHA**	13	+1	+1

Skills Acrobatics +7, Athletics +6
Gear Half Plate, Shield
Senses Darkvision 120 ft.; Passive Perception 12
Languages Common
Challenge 5 (XP 1,800; PB +3)

Traits

Pluck. The harpy doesn't need to spend extra movement to drag a Medium or smaller creature Grappled by it.

Actions

Multiattack. The harpy makes three attacks.

Grasping Talons. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage, and if the target is Medium or smaller, it has the Grappled condition (escape DC 15). Until the grapple ends, the harpy can't use its Grasping Talons on another target.

Barbed Javelin. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 30/60 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 10 (3d6) Lightning damage.

Bonus Actions

Aerial Maneuver. The harpy takes the Dash or Disengage action.

Reactions

Chorus. *Trigger:* The harpy is within the area of another harpy's song. *Response:* The harpy joins in on the song, choosing a creature within 30 feet. The target has Disadvantage on its next saving throw against the song.

Combat Tactics

The Hazewind Harpy Valkyrie are the chosen warriors of the Crimson Countess, and they are skilled with both their weapons and their talons. They wield barbed javelins and a shield in their hands, and leave their taloned feet open to pluck people off the ground and toss them. They often attempt to lure foes into elevated positions, such as rooftops, cliffs, or balconies, and then pluck them up and toss them to their death.

If they find themselves grounded, or outnumbered they will attempt to escape and fly to the highest location nearby to guard themselves and better defend against attackers.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Guts. **Bones:** Skull. **Natural Weapons:** Claws. **Hair:** Feathers. **Hide:** Skin.

Crimson Countess

The Crimson Countess is a powerful queen of harpies. Her red-feathered wings and deep crimson hair set her apart from the many harpy followers she commands. She is clad is black and gold armor and carries with her a spear that crackles with magical energies. Her hands and feet are black talons with sharp claws. The Crimson Countess is a cunning hunter and territorial to the Clock Tower. She has staked her claim over the center of the city, and hunts the various monsters and misguided faction agents who come close.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine Crimson Countess, learning the following based on the result:

(5+) Arcane Resistance. You know of the creature's Immunities.
(10+) Dangerous Talons. You recognize the creature's Pluck trait.
(15+) Bold and Nimble. You are aware of the creatures highest and lowest ability scores.

Combat Tactics

The Countess only leaves her clock tower to join in on hunts with her valkyries, but otherwise she prefers the defendable position at the towers highest floor. From here any adventurer who makes it past her soldiers and into her lair can easily be grabbed and thrown off the open balconies, falling to their death.

She is overconfident and will do anything to protect her advantageous position in the city. She only flees if all her minions are dead and she is below 25 Hit Points. If she flees, she will attempt to gather more soldiers and return to reclaim the clock tower at a later date.

EPIC

Crimson Countess

Medium Monstrosity

AC 15 **Initiative** +8 (18)
HP 39 (6d8+12) plus 39 (6d8+12) per player character
Speed 20 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	21	+5	+5	**CON**	15	+2	+2
INT	13	+1	+1	**WIS**	11	+0	+0	**CHA**	19	+4	+4

Skills Deception +8, Perception +6
Immunities Lightning, Thunder
Senses Darkvision 120 ft.; Passive Perception 16
Languages Common
Challenge 8 (XP 3,900; PB +3)

Traits

Aura of Storms. A creature that starts its turn within 30 feet of the Crimson Countess takes 10 (3d6) Lightning damage.

Pluck. The Crimson Countess doesn't need to spend extra movement to drag a Medium or smaller creature Grappled by it.

Epic Actions

The Crimson Countess always takes their turn on Initiative count 20. On their turn, the Crimson Countess can use their movement and interaction as normal. However, they do not take an action or Bonus Action on their turn unless forced to do so by a spell or other effect. Instead, the Crimson Countess takes one of the following Epic Actions at the end of each player character's turn:

Grasping Talons. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 7 (1d4 + 5) Piercing damage, and if the target is Medium or smaller, it has the Grappled condition (escape DC 15).

Lightning Javelin. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 30/60 ft. *Hit:* 14 (2d8 + 5) Lightning damage.

Aerial Acrobat. The Crimson Countess flies up to her Speed without provoking Opportunity Attacks.

Frightful Screech (1/Round). *Wisdom Saving Throw:* DC 15, one creature within 120 feet of the Crimson Countess that can hear them. *Failure:* 14 (4d6) Psychic damage, and the target has the Frightened condition (save ends). While Frightened, the target must take the Dash action and move away from the Crimson Countess by the safest available route on each of its turns unless there is nowhere to move.

Lightning Strike (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creatures in a 60-foot long, 5-foot wide Line. *Failure:* 36 (8d8) Lightning damage, and the target has the Shocked condition until the end of its next turn. *Success:* Half damage only.

Epic Resistance. The Crimson Countess chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on them. The Crimson Countess can use this action even if they would otherwise be unable to take actions, their actions are being controlled by another creature, or if a spell or effect alters their game statistics.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Guts. **Bones:** Skull. **Natural Weapons:** Claws. **Hair:** Feathers. **Hide:** Skin.

Apothecary Abominations

Chapter 5: Apothecary Abominations

Manipulating Life

"That creature just stabbed me with a needle full of green! The only terrible green thing I put in my body is salad. Classic apothecaries and their weird experiments and torsos chained to walls, there's no way those working conditions are viable. They are just trying to scare some would-be adventurer. I, the great Pluto Jackson, do not fear torsos. I have the greatest torso of all! My torso is carved from the relentless pursuit of perfection and red meat."

—Pluto Jackson

Through occult science and eldritch magic, apothecaries manipulate life and death itself. Most use their skills to cure ailments, mend injuries, and save lives. Superstition and rumors abound regarding their practice and abilities, these healers and doctors are often well-regarded within their communities. Experience and curiosity inspire apothecaries to experiment, seeking out new knowledge and advanced techniques.

Well-intentioned exploration turns to dark practice when an apothecary discovers that the same magic that repairs the body can also reanimate dead flesh, transmogrify muscle and bone, animate inorganic matter, manipulate the mind, and even create new life. It begins in small ways: the apothecary offers an experimental concoction made from dangerous materials to a desperate patient, or transplants body parts harvested from the dead to save a grievously wounded friend. Perhaps next they attempt to reanimate a beloved pet, create a laboratory assistant from mud and chemicals, or use a new technique to gently dissuade local authorities from investigating their laboratories. Most stop there, content to close the book on their occult discoveries and return to more humble and reliable methods. However, unforeseen circumstances or boundless ambition drive a rare few to take these studies even further; to push the boundaries of science and magic with no regard for ethics, morals, or safety.

Tragically, though the vast majority of apothecaries harness science to aid others, heal the sick, and change the world for the better, a rare few among them become villains who unleash nightmares from their laboratores. These monsters perpetuate a vicious cycle when their masters send them out into the world to collect body parts and unwitting victims for use in further experimentation. Even after their creators are brought to justice, the horrors they created remain hiding in the dark corners of villages, in underground lairs beneath cities, or in secret and forgotten laboratories.

The twisted and unusual abominations crafted by the minds of apothecaries who have thrown away morals in exchange for scientific advancement are becoming an unfortunate byproduct of their avenues of study. These monster maker's vile experiments have unleashed a new generation of wicked creations upon the world. Tales spread around campfires and amongst children that tell of the things that go bump in the night: stitched-together corpses, their limbs replaced with medical instruments; grave-robbing body-snatchers stealing away in the dead of night; strange monstrosities lurking in the shadows seeking fresh victims; and patients who got more than they bargained for in a desperate plea for help.

What is an Apothecary?

The apothecary is a new class for Fifth Edition introduced in Sebastian Crowe's Guide to Drakkenheim. These Intelligence-based spellcasters and medical experts use their knowledge to both heal and harm, augmenting their conventional skills with alchemy and occult magic. They mimic magical effects using the right combination of natural ingredients, chemical reagents, and occult practices. Many monsters in this chapter are inspired by the six subclasses available to apothecaries: Alienist, Chemist, Exorcist, Mutagenist, Pathogenist, and Reanimator.

Some apothecaries might first attempt treatment with traditional means like medicinal herbs and surgical techniques. When these methods are not enough, they use arcane magic and eldritch forces to restore their patients. Apothecary magic revolves around the body: healing it with tinctures, modifying it via transmogrification or psychoactive compounds, or harming it with poisons and diseases.

Though much rarer than sorcerers and wizards, apothecary techniques are spreading through the continent from master to apprentice, as well as in a few institutions for higher learning. While their magic isn't forbidden, the Amethyst Academy does not take kindly to magical instruction outside their schools. Thus, knowledge about apothecary magic has spread largely in secret. These desperate circumstances have often inspired less ethical apothecaries to carry out unsavory magic and methods to continue their research, gain power, and protect themselves and their techniques.

Occult Creation

During their training, many apothecaries develop skills used to create strange creatures, be that through modifying the dead, stitching together flesh into something new, or harnessing the essence of a creature and transforming it into something else. Apothecaries have, at times, strayed from their paths of scientific study for the betterment of mortals, and gotten carried away with the possibilities of if they could accomplish a new feat, disregarding if they should. Often these practices have been used in creating brainless lab assistants, minions to help and perform menial surgical tasks or bodyguards who need no rest to protect and safeguard the important works of the scientists. All manner of bizarre creations bending science and the arcane have been noted as apothecary inventions. The most ambitious and insane apothecaries may even use themselves as a canvas for their experiments.

Alienist

The mind is a malleable thing to an Alienist. To the untrained and ignorant, the methods of an alienist may appear little more than cunning charm and subtle words. However, they know potent occult techniques for mental manipulation including hypnosis, suggestion, telepathy, and telekinesis. When their practice moves on to test subjects, they use mental projection, indoctrination, and even brain surgery to brainwash their victims, altering mental capability, memory, and thought patterns.

An Alienist will use their vast and expanding intellect to create monsters from the severed and broken minds of their patients. **Disembodied Psyches**, **Cerebrografts**, and **Mind Leeches** are notable Alienist creations. They have also been known to implant victims with aberrations to take control of the host's body, removing the brains of patients and using them in further experimentation—and other more unfathomable things.

Chemist

Chemists often start with mixing mundane acids and compounds in a laboratory. They practice harnessing heat, cold, and electricity in new and unique ways. As they move on to larger projects, Chemists begin experimenting with more destructive forces, attempting to perfect what combination of the least ingredients results in the biggest elemental reactions. They also create sentient alchemical mixtures, creating life from the very core and raw alchemical elements. Eventually a Chemist learns the skills to raze buildings to the ground with little more than a flask of chemicals used in the right way.

Chemists often create various forms of oozes or elementals as lab assistants or defenses. **Black Puddings**, **Gelatinous Cubes**, **Mephits**, and all manner of elementals are common creations. The **Tanker** acts as a common lab assistant to the Chemist, but no creation is as deadly as the **Chemystral**, the ultimate creation of chemical sentience, adaptable and durable; they are the pride of any Chemist.

Exorcist

Exorcists have long been an outlier in the branches of scientific study. However, in a world full of portals to other planes, creatures from the Hells and the Shadowlands, and even the fairy Otherworlds constantly slipping through, the scientific study into these planes is a discipline many will undertake. They do not share the devotion of a paladin or cleric, but instead research the origins of divine power, and how to harness it to manipulate extraplanar beings. Many Exorcists begin their path banishing simple spirits or communicating with ghosts. Eventually they master the ability to vanquish possession and banish much more powerful foes. Exorcists who are driven to more sinister paths can reverse engineer this knowledge to summon entities from other planes, and even allow these beings into themselves, using their bodies as a vessel.

Exorcists could be accompanied by **Ghosts** or demons of any sort, but their true vile powers come to light in the form of possessions. An Exorcist on a path for power may let a demonic being into their body to try and harness and control the power of that creature, these **Soulbound Hosts** often struggle, and often fail to maintain control over such power.

Mutagenist

A Mutagenist is practiced controlling mutations and altering of the flesh of creatures. They are less crude in their implementations than a Reanimator, and often their experiments will lack the stitched-together nature of other apothecaries, instead containing growths, misplaced appendages and orifices and other grotesque mutations. Mutagenists often begin their practice on small rodents and other creatures, testing their transmogrification to see if they can bend these creatures to be stronger and faster, or mutate them to grow new beneficial properties. It's when a Mutagenist turns to human experimentation that things tend to take a dark turn. For every successful experiment, there are a handful of failures.

The **Skinwing** is the byproduct of a Mutagenist tampering with smaller creatures, while creations such as **Cerebrograft** are a much more advanced creation. Sometimes their failures do remain beneficial to the doctor in the form of **Uncontained Growths**. Ultimately the end goal of any Mutagenist is to create the Apex Formula and use it on themselves, transforming into what they deem to be the perfect version of humanity. However, there are always side effects.

Pathogenist

The Pathogenist studies viruses, diseases, poisons, and pathogens. They usually begin their careers with innocent intentions, such as attempting to perfect combating deadly pathogens and viruses by creating cures or medicines. However, some turn more toward harnessing the powers of poison and disease for harmful purposes. When they begin experimenting on test subjects, using them as breeding grounds for their new mutant strains begins their path toward creating horrible abominations.

Pathogenists who use human subjects as testing grounds for their diseases often create **Plague Carriers** as a means of delivering these diseases, while **Injectors** act as loyal lab assistants, ready to deliver the Pathogenist's deadly toxins to their often unwilling patients.

Reanimator

Reanimators are often first practiced in the art of reattaching severed limbs, or moving body parts from one creature to another. As their desire for perfection in their creations grows, their path to deadly experimentation begins. Their minds blossom with wild ideas to attempt physical manipulations that no being should endure.

Reanimators will often be accompanied by **Reautomata** as their first foray into human testing, but they create all manner of **Stitchers**, **Rippers**, and **Injectors** as lab assistants to help them with the production of new creations.

Apothecaries and Delerium

When delerium first arrived in Drakkenheim on that fateful day, it left behind devastation and death in its wake, but it also left opportunity for those willing to seek it, and determined enough to harness its power.

While the vast resources and institutional organization of the Amethyst Academy were fully leveraged to research and obtain delerium, the mages were not the only ones interested in learning about and exploiting the strange crystals. Apothecaries of all stripes sought samples of their own as whispers of the magical potency and corrupting influence of delerium spread. Most purchase delerium from traders, prospectors, and smugglers, but others go as far as hiring adventures or mounting their own expeditions to the ruins to collect the stones.

There can be no doubt that the boundless magical power and contaminating influence of delerium has sharply increased the scope and horror of apothecary experimentations. Practitioners of all sorts have begun to use delerium to further extend their scientific research, as it offered magical potency to places that were without it before. Apothecaries have long wished to harness the abilities of mages, and in many ways were able to mimic those examples through blending the right chemicals, or the use of carefully practiced procedures. However, when delerium was added into the mix, it amplified the capabilities of apothecaries to new heights, allowing them to push the nature of scientific study into realms hitherto unimagined.

Commonfolk can often no longer tell the difference between a mageborn spellcaster and an apothecary twisting science to their will. Both the Academy and Silver Order have frowned upon the back-alley practices of many apothecaries. These traditionalists fear that as science grows ever closer to the realm of magic, the provisions of the Edicts of Lumen begin to blur. Delerium is showing up in places it should not, and its presence is always cause for concern. Experimenting with delerium brings inevitable danger, and the pathway to things beyond mortal comprehension. Still, apothecaries aim to harness this power to modify and enhance their capabilities—with understanding comes power. The more an apothecary understands delerium, the less there is to fear from it, and the more power they believe they can have over it.

Roleplaying Traits

Though many apothecaries began working alone keeping their creations closely guarded secrets, over time their knowledge of these horrors has spread through whispers and desperate collaborations. Increasingly, ambitious young apothecaries beginning their careers with noble-minded altruism are tempted by the power and promise of these occult secrets. However, one does not so easily meddle with the secrets of life and death itself without compromising one's moral compass. Who knows what dire and desperate situations may cause good-hearted young doctors to find themselves tempted to take up a less ethical choice?

Twisted Motives

What once-noble reason caused the apothecary to create such horrible monsters?

1. My loved one was terminally ill, and I sought the science and power to save them or bring them back, going to any lengths to accomplish this goal.
2. I started research that would improve life for my town or village. If I could just perfect the science, I could create something that would help thousands of people.
3. I was hired by a military force to help create a weapon that could neutralize my nation's enemies. I know the science is possible, I just need to harness it before another nation does.
4. The thirst for knowledge drives me to look into occult history that others have yet to uncover, and drives me to push what could be done with that knowledge
5. After countless failed experiments, I have abandoned petty things like "ethics" and "morals." Any means is justified to accomplish my goals.
6. A terrible experiment left me scarred and deformed. I vow to find a way to restore myself… no… I will improve myself, so I am never weak like that again!
7. I was embarrassed and humiliated by the accomplishments of a skilled rival who stole my genius ideas. I will have my revenge and prove myself to be the more brilliant mind.
8. I was working as a healer in my hometown but was driven out and branded as a malfeasant for my magic by the Faith of the Sacred Flame.

Intelligent Masters

The apothecaries themselves are smart and cunning scientists and they do not often put themselves in situations where they do not have the upper hand. What does the apothecary think of its adversaries and how do they engage with others?

1. When I do converse with others, it is usually laced with scientific jargon, multisyllabic words, and an air of arrogant sophistication.
2. I know that often I am the smartest person in the room and treat others as such.
3. I am sly and cunning in my conversations with others, I know how to make small talk and discreetly manipulate conversations in my favor while remaining civil.
4. I am boisterous and arrogant and want everyone in the room to know of my unparalleled intelligence.
5. I see those of equal intelligence to me as possible allies and someone worthy of upholding conversation. Those who do not share my intelligence are not worthy of my time.
6. Anyone who appears smarter than me is a threat who must be eliminated immediately!
7. Those of lesser intelligence to me are easily manipulated and may be convinced to join my cause as a lackey, or a brute I can use against my enemies.
8. Those of lesser intelligence than me are nothing more than waiting test subjects that I will perfect using science!

Voiceless Horrors

Few of an apothecary's minions are intended for conversations or deep thought. They are more often creatures designed with a singular focus. They obey the demands of their masters without faltering.

These creatures are the things that go bump in the night. They are the monsters of classic science fiction literature, black and white monster films, and horrors found in dark corners. Roleplaying the minions should bring to life the classic concepts of horror and fear. What odd quirk does the Apothecary Abomination possess?

1. Wears a piece of clothing or carries a tool from its former life.
2. Constantly repeats words or a specific phrase, such as its own name.
3. Believes it is still living out its former life and acts accordingly despite carrying out horrible tasks, such as talking about washing laundry when ripping people apart.
4. Tears at its own stitches, scars, or body parts, confused at its current physical state and necessitating constant repair.
5. Tries to speak but can only ever produce a gurgling, moaning, or wailing sound.
6. Hums or sings an old and simple song repeatedly over and over again.
7. Walks with an uneven shuffle that scrapes and clanks along the ground
8. Believes every creature it encounters is trying to harm it and reacts with immediate hostility.

Imprinted Instincts

What traits or mannerisms from the former victim has the monster inherited?

1. Attached to a toy or stuffed animal and becomes aggressive when separated from it.
2. Responds with care and empathy to a specific kind of animal.
3. Jovially dances or passively listens to a particular kind of music or poem.
4. Irrational fear of an otherwise innocuous household object, such as spoons.
5. Driven into a rage or deep malaise whenever it encounters a person from its former life (or someone who bears similar traits to them).
6. Cannot bear to look in a mirror or see its own reflection, recoils and flees.
7. Is calmed or soothed by the sight of its favorite flower or being in places of natural beauty.
8. Lacks object permanence like a small child and forgets about things quickly when they are not immediately in front of it.

Combat Tactics

Apothecary Abominations are ruthless in battle and obey their apothecary creators without fail. They are deadly and precise creatures who are skilled as both medical lab assistants and defenders. With their surgical tools or unbound strength, they pose a deadly threat to any who dare meddle in the affairs of the mad apothecaries who created them.

Mindless Minions

Most abominations are specifically designed to feel no pain, and lack a mind of their own. They will often fight until they die, relentlessly attacking until they cannot anymore. Oftentimes, these minions operate on the commands of their apothecary masters, performing the orders they have been given to the best of their abilities.

Eyes and Ears

Apothecaries can often use their experiments as a means of gathering intel. Whether through psychic links, telepathic connections, or other more inventive means, it is common that when an apothecary's minion spots a threat, the apothecary will be alerted to that threat immediately. The minions frequently act as a security system for an apothecary's lair.

Sample Encounters

Apothecaries often collect an eclectic mix of creations and experiments, so it is common for several different monsters in this chapter to be found together. Here's a few thematic encounters with Apothecary Abominations:

Sample Collector (Level 3+)

An **Innocent Harvester** with a sack full of various **Leeches** is collecting body parts from a recent battle.

Violently Volatile (Level 7+)

A **Tanker** and two **Scrap Reautomata** prepare chemicals in a lab.

Failed Experiments (Level 9+)

A discarded gaggle of **Skinwings** and an **Uncontained Growth** are lurking in the wilds near an apothecary's hideout, attacking travelers.

Spooky Science (Level 10+)

An **Exorcist**, two **Ghosts**, and 3–4 **Specters** working on summoning a demon, using the Exorcist as a host, in an old, abandoned church. If they are not stopped, the Exorcist will become a **Soulbound Host**.

Out of Sight, Out of Mind (Level 12+)

A **Body Snatcher** collects victims from a nearby town under the watchful eye of a **Cerebrograft** and a **Disembodied Psyche**.

Surgical Team (Level 15+)

A **Ripper**, an **Injector**, and a **Stitcher** are working together in an operating theater, preparing the next subject for experimentation by their master.

The Perfect Specimen (Level 15+)

An **Apex**, and his team of **Wretched Patients**, unleash an **Uncontained Growth** within their lab.

Adventure Hooks

The abominations made by apothecaries pose a threat to unsuspecting villages. The secret scientific research they brew up in hidden labs cause all manner of problems for the regular folk residing nearby. Apothecaries in need of fresh subjects for experimentation are the center of unease in any community when people start going missing in the middle of the night. These missing people are often accompanied by reports of strange creatures on the outskirts of town.

Infiltrating the Guild

The Amethyst Academy is concerned with the scientific research happening in secret at the Mobius Facility, located in the Drakeclaw mountains. The Academy needs a team of adventurers to find the hidden entrance to this facility, infiltrate it, and find out if any illegal magic is practiced there. Unfortunately, the facility is overrun with demons, most dangerous of all a **Soulbound Host** being overseen by an **Exorcist** Apothecary.

Can I Copy Your Homework?

As an aspiring apothecary yourself, with curiosity about the multiple studies of science happening across the continent, you wish to travel to Altbruke University, Lento College, the Liberio Institute, and the Southern Reach Research Centre to learn what you can from a master apothecary at each institution.

Elyrian Bonesaw Massacre

There is a **Ripper** on the loose in one of the smaller towns of Elyria. A local apothecary had created a lab assistant to help him with his medical practices and research, but the creature became violent and vengeful. Now the Ripper is on a rampage through the countryside and needs to be stopped.

The Blob

A **Chemystral** has escaped its lab and devoured the apothecary who created it. Now it wanders the countryside, consuming everything is passes and growing larger. The key to stopping it must be in the apothecary's notes in his lab.

The Lost Ones

People have been going missing in the dead of night, and reports of those very people being seen wandering the woods nearby are causing quite the stir. A nearby **Reanimator** Apothecary has been kidnapping victims using a **Body Snatcher** and turning them into **Reautomata** and **Wretched Patients**. The Reanimator is hidden in a wilderness tower and must be stopped.

Whirling Bonesaw

Locations and Lairs

Apothecary lairs are often labs and workshops, hidden from the public eye. These places hold the mysteries of science and occult lore. Finding an apothecary's lair is often a difficult task, as they go to great lengths to conceal their work; the monsters that inhabit the dank workshops and occult labs are the stuff of nightmares.

Repurposed Facilities

Whether working alone or in small groups, apothecaries typically repurpose an existing structure to serve as their lair. They may choose a disused old manor house, abandoned fortress, or a remote sanitarium. Often their lairs are unknown to most, in long forgotten facilities, in remote locations, or in secret chambers below a town.

Institutional Facade

Apothecaries who make their lairs in towns and cities may provide legitimate medical services and healing to the community while concealing their experiments from public view. Their lair may outwardly operate as a school, hospice, or clinic open to those seeking the apothecary's talents, while housing their real work in hidden chambers below ground. Less scrupulous apothecaries may use this as a scheme to transform unwitting patients into test subjects.

Science-Fiction Furnishings

An apothecary lab is often filled with bizarre alchemical ingredients, various types of lab equipment, and strange chambers filled with occult secrets. Strange contraptions: tesla coils, cadavers, half-finished experiments, and all manner of science-fiction staples can be found in their labs. No matter the type of apothecary inhabiting the lair, it is a bizarre place that fringes on the borders of what is science and magic.

Nothing as it Seems

There is no way of knowing when you are walking into a horrible trap when exploring an apothecary's lair. Cadavers may get up and walk around, the vat of bubbling liquid may be a sentient ooze, and the multitudes of experiments and equipment may cause elemental traps and hazards. With the numerous forms of science that apothecaries experiment with, there is no telling what mind-bending contraptions they may have at their disposal.

Minions and Monsters

Many of the monsters in this chapter operate as minions to powerful apothecaries. Depending on the type of apothecary you are using, there are monsters it may use more often than others. Regardless, an apothecary uses its experiments and mastery of arcane science to protect themselves and their valuable research.

Puzzles and Protections

Apothecaries do not easily allow access their labs and research. They often have powerful locks, puzzles, and various ways to outsmart and confuse those trying to infiltrate to their secret lairs.

Laboratory Features

This lair is based on the secret apothecary laboratory found beneath Altbruke University, but could be adapted to the lair of any apothecary. The descriptions of the rooms are left ambiguous in nature, as different apothecaries may decorate their rooms in different ways.

- An **Alienist** may have more texts on psychology, simple puzzles and games, abstract ink blots with sinister interpretations, a Newton's cradle on the desk, or a classic brain in a jar.
- A **Chemist** will likely have vials and vats of chemicals, alchemical equipment, tongs, furnaces, barrels of water, safety equipment, and lots of test samples. They may keep a small ooze in a contained space.
- An **Exorcist** will have summoning circles in place of operating labs, books on undead, demons, specters, and hauntings. Macabre décor decorates the laboratory, such as skulls and bones, along with religious items relating to the Sacred Flame or Old Gods. They may even have a ghost or spirit contained in a warded vessel.
- A **Mutagenist** will often have books of biology, diagrams of the human form, test samples of their formulae, alchemical equipment, and perhaps even a failed test subject kept as a minion or pet.
- A **Pathogenist** may have more vials and toxins lining their shelves, books about viral infections, pathogens, healing, and occult lore. They could have microscopes, petri dishes, and all manner of scientific gear for studying and creating pathogens.
- A **Reanimator** will likely have the most grotesque gear in their lab: bone saws, knives and scalpels, and preserved body parts in jars. Nondescript meat hanging from hooks or severed limbs in piles are not unheard of.

1. Doctor's Office

This private office is where the apothecary retreats for some light reading of their own.

A small wooden desk covered in writing supplies, specimens, and scientific knick-knacks sits in the far corner. A comfortable looking chair, and a few bookshelves filled with occult lore and scientific texts forms a comfortable reading nook. A rather plain rug sits upon the floor and artwork on the walls depicting various scientific or medical procedures relating to the apothecary's field of work

2. Laboratory

This large chamber can be set up for a variety of alchemical and scientific experiments, involving both organic and inorganic materials. It may even be appropriate for creating magic items.

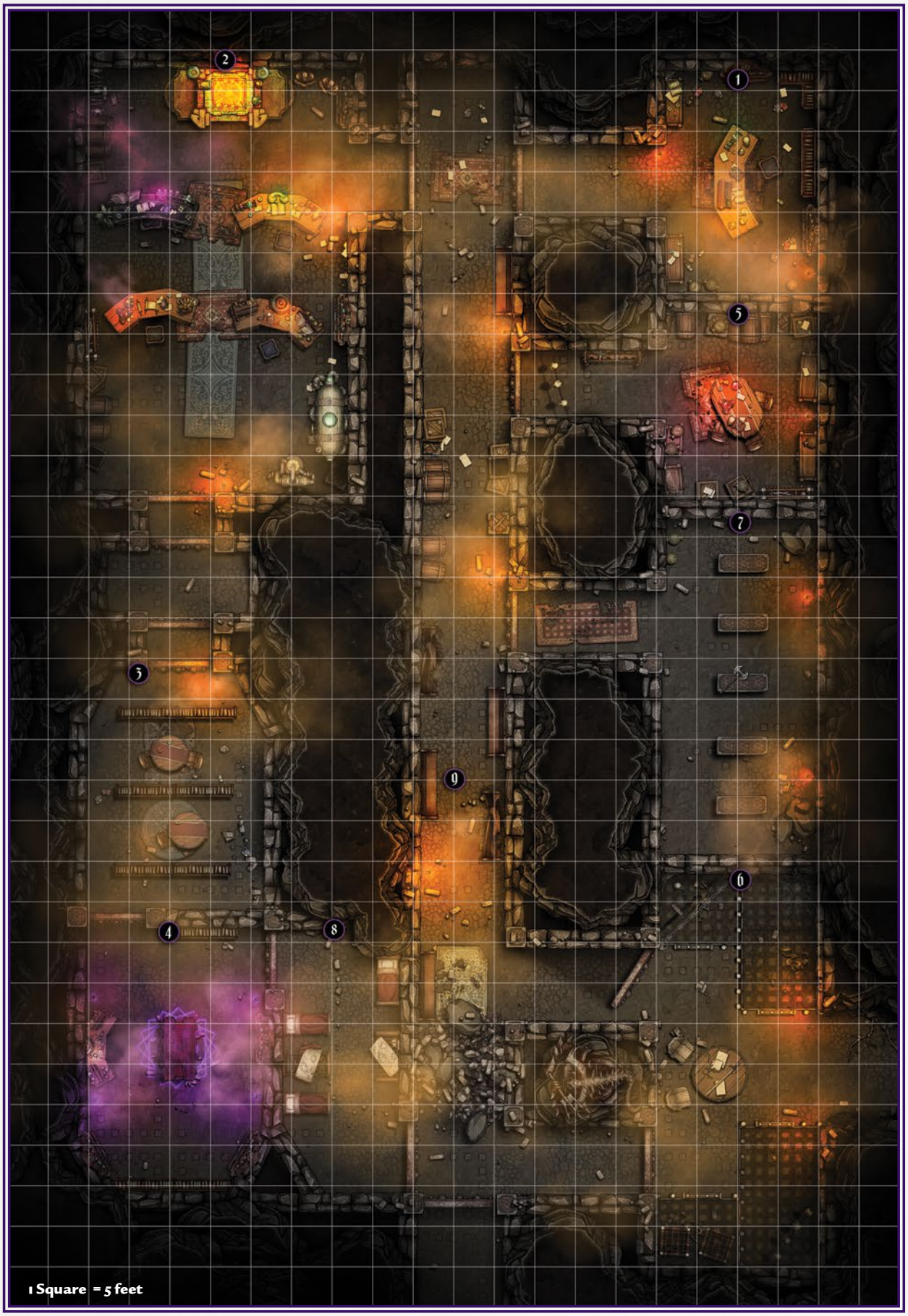
Shelves of samples and equipment line the walls with long tables in the middle of the room, each equipped with alchemical gear, or strange instruments for performing scientific experiments and research.

3. Library

This library contains rare and exotic works on medicine, occult magic, science, nature, and may contain forbidden lore or secrets mortals were not meant to know.

4. Operating Theatre

This grim chamber is a horrifying laboratory dedicated to mad science. At the center of the room is a pedestal in the middle of a large magic circle. Four sconces bearing delerium crystals



Apothecary Lab

surround the raised pedestal. A massive dissection slab flanked by two great machines crackling with arcane energy resonate with the slab, which sits atop the pedestal. There are sets of dissection tables all about the room, with various corpses and bodies in different states of dismemberment placed upon them. Along one of the walls are several jars containing preserved brains and body parts.

5. Materials Storage

This organized chamber contains chemicals and reagents used for the apothecary's work.

6. Subject Containment

A prison by any other terms, these rooms are used to hold test subjects for the apothecary's work—or their failed experiments.

7. Morgue

A room for storing the dead, often for use in grim experiments.

8. Patient Ward

This room is filled with beds for the apothecary's more willing patients to convalesce and rest.

9. Waiting Room

Some apothecaries run functional businesses where patients will come to seek their aid. The waiting room is a place for those waiting to see the doctor to pass time.

Notable Apothecary Lairs in the World of Drakkenheim

Altbruke University

One of the continent's finest institutions for higher learning, Altbruke University offers programs in the humanities, natural philosophy, mathematics, physics, and medicine. However, the curriculum at Altbruke University concerns mundane topics only. Under the Edicts of Lumen, none save the Amethyst Academy may operate a school for instruction in the arcane.

Nevertheless, the school is home to the Guild of Conscientious Practice and Scientific Discovery, an organization of philosophers, scientists, and doctors, who share knowledge, collaborate on research, and clandestinely operate an occult study of apothecary magic. The guild took advantage of the political turmoil in the years following the Westemär Civil War to work largely unnoticed by school authorities, amongst the nobility, and, most importantly, the Amethyst Academy. Working in hiding for almost a decade, the guild instructed promising students in occult magic and repurposed the subterranean chambers below the Lena Leuven Laboratory of Medicine and Natural Philosophy into an extensive secret school and lab.

The intense secrecy surrounding their hidden labs enabled several guild members to conduct truly dark and horrifying experiments, contrary to the group's mission statement. The psychic manipulator Dr. Sina Rienks, aided in concealing the mutagenic experiments of Dr. Johanna Veers, while Anton Jonge conspired to create deathly pathogens. It may have continued had not the reanimated experiments of one Dr. Everett Freed begun wreaking havoc on the student body.

Mobius Facility

Rumors throughout Westemär speak of a facility deep in the twisting peaks of the Drakeclaw Mountains. Known as the Mobius Facility, its location is kept secret by the apothecaries who wish to hide their research from the rest of the world. It is said that the Mobius Facility's internal structure is built around optical illusions, making it a mind-bending place to navigate. Inside the deep lab's seemingly endless rooms are scientific atrocities that push the boundaries of fathomable knowledge.

Lento College

Lento College in Caspia is known mostly for its arts programs. The school produces many of the continent's well-known bards, but it also provides standard studies, including a few small labs and science facilities. Although not as well known as Altbruke, a small group of Caspian apothecaries formed their own research facilities after graduating from Lento College.

Liberio

The arts and sciences flourish in the Free City of Liberio, sponsored by wealthy aristocracy and merchants who flock to the city. Many apothecaries see themselves as artists, and they thrive in Liberio. The cosmopolitan city has no shortage of ailments, and skilled doctors readily establish themselves by treating sick sailors, healing injured commonfolk, or doting on a vain noble. Liberio is a mercantile crossroads; apothecaries here have no trouble procuring rare ingredients and materials, especially those of a less-than-legal nature thanks to the smuggling and piracy flowing from the city across the Middle Sea.

Liberio's political independence also means apothecaries can work more openly here than anywhere else in the continent, despite the direct presence of the Amethyst Academy and their Enigma Ziggurat. Interestingly, occultists in the city find working under the Academy's nose beneficial. First, the mages' presence means that willing adventurers and rare curiosities pass through the city regularly, especially delerium. Second, Academy mages seem to tolerate apothecaries in Liberio, unwilling to disturb the peace where their great stronghold sits. Indeed, it's not unknown for apothecaries and Academy guildmages to gather, trade, and occasionally collaborate here.

Although many apothecaries operate their own clinics, the city is home to one of the few purpose-built hospitals in the Continent: the Sanatoria Obscura, led by two prolific apothecaries, Isidora Venefica and Lucius Noctis. The hospital nonethe-less is the subject of many rumors about what happens in the extensive morgue and research labs housed beneath the public-facing medical wings.

Southern Reach

The coastal side of the Southern Reach is far enough away from the rules and regulations of Elyria, that although those in Lumen consider the Southern Reach part of their nation of Elyria, they hold little control or sway over what goes on beyond the Witherbleach Desert. Those in the Southern Reach have, for a long time, considered themselves their own separate nation. One that is free from the rule of many of the other nations, and very seldom looked at even for maintaining the Edicts of Lumen. The Black Lambda Facility, one of the largest facilities of science and research resides in the base of the Pale Teeth Mountains. Dozens of apothecaries practice and study here, performing occult rituals, dangerous science, and brutal experiments.

Apothecaries

Behind every horrible abomination, every inch of grafted flesh, every failed experiment, and every wretched patient who went seeking help and ended up on the unfortunate end of a scalpel is an apothecary. These maddened and misguided practitioners have been bent towards evil ends, and have used their vast knowledge of science, the occult, and the human body to twist and bend the laws of human nature and physiology to their will.

I don't know if I want these guys poking around in my head! That's where I keep my thoughts!

Alienist

Chemist

Word of advice, if the doctor you go to looks like this guy, maybe find a new doctor.

Mutagenist
I have often thought it would be pretty great to have an extra arm. I could swing even more swords!
Exorcist
Listen, I don't care if you call yourself a scientist or a doctor, if you put a demon in you, I'm going to kill you.

Alienist

Hovering inches from the ground, lab coat billowing in an unknown breeze that seems to swirl around the figure, the Alienist mutters under their breath, eyes glowing white as they pull on the threads of your mind. You feel the imminent threat of your psyche shattering to this apothecary's will with little more than a flick of their wrist.

An Alienist seeks to master the mysteries of the mind. Having devoted years to studying the inner workings of the brain to unlock its latent potential, an Alienist is able to bend reality, read thoughts, and manipulate the thoughts of others. They tap into unfathomable realities and shift the world to their will using the psychic energies they call upon from eldritch lore and arcane knowledge.

Alienist Minions. Alienists keep several experiments of their own on hand. They have been known to keep **Wretched Patients,** their minds melted by the Alienist's inhuman experimentation, turning them into obedient and loyal servants. **Disembodied Psyches** and **Cerebrografts** are a few of their higher-end creations, having removed the brain of a creature and given it a unique and bespoke form of sentience, these creatures serve as guards to an Alienist's work, or minions capable of complex thought and aid.

Roleplaying Traits

- **Personality Trait.** I can't help but analyze every person who comes before me. I want to know what they think, and why they are the way they are.
- **Bond.** I study the mind for scientific advancement. How easily this muscle can be manipulated, altered, and used in unforeseen ways is fascinating research that must be explored.
- **Ideal.** I am the only one capable of this level of advanced mental research, someone else would have gotten it wrong!
- **Flaw.** My unbound intellect means that I can never be fooled, tricked, or manipulated, and thus I can never be outsmarted, to think I could is laughable.

Study the Foe

Characters proficient in Medicine or Arcana gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study an Alienist, learning the following based on the result:

(10+) Mental Master. You are aware of the Alienist's Immunities as well as its Unmatched Intellect trait.

(15+) Mind Control. You know of its Mass Manipulation action.

(20+) Brilliant but Vulnerable. You learn its AC, as well as its strongest and weakest ability scores and saving throws.

Combat Tactics

An Alienist is a smart combatant who does not wildly use their abilities, nor easily fall victim to manipulation or deception. They begin interactions by attempting to persuade foes to leave them be, resorting to spells such as *Suggestion* and *Detect Thoughts* to help navigate social encounters. If combat arises, the Alienist unleashes Mass Manipulation to confuse its foes while it Teleports away to make an escape. The Alienist leaves Nerve Gas in its wake to dissuade enemies from pursuit.

The Alienist flees at the first opportunity it has—they are too clever to give in to needless combat. If the Alienist is trapped, it does its best to undo the party, attempting to flee at all costs if it feels it is in a losing situation and below half its Hit Points.

Alienist

Medium Humanoid

AC 17
HP 180 (25d8 + 75)
Initiative +6 (16)
Speed 30 ft., Fly 30 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	15	+2	+2	**CON**	16	+3	+7
INT	19	+4	+8	**WIS**	18	+4	+8	**CHA**	16	+3	+7

Skills Arcana +8, Deception +7, Insight +8, Medicine +8, Perception +8, Persuasion +7
Immunities Psychic; Charmed
Gear Studded Leather
Senses Passive Perception 18
Languages Any six languages; telepathy 30 ft.
Challenge 11 (XP 7,200; PB +4)

Traits

Lie Detection. The alienist always knows if it hears a lie, and has Advantage on Wisdom (Insight) checks.

Unmatched Intellect. The alienist adds its Intelligence modifier to its Initiative rolls.

Actions

Multiattack. The alienist makes three Mind Thrust attacks.

Mind Thrust. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 120 ft. *Hit:* 26 (4d10 + 4) Force damage, and the target is pushed 10 feet in any horizontal direction.

Mass Manipulation (Recharge 5–6). *Intelligence Saving Throw:* DC 16, up to six creatures within 60 feet of the alienist that can see and hear it. *Failure:* The target must use its Reaction to move up to its Speed and make a weapon attack or cast a cantrip. The alienist chooses the direction of the movement and the target of the attack or cantrip.

Nerve Gas (1/Day). The alienist creates a 10-foot radius Sphere of psychoactive fog centered on a point it can see within 60 feet. The fog spreads around corners and renders its area Heavily Obscured. It lasts for 1 minute or until a strong wind disperses it.

A creature that enters the fog for the first time on a turn or starts its turn there is subjected to the following effect. *Intelligence Saving Throw:* DC 16. *Failure:* 35 (10d6) Psychic damage, and the target has the Incapacitated condition until the start of its next turn. *Success:* Half damage only.

Spellcasting. The alienist casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 16, +8 to spell attacks):
2/Day Each: *Detect Thoughts, Suggestion*
1/Day Each: *Modify Memory, Telekinesis*

Bonus Actions

Teleport. The alienist teleports to an unoccupied space it can see within 60 feet.

Reactions

Mind Over Matter. *Trigger:* The alienist takes damage. *Response:* The alienist gains Resistance to the triggering damage.

His mouth isn't moving but I can hear everything he's saying, I guess it's time to silence the voices.

Chemist

The figure is garbed in large safety goggles, an acid-burned thick lab apron, white chemical-stained lab coat, and rubber gloves. The skin on their face is the only visible flesh on them, scarred by bubbling chemical burns.

Chemists indulge in the science of the alchemical, often harnessing the raw potential of elemental formulae while creating unique compounds and reagents. They have been known to dabble in the science behind the creation of elementals and oozes, and perfecting explosives and acids.

Chemist Minions. Although Chemists often do not dabble in creating creatures, any apothecary can make use of minions. Simple elementals and oozes can be found in a Chemist's lab. Tankers work as a good lab assistant for administering large amounts of chemical formulae for the scientist, while Living Biohazards are often the failed early experiments many Chemists. A Chemystral is the ultimate pride and joy of many chemists.

Roleplaying Traits

- **Personality Trait.** I revel in the chaos and destruction that my concoctions cause, watching the flames and corrosion with maniacal laughter and a crazed gleam in my eyes.
- **Ideal.** Creativity is born from chaos; the most groundbreaking discoveries require pushing boundaries, no matter the dangers involved.
- **Bond.** I am obsessed with avenging my mentor, who was persecuted by those who feared our knowledge and power.
- **Flaw.** My obsession with perfecting destructive formulae often leads me to take careless risks, sabotaging my own work and safety. I've burned down my own workshop more times than I can remember, and I'll do it again.

Study the Foe

Characters proficient in Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Chemist, learning the following based on the result:

(10+) Resistance from Exposure. You know of the Chemist's damage Resistances and Immunities.

(15+) Masters of Compounds. You learn the Chemist's Critical Condition trait and Explosive Compound action.

(20+) Mental, not Physical, Prowess. You are aware of the Chemist's AC and saving throws.

Combat Tactics

Chemists opt to start things off with a bang, unleashing their Explosive Concoction on the first round, especially against a grouped together party. They use Acid Rain to create a dangerous zone between them and their enemies and default to unleashing their Chemical Spray on enemies stuck in the difficult area. If a creature closes the distance on the Chemist, they use their Caustic Grip. If they find themselves surrounded or outnumbered in close quarters, they attempt to escape.

Chemist

Medium Humanoid

AC 15
HP 204 (24d8 + 96)
Initiative +8 (18)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	**DEX**	16	+3	+3	**CON**	19	+4	+9
INT	18	+4	+9	**WIS**	15	+2	+7	**CHA**	8	-1	-1

Skills Arcana +9, Medicine +7, Nature +9, Perception +7
Resistances Acid, Cold, Fire
Immunities Burning, Poisoned
Gear Studded Leather
Senses Passive Perception 17
Languages Common plus two other languages
Challenge 13 (XP 10,000; PB +5)

Traits

Critical Condition. A creature that rolls a natural 1 on a saving throw against the chemist's attacks or effects takes maximum damage from the attack or effect.

Actions

Multiattack. The chemist makes one Caustic Grip attack and uses either Chemical Spray or Explosive Concoction, if available.

Caustic Grip. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 24 (8d4 + 4) Acid damage, and the target has the Grappled condition (escape DC 17). Until the grapple ends, the target has the Restrained condition and the chemist can't use Caustic Grip against another target. At the end of each of its turns, the target takes 24 (8d4 + 4) Acid damage.

Chemical Spray. *Dexterity Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 28 (8d6) Acid, Cold, Fire, or Lightning damage (the chemist's choice). *Success:* Half damage.

Explosive Concoction (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 20-foot radius Sphere centered on a point within 120 feet of the chemist. *Failure:* 45 (10d8) Acid, Cold, Fire, or Lightning damage (the chemist's choice), and the target has the Burning condition (4d6, same damage type). *Success:* Half damage only.

Acid Rain (1/Day). The chemist conjures a storm of acid rain in a 20-foot radius, 20-foot tall Cylinder centered on a point it can see within 120 feet. Exposed flames in the area are doused. Chemical pools accumulate in the area and emit thick fumes, rendering it Difficult Terrain and Lightly Obscured. The storm and the pools evaporate after 1 minute.

A creature that enters the area for the first time on a turn or starts its turn there is subjected to the following effect. *Dexterity Saving Throw:* DC 17. *Failure:* 30 (12d4) Acid damage, and the target has the Prone condition. *Success:* Half damage only.

Bonus Actions

Emergency Dose. The chemist administers a restorative poultice to itself or a creature it can see within 5 feet that isn't a Construct or Undead. The target regains 35 (10d6) Hit Points. Once a creature benefits from Emergency Dose, it can't do so again until it finishes a Short or Long Rest.

The only chemists I admire are the ones who make Caspian cinnamon rolls. This is not one of them.

Exorcist

The figure wears a wide-brim hat that casts shadows on their face. A long, black trench coat covers their form. The dour figure carries a simple doctor's bag in one hand and a holy symbol of the Sacred Flame in the other. Ethereal energies flit and flick around the doctor as they mumble incoherent ancient words, summoning spirits, or perhaps something worse.

An Exorcist comes prepared to deal with evil entities, sinister spirits, and fearsome fiends. Equipped with their holy symbol, a book of prayers, and a bag of ritualistic baubles, Exorcists stand ready to face the most unnatural and otherworldly entities of the realms. Some Exorcists, however, are so familiar with the ways of the undead, they can summon spirits into hosts. In some rare cases, Exorcists allow demons to inhabit the living.

Exorcists Minions. Exorcists deal with all manner of entities. They can call forth Specters, Ghosts, Demons, Wraiths, and other extraplanar entities. The most horrifying creation of the Exorcist is the Soulbound Host, which occurs when an Exorcist allows themself to be a vessel for demonic, extraplanar, or fairy entities, attempting to harness the power of such beings. Most are driven mad during the process.

Roleplaying Traits

- **Personality Trait**. I speak to the dead often, sometimes when I am not even sure if they are there.
- **Bond.** The understanding of life and death grants us power over the planes that few have dared to grasp.
- **Ideal.** It is in control of demons and ghosts that we will transcend to our true potential.
- **Flaw.** I am sure I have the strength within me to host a demon or spirit without succumbing to its will.

Study the Foe

Characters proficient in Medicine or Religion gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study an Exorcist, learning the following based on the result:

(5+) Demons and Undead. You recognize the Exorcist's Immunities as well as their Expel Evil action.

(10+) Master of Possession. You are aware of the Exorcist's Grasping Ghost action.

(15+) Weak of Character and Body. You learn the Exorcist's Strength and Charisma ability scores and saving throws.

Combat Tactics

The Exorcist relies on its divine weapons and direct combat skills. They often reside in locations that have natural hazards where they can use their Grasping Ghosts to force enemies into danger. Hazards could include burning braziers, spiked pits, or a pool of blessed acid. If any foe has a summoned creature, the Exorcist dispatches it using Expel Evil, and destroy any undead foes with Last Rites.

If the Exorcist is in a losing situation, they attempt to use Spiritual Healing on themself before fleeing.

Exorcist

Medium Humanoid

AC 17
HP 102 (12d8 + 48)
Initiative +6 (16)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	16	+3	+6	**CON**	18	+4	+7
INT	18	+4	+7	**WIS**	16	+3	+3	**CHA**	14	+2	+2

Skills Arcana +7, Intimidation +5, Medicine +6, Religion +7
Immunities Charmed, Frightened
Gear Greatsword, Half Plate, Heavy Crossbow, Quiver (20 Bolts)
Senses Truesight 10 ft.; Passive Perception 13
Languages Abyssal, Celestial, Common
Challenge 8 (XP 3,900; PB +3)

Traits

Blessed Weapons. When the Exorcist hits with any weapon, the weapon unleashes holy fire, causing the target to have the Burning condition (4d6 Radiant; included in the attacks below).

Actions

Multiattack. The exorcist makes two attacks. It can replace one attack with a use of Grasping Ghost.

Radiant Sword. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage, and the target has the Burning condition (4d6 Radiant).

Blessed Crossbow. *Ranged Attack Roll:* +7, range 80/320 ft. *Hit:* 9 (1d10 + 4) Piercing damage, and the target has the Burning condition (4d6 Radiant).

Grasping Ghost. *Strength Saving Throw:* DC 15, one creature the exorcist can see within 60 feet. *Failure:* 18 (4d8) Necrotic damage, and the target is moved 30 feet in a horizontal direction of the exorcist's choice. At the end of this movement, the target has the Immobilized condition until the end of the exorcist's next turn. *Success:* Half damage only.

Expel Evil (1/Day). *Wisdom Saving Throw:* DC 15, each Celestial, Fey, Fiend, and Undead that can see and hear the exorcist. *Failure:* The target has the Frightened and Incapacitated conditions and must move as far from the exorcist as it can on its turns. The effect lasts for 1 minute or until the target takes damage, the exorcist has the Incapacitated condition, or the exorcist dies.

Last Rites (Recharge 5–6). *Wisdom Saving Throw:* DC 15, one creature the exorcist can see within 60 feet that isn't a Celestial or Construct (Fiends and Undead have Disadvantage). *Failure:* 36 (8d8) Radiant damage. If the target is a Fiend or Undead, it instead takes 64 Radiant damage and is turned to ash if the effect reduces it to 0 Hit Points. *Success:* Half damage.

Bonus Actions

Spiritual Healing. One creature the exorcist can see regains 35 (10d6) Hit Points. Once a creature benefits from Spiritual Healing, it can't do so again until it finishes a Short or Long Rest.

Reactions

Negate Spell (3/Day). *Trigger:* A creature the exorcist can see within 60 feet is casting a spell. *Response:* If the spell is level 3 or lower, the spell fails, but any spell slots or charges aren't wasted.

I admire their divine focus but it's the controlling you with ghosts thing where they lose me.

Mutagenist

With thick glasses, a white lab coat, and some rather mundane garb, the Mutagenist is an unassuming figure. The most notable thing about them is the strange potion they carry in their hand: an elixir that bubbles with purple and orange hues, swirls of shimmering blues and greens flow within it. In some fleeting moments, you swear you see the liquid take forms of grotesque faces within the bottle.

A Mutagenist has researched a serum that they inject to transform into a monstrous form. They use themselves as the conduit for this power and hurl themselves towards their enemies as a hulking abomination. They spend their lives researching and discovering new ways to improve and modify the serum in hopes of becoming the perfect Apex form.

Mutagenist Minions. The Mutagenist is constantly experimenting on other creatures before turning their concoctions onto themselves. First their tests involve small rodents, birds, or other unassuming livestock. Skinwings are one such example of a Mutagenist's early experimentation. When they move on to humanoid subjects, they create abominations like the Cerebrograft, while their failed experiments end up as Uncontained Growths.

Every Mutagenist strives to accomplish the ultimate goal of the Apex Formula, the elixir that will transmogrify them into the perfect specimen of humanity, at least in their altered and maddened view.

Roleplaying Traits

- **Personality Trait.** I bury myself in books and research, and seldom talk to others.
- **Bond.** My work is important, with my research I could cure so many of humanity's inherent weaknesses, and make us stronger as a species.
- **Ideal.** Perfection is achievable if one just puts the time and effort into obtaining it.
- **Flaw.** I know my view of the perfect human is flawless, I will not hear otherwise.

Study the Foe

Characters proficient in Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Mutagenist, learning the following based on the result:

(10+) Physiological Experts. You recognize the Mutagenist's saving throws, as well as the Grotesque Gargantuan's Resistances and Immunities.

(15+) Forced Mutation. You learn of its Mutant Strain and Transmogrifying Elixir action.

(20+) Hulking Form. You know of the Transmogrified Form's Intelligence, Wisdom, and Charisma ability scores and saving throws.

Combat Tactics

The Mutagenist relies on their spellcasting and Forced Mutation, attempting to cause debilitating effects on its foes while altering their forms.

If the Mutagenist is in a losing situation, it drinks its Transmogrifying Elixir to become its Transmogrified Form. In this form, it hurls rocks at its targets, knocking them Prone. The hulking Mutagenist then bounds up to them and slams them with its Meaty Fists.

Mutagenist

Medium Humanoid

AC 13
HP 90 (12d8 + 36)
Initiative +7 (17)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	17	+3	+3	**CON**	16	+3	+7
INT	17	+3	+7	**WIS**	12	+1	+1	**CHA**	15	+2	+2

Skills Arcana +7, Medicine +5
Senses Passive Perception 11
Languages Common and two other languages
Challenge 10 (XP 5,900; PB +4)

Traits

Noxious Blood. When a creature hits the mutagenist with a melee attack while within 5 feet of it, the creature takes 10 (3d6) Poison damage.

Actions

Multiattack. The mutagenist makes two Scalpel attacks and uses Forced Mutation.

Scalpel. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage, and the target has the Bleeding condition (4d6).

Forced Mutation. *Constitution Saving Throw:* DC 15, one creature the mutagenist can see within 60 feet. *Failure:* 18 (4d8) Necrotic damage, and the target gains a randomly determined mutation. The mutation lasts for 1 minute, and afterwards, any lost body parts are restored. *Success:* Half damage only.

Transmogrifying Elixir (Recharges after a Short or Long Rest). The mutagenist injects itself with a transmogrifying elixir. The mutagenist transforms, using the **Grotesque Gargantuan** stat block for their altered form. The mutagenist reverts to its normal form after 1 hour or if its transmogrified form is reduced to 0 Hit Points.

Spellcasting. The mutagenist casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 15, +7 to spell attacks):

At Will: *Alter Self*
2/Day: *Enhance Ability*
1/Day: *Polymorph*

Bonus Actions

Anatomical Precision. The mutagenist gains Advantage on Scalpel attacks until the start of its next turn, as long as it has not moved this turn. The mutagenist's Speed becomes 0 until the start of its next turn.

Reactions

Desperate Transformation. *Trigger:* The mutagenist is reduced to 0 Hit Points. *Response:* The mutagenist uses Transmogrifying Elixir, if available.

She doesn't look so tough,
now surrender before you...uh oh

Pathogenist

This figure is draped in a heavy coat, with a bag full of tinctures, poisons, alchemical ingredients, and dried herbs. A gas mask and a drawn hood conceal their face. The Pathogenist draws a syringe filled with a glowing green formula as an acrid smell wafts from around them. They double check their pathogen, ensuring it is ready for their victims.

The study of diseases opens doorways to many dangerous scientific discoveries. As experts in both ridding the body of illness and the mutations of infectious disease, a Pathogenist brings their study to the battlefield by using monsters and enemies as test subjects for their infections. Long years spent carefully monitoring the causes and effects of such plagues has led to a mastery of disease mutation. A Pathogenist's creations can spread in a terrifying manner, riddling their foes with debilitating symptoms, crippling their bodies and rattling their minds.

Pathogenist Minions. An Injector makes a great lab assistant for the Pathogenist, helping it administer disease and pathogens to its victims. Wretched Patients are often disease-ridden, bandaged individuals who are convinced that, if they aid the doctor, they will be cured. Plague Carriers are a common unfortunate product of a Pathogenist's experiments, used to deliver disease to its enemies in grotesque fashion.

Roleplaying Traits

- **Personality Trait.** I love my pathogens and viruses, and speak to my babies as if they were my children.
- **Bond.** Understanding the fine balance between what it takes to harm or heal is vital to the ongoing progression of modern medicine.
- **Ideal.** Disease is often feared and misunderstood, but with understanding, comes control. You do not need to fear that which you control.
- **Flaw.** I am bound to my work and cannot fathom the idea that I am misguided in my research.

Study the Foe

Characters proficient in Medicine or Survival gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Pathogenist, learning the following based on the result:

(10+) Poison Master. You learn of the Pathogenist's Resistances and Immunities as well as its Heightened Tolerance trait.

(15+) Disease Experimenter. You are aware of its Pestilent Infection and Outbreak actions.

(20+) Lacks Character. You know the Pathogenist's Strength and Charisma ability modifiers and saving throws.

Combat Tactics

The Pathogenist uses poison and disease to disable their foes. When combat begins, they attempt to inflict Plague of Wind upon a target, and proceed to use Outbreak to spread that disease. The Pathogenist uses Poison Needle to subdue problematic targets. The Pathogenist will attempt to flee if they have fewer than 40 Hit Points and are outnumbered.

Pathogenist

Medium Humanoid

AC 14
HP 213 (25d8 + 100)
Initiative +7 (17)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	**DEX**	16	+3	+3	**CON**	19	+4	+8
INT	18	+4	+8	**WIS**	15	+2	+6	**CHA**	8	-1	-1

Skills Arcana +8, Medicine +10, Nature +8, Perception +6
Resistances Acid
Immunities Poison; Poisoned
Gear Leather Armor
Senses Blindsight 10 ft.; Passive Perception 16
Languages Common and two other languages
Challenge 12 (XP 8,400; PB +4)

Traits

Laboratory Adaptation. The pathogenist is immune to disease.

Mutated Strains. The pathogenist's attacks and effects ignore the target's Resistance or Immunity to Poison damage and Immunity to the Poisoned condition and disease.

Actions

Multiattack. The pathogenist makes two Poison Needle attacks.

Poison Needle. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 35 (10d6) Poison damage. If this damage reduces the target to 0 Hit Points, it is stabilized and has the Poisoned condition for 1 hour, even if it regains Hit Points. While Poisoned, the target has the Paralyzed condition.

Pestilent Infection (Recharge 5–6). The pathogenist infects one creature it can see within 30 feet with a magical disease. At the start of each of its turns, the target is subjected to the following effect. *Constitution Saving Throw:* DC 16. *Failure:* 18 (4d8) Necrotic damage, and the target gaines one Exhaustion level. *Third Success:* The disease ends.

Plague Wind (1/Day). *Constitution Saving Throw:* DC 16, each creature in a 60-foot Cone. *Failure:* 22 (5d8) Poison damage plus 23 (5d8) Necrotic damage. *Success:* Half damage. *Failure or Success:* If the target has 25 Hit Points or fewer after taking this damage, it dies and its flesh turns to ash, leaving a weathered skeleton.

Bonus Actions

Heightened Tolerance. The pathogenist ends the Charmed or Frightened condition on itself.

Reactions

Outbreak. *Trigger:* A creature the pathogenist can see that is infected by its Pestilent Infection is reduced to 0 Hit Points or dies. *Response:* The pathogenist spreads the disease to another creature it can see within 30 feet of the infected creature.

Pro tip, go for the eyes
before it goes for your blood.

Dr. Everett Freed, Reanimator

Dr. Everett Freed regards you with a stern frown. He is long-faced, bald-headed, and wears thick, circular glasses that magnify his focused gaze. Beneath his bleached-white surgical apron, he is dressed in a tailored dark jacket. The coat is deceptively normal: thick and heavy, it conceals numerous pockets stuffed with vials and unusual instruments. His hands, sheathed in slightly stained rubber gloves, tightly grip a black leather doctor's bag at his side. A faint scent of formaldehyde and burnt metal clings to him.

"I think we can all agree you're better off without vocal chords."

— Everett Freed, Reanimator

Perhaps no apothecary is a more prolific creator of monsters than the Reanimator, and amongst them, Dr. Everett Freed is perhaps the most infamous.

A gifted professor of anatomy and medicine at Altbruke University, Dr. Everett Freed served as a field medic and surgeon during the Westemär Civil War, where the brutality and chaos of war allowed him to clandestinely begin his experiments with the fallen or grievously wounded soldiers thrust into his care. The sights of the war caused him to see the frailty of the human form — the cries of pain and agony of the wounded collected in the fields disgusted him with their feeble, broken bodies. Deep within himself welled the desire to create a perfect soldier, a warrior who would not bend or break in battle.

During the war, one of Dr. Freed's duties included triaging casualties to determine who could be saved or recover. Unbeknownst to his commanders, Dr. Freed used his position to manipulate the diagnosis, choosing ideal specimens for his experiments, individuals who would then be listed amongst the slain and missing.

Reanimator Minions. It's possible Dr. Freed was the first to create many creatures. He is most well known as the first to create Reautomata. In the process of making his magnum opus, Freed built creatures such as the Body Snatcher, Cerebrograft, the Ripper, and the Stitcher. Freed's experiments did not stop there, and in many ways his practice ascended the body alone thanks to his collaborations with the Alienist Dr. Sina Rienks, eventually transforming himself into a Think Tank.

Mind Over Body. One of Freed's infamous gambits was to remove his brain from his own body, placing it into a body double. Eventually, Freed became a Think Tank, able to remotely control brainless bodies from his hidden sanctum.

Roleplaying Traits

- **Personality Trait.** I am always calm and composed, especially when explaining the 'necessary' cruelty of my experiments.
- **Ideal.** Progress demands sacrifice; the advancement of knowledge justifies all actions, no matter how gruesome.
- **Bond.** I still possess the first successful reanimation I ever created: the preserved head of a beloved family member. It's both my proudest achievement and my darkest secret.
- **Flaw.** I am obsessed with the perfection and infallibility of my creations, often dismissing any evidence of their defects, uncontrollable behavior, and horrific appearances. I never accept any failure as my fault.

> The mastermind behind some of the worst things to ever find in a basement. Watch out because even your fallen allies can be enemies.

Study the Foe

Characters proficient in Medicine or Survival gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study the Reanimator, learning the following based on the result:

(10+) Protected by the Reanimated. You know of his Resistances, Immunities, and Bodyguard Reaction.
(15+) Deadly Toxins. You are aware of his Touch of Death.
(20+) Electrical Reinvigoration. You learn of his Reanimate action.

Combat Tactics

Prior to combat, Freed casts *False Life* and *Death Ward* on himself, and perhaps any allies joining him in battle. He does not engage in combat without creations by his side. If Freed is caught alone, he doesn't fight; he flees. However, when supported by his loyal creations, he can be overconfident and brash, secure that his bodyguards will keep him safe from harm. Freed always remains within 10 feet of one or more creations so he can use his Bodyguard Reaction reliably.

On his turn, Freed uses Electric Jolt and Necrotic Blast to hammer his foes, while directing a favored creation with Creator's Command. Should one of his minions be brought down, he uses Reanimate and immediately sends it back into the action with Creator's Command.

Freed uses Touch of Death against a particularly loathsome foe, one who harries him with dangerous abilities, or who he especially wishes to slay. All the while, he threatens his enemies by telling them his plans for their body parts once he's killed them.

Dr. Everett Freed, Reanimator

Medium Humanoid

AC 17
HP 213 (25d8 + 100)
Initiative +8 (18)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	**DEX**	16	+3	+3	**CON**	19	+4	+9
INT	19	+4	+9	**WIS**	15	+2	+7	**CHA**	13	+1	+1

Skills Arcana +9, Deception +6, Medicine +12, Nature +9, Perception +7
Resistances Necrotic, Poison
Immunities Exhaustion, Weakened
Gear Studded Leather
Senses Blindsight 10 ft.; Passive Perception 17
Languages Common and two other languages
Challenge 13 (XP 10,000; PB +5)

Actions

Multiattack. The Reanimator makes two Electric Jolt or Necrotic Blast attacks.

Electric Jolt. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 35 (10d6) Lightning damage, and the target has the Shocked condition until the end of the Reanimator's next turn.

Necrotic Blast. *Melee or Ranged Attack Roll:* +9, reach 10 ft. or range 120 ft. *Hit:* 36 (8d8) Necrotic damage, and the target has the Weakened condition until the end of the Reanimator's next turn.

Touch of Death (1/Day). *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 200 Poison damage. This damage ignores Resistance and Immunity to Poison damage and can't be reduced or prevented in any way. If the target is reduced to 0 Hit Points, it automatically fails death saving throws until it finishes a Long Rest. A *Heal* or *Greater Restoration* spell ends this effect early.

Reanimate (Recharge 5–6). The Reanimator targets the corpse of one of its destroyed creations it can see within 30 feet. The target returns to life with 45 (10d8) Hit Points. The target has Resistance to all damage and Advantage on saving throws until the end of its next turn.

Spellcasting. The Reanimator casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 17, +9 to spell attacks):

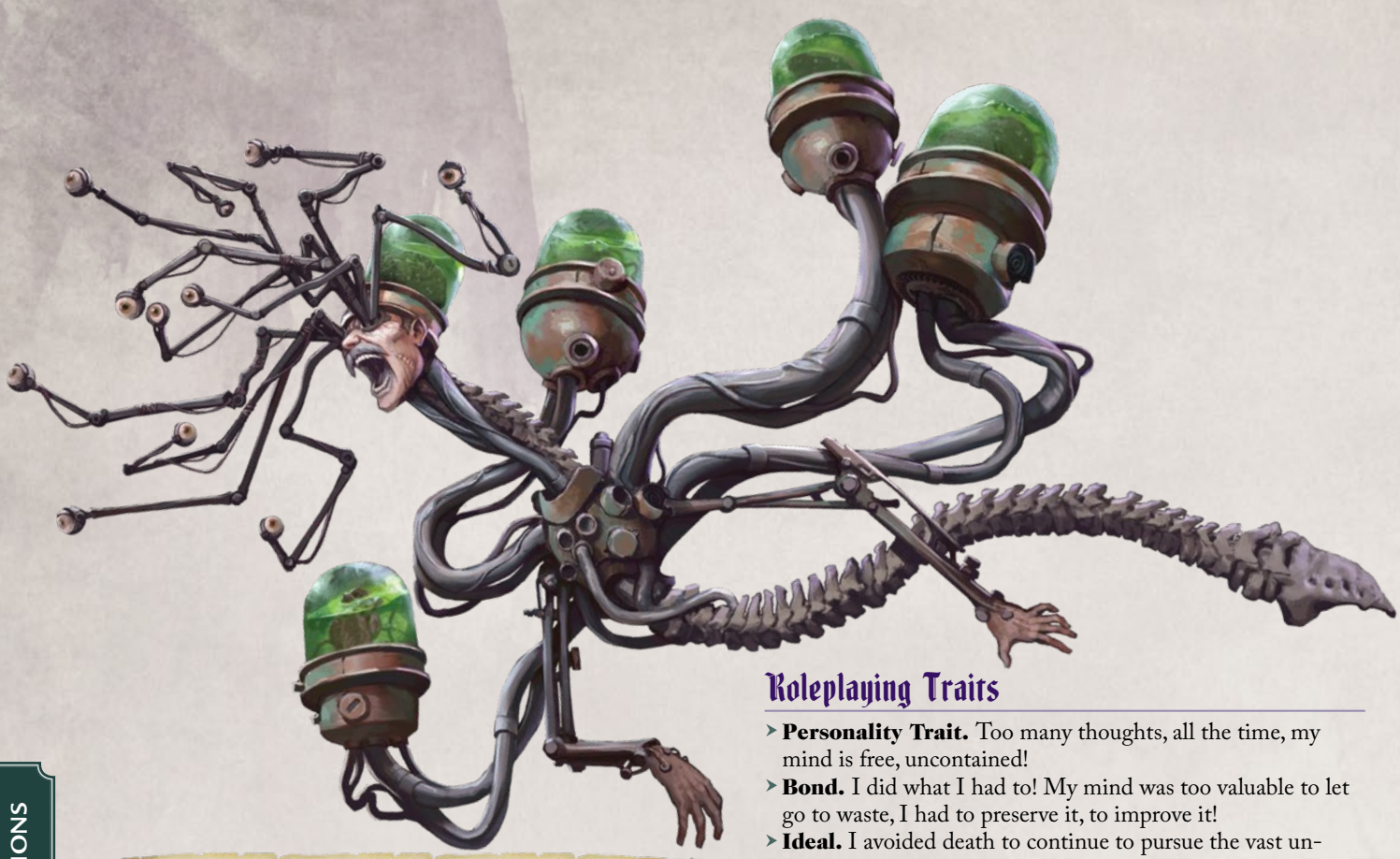
At Will: *False Life, Gentle Repose*
2/Day Each: *Animate Dead, Death Ward, Hold Person, Lightning Bolt, Raise Dead*

Bonus Actions

Creator's Command. The Reanimator chooses a creature it can see that was reanimated or created by it. The target can use its Reaction to make an attack with Advantage or move up to its Speed without provoking Opportunity Attacks.

Reactions

Bodyguard. *Trigger:* A creature the Reanimator can see targets it with an attack or spell that targets only the reanimator. *Response:* The Reanimator chooses one of its creations within 10 feet and switches spaces with it. The creation becomes the target instead.



Think Tank

A severed head bobs gently aloft. The top of its scalp has been sawed off, exposing its pulsing brain, which is encased in a dome filled with bubbling, glowing liquid. A dozen thin mechanical arms emerge from its eye sockets. Around each delicate limb is coiled an elongated strand of the optic nerve, and upon the tip of each are curiously blinking human eyes of different sizes and colors. A haphazard bundle of tubes, hoses, and cables flows from its open neck along the still-attached spine, which connects via several sinewy strands to an array of fluid-filled glass tanks containing a throbbing heart, pounding lungs, and other nearly unrecognizable internal organs. Attached to the spine are spindly mechanical arms each ending in human hands.

Due to their dabbling in magical arts, many a maddened and maniacal apothecary has sought the secrets of elongating their life beyond anything deemed normal. Sometimes these studies do not begin with a malicious intent for greed or personal goals. Sometimes they are not targeted toward the apothecary at all, but a sick and dying loved one, the apothecary on the verge of finding the cure to save them; or a friend or colleague who is on their deathbed, whose research and assistance is the factor standing between a scientific breakthrough and absolute failure. It is in the desperate moments that apothecaries have pushed the boundaries of science and tested the limits on mortal physiology.

The Think Tank stands as a grotesque and hideous form of final desperation to an apothecary who has failed at all alternative options. Whether it be to keep a loved one alive, or an attempt to prolong the apothecary's own life, the Think Tank is a horrid and utterly dreadful procedure to endure, with no hope afterwards of being brought back to any resemblance of their former selves.

Roleplaying Traits

- **Personality Trait.** Too many thoughts, all the time, my mind is free, uncontained!
- **Bond.** I did what I had to! My mind was too valuable to let go to waste, I had to preserve it, to improve it!
- **Ideal.** I avoided death to continue to pursue the vast unknown of my scientific study. My research will change the world, I just need more time!
- **Flaw.** I cannot fathom the monster I have become, and to witness myself is a horror I cannot endure.

Study the Foe

Characters proficient in Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study the Think Tank, learning the following based on the result:

(15+) Tear the Mind. You recognize the Think Tank's Nightmare Aura.

(20+) Gravity Control. You know of the Think Tank's Unbind Gravity Epic Action.

(25+) Protected Regenerator. You learn of its Shield Generator and Life Support System traits and identifies its location.

Combat Tactics

Due to the nature of its Life Support System, the Think Tank is seldom encountered outside its lair, which is always a well-defended and secret location. The mastermind surrounds itself with powerful abominations, and protects its sanctum with traps, defensible locations, and escape routes. A Think Tank's lair may include elements that are outright hostile to living organisms, such as radiation, contamination, or deadly neurotoxin. As such, player characters encountering the Think Tank in combat must have already outmaneuvered it somehow to gain access to its innermost lair.

The Think Tank makes for a climatic encounter against a villainous foe. Before the player characters even get close to the Think Tank, it will have tested their abilities many times against its minions, using its telepathic eavesdropping to learn everything it can about them. The Think Tank knows when they are coming, how they are approaching, as well as their abilities, spells, equipment, and their expected tactics.

Think Tank

Large Monstrosity

AC 10 **Initiative** +6 (16)
HP 100 (8d10 + 56) plus 100 (8d10 + 56) per palyer character
Speed 5 ft., Fly 5 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	10	+0	+0	**CON**	24	+7	+13
INT	22	+6	+12	**WIS**	18	+4	+10	**CHA**	19	+4	+10

Skills Arcana +12, Insight +10, Medicine +10, Nature +12, Perception +10
Immunities All damage and conditions (see Shield Generator)
Senses Truesight 120 ft.; Passive Perception 20
Languages All; telepathy 1 mile
Challenge 19 (XP 22,000; PB +6)

Traits

Fully Contaminated. The Think Tank is immune to Contamination and has Advantage on saving throws against contaminated spells. The Think Tank may cast contaminated spells even though it does not gain Contamination levels.

Life Support System. The Think Tank is protected by three machine nodes that make up its Life Support System. The nodes are positioned in a triangle, each no further than 30 feet apart from the rest. Each node is a Large object with AC 20, 25 Hit Points per player character, and Immunity to Poison and Psychic damage. The Think Tank can't move or be moved more than 60 feet away from any two of its Life Support System nodes.

Nightmare Aura. A creature that starts its turn within 120 feet of the Think Tank takes 14 (4d6) Psychic damage.

Shield Generator. As long as at least one machine node in the Life Support System remains, the Think Tank's Immunities can't be ignored except by effects caused by level 9 spells or artifacts. If all nodes are destroyed, the Think Tank loses its Immunities.

Telepathic Eavesdropping. The Think Tank can project its consciousness to see and hear any creature or location within 5 miles as if it had cast *Scrying* (no action required). It can read the thoughts of creatures in this area, communicate with them telepathically, and listen in on telepathic communications which occur between other creatures in the region. It remains aware of its own surroundings while doing so. It cannot observe the area within a *Private Sanctum* spell or locations and creatures protected by magic which blocks divination or scrying sensors.

Epic Actions

The Think Tank always takes its turn on Initiative count 20. On its turn, the Think Tank can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the Think Tank takes one of the following Epic Actions at the end of each player character's turn:

Contaminated Blast. *Melee or Ranged Attack Roll:* +12, reach 10 ft., or range 120 ft. *Hit:* 32 (4d12 + 6) Necrotic damage. *Constitution Saving Throw:* DC 20. *Failure:* The target gains a Contamination level.

Telekinetic Grip. The Think Tank reaches out with its mind to hold one creature or object it can see within 120 feet of it in its psychic grasp. If the target is a creature, it is subjected to the following effect. *Strength Saving Throw:* DC 20. *Failure:* 28 (8d6) Force damage, and the target is moved up to 30 feet in any direction and has the Restrained condition until it escapes or the Think Tank has the Incapacitated condition. The Think Tank can hold up to two creatures or objects in its grip at one time. On its turn, a held creature can take an action to repeat the save, escaping the grip on a success.

If the target is an object weighing 1,000 pounds or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. The Think Tank can also exert fine control on objects with its telekinesis, such as manipulating surgical tools or opening a door or a container.

Pluck the Puppet Strings. *Wisdom Saving Throw:* DC 20, one creature within 120 feet of the Think Tank. *Failure:* 14 (4d6) Psychic damage, and the target must use its Reaction to move up to its Speed directly toward a creature of the Think Tank's choice. If the target ends this movement within reach of the chosen creature, it must make a melee weapon attack against that creature with Advantage.

Mind Cage (1/Round). Intelligence Saving Throw: DC 20, one creature the Think Tank can see within 120 feet. *Success:* 33 (6d10) Psychic damage. *Failure:* 33 (6d10) Psychic damage, and the target perceives itself to be trapped within a nightmare conjured forth from the depths of its own psyche until it escapes. While trapped, the target has the Immobilized, Blinded, and Deafened conditions. On its turn, the target can take an action to repeat the save. Each time it does, it takes 33 (6d10) psychic damage. On a success, the effect ends for it.

Unbind Gravity (1/Round). The Think Tank controls gravity in a 200-foot Cube centered on itself until the end of the next round. Each time the Think Tank uses this Epic Action, it decides which direction gravity pulls within the area. All creatures and objects that aren't somehow anchored to the ground in the area fall in the chosen direction until they reach the edge of the area. A creature can make a DC 20 Dexterity saving throw to grab onto a fixed object it can reach, avoiding the fall on a success.

If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the edge of the area without striking anything, it remains there, oscillating slightly, for the duration.

Alternatively, the Think Tank can decide to prevent gravity from acting within the area. When it does, creatures within the area without a Fly Speed levitate in midair, and must move by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows them to move as if they were climbing. Unattended objects float around randomly.

If the Think Tank doesn't use this Epic Action during the next round, the effect ends and affected objects and creatures fall back down.

Epic Resistance. The Think Tank chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The Think Tank can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

The Think Tank uses Unbind Gravity and Mind Cage to control the battlefield, while using Pluck the Puppet Strings to turn any remaining targets against its other foes. Its Telekinetic Grip can help it further control enemy positions while using Contaminated Blast to slowly contaminate them to death, picking on whoever has the most Contamination going into the encounter.

Harvestable Components (Legendary)

Animus: Monstrosity. **Fluid:** Contaminated Ichor, Chemical Solution. **Organs:** Brain. **Bones:** Skull, Spine. **Natural Weapons:** Tentacles. **Hide:** Plates.

Apothecary Familiars

No matter their research or practice, apothecaries of all stripes have need for assistants. However, they often struggle to find competent, discrete, and trustworthy help. Talented orderlies, scribes, and nurses might cost an arm and a leg. Some apothecaries take that a little too literally when they resolve to make their own help.

A familiar makes an ideal beginner project for an ambitious young apothecary seeking to create their first minions. Apothecaries often create their familiars from the remains of a friend, family member, or colleague: such as the hands of a rival surgeon or the skull of a former mentor. The apothecary may treat these familiars similarly to how they treated the person in life.

Helpful Hand

Skittering out from the shadows is a grotesque parody of a hand, desiccated and skeletal, its bony fingers clicking against the floor. The creature moves with an unsettling agility, crawling up walls and across ceilings with ease. As you watch, its sharp, talon-like digits flex and twitch, ready to jab or latch onto its next victim.

Every apothecary could use an extra set of hands. Overstretched apothecaries use Helping Hands in a variety of ways: fetching tools and ingredients, taking notes, sending messages, holding open ribcages, and assigning them to suturing or administering concoctions to a patient.

Helpful Hand

Tiny Undead

AC 13
HP 5 (2d4)

Initiative +3 (13)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	16	+3	+3	**CON**	11	+0	+0
INT	6	-2	-2	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Skills Sleight of Hand +5, Stealth +5
Immunities Poison; Poisoned
Senses Blindsight 30 ft.; Passive Perception 10
Languages Understands the languages of its creator but can't speak
Challenge 1/4 (XP 50; PB +2)

Traits

Spider Climb. The hand can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

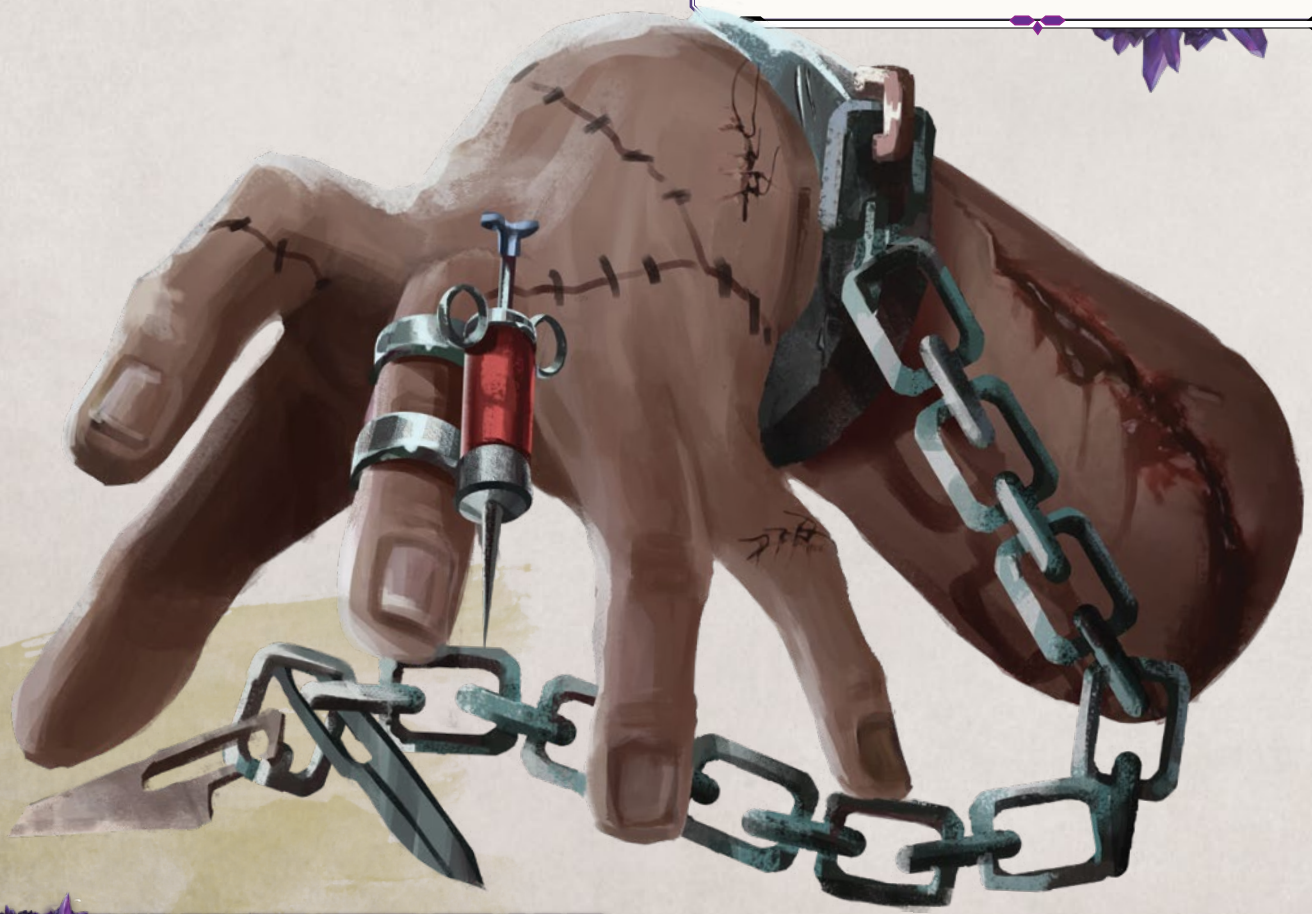
Actions

Finger Jab. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Bludgeoning damage. *Constitution Saving Throw:* DC 10. *Failure:* The target has the Blinded condition until the end of its next turn.

Latch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* The hand attaches itself to the target. While latched, the hand cannot attack. Instead, at the start of each of the hand's turns, the latched creature takes 2 (1d4) Necrotic damage. A creature within 5 feet can take an action to detach the hand with a successful DC 13 Strength check. The hand can also detach itself at any time during its turn (no action required).

Bonus Actions

Helper. The hand takes the Help action.



Speaking Skull

Resting on the apothecary's desk, amidst vials, surgical implements, and scattered anatomical notes tomes is a skull, ordinary at first glance. It lies motionless — but then it begins to stir, hovering an inch above the wooden surface. Its eye sockets, dark and hollow, seem to fix on you, its bony grin frozen in a sinister smirk. The skull begins to speak, its voice a chilling murmur. "You're not one of the doctor's patients…" it hisses. "You should not be here…"

The work of an apothecary can be lonely, and the mind craves another good head to bounce ideas off. The Speaking Skull is an ideal companion, one who can carry on conversation with their creator, read out text from instruction manuals and tomes while the apothecary works, and offer advice and observations. The familiars also make useful and discrete sentinels, positioned carefully to watch over the apothecary's private notes, treasures, or experiments.

Player Character Familiars

Subject to GM approval, an apothecary with the Laboratory Assistant esoteric theory can create a Helpful Hand or Speaking Skull to serve them using the *Find Familiar* spell. A familiar created in this manner always acts in combat immediately after its creator's turn. It can use its special attacks in its stat block only if the apothecary uses a Bonus Action on their turn to command the familiar to take one of those actions.

Speaking Skull

Tiny Undead

AC 12
HP 1 (2d4 - 4)
Initiative +2 (12)
Speed 0 ft., Fly 5 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	2	-4	-4	**DEX**	14	+2	+2	**CON**	6	-2	-2
INT	15	+2	+2	**WIS**	12	+1	+1	**CHA**	14	+2	+2

Skills Arcana +4, History +4, Medicine +4, Nature +4
Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 11
Languages Any two languages
Challenge 1/4 (XP 50; PB +2)

Traits

False Appearance. While the skull remains motionless, it is indistinguishable from an ordinary humanoid skull.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Disparaging Remarks. *Wisdom Saving Throw:* DC 12, one creature the skull can see within 10 feet. *Failure:* 5 (2d4) Psychic damage, and the target has Disadvantage on the next attack roll it makes before the end of its next turn.

Reactions

Guiding Words. *Trigger:* A creature the skull can see within 10 feet makes an ability check. *Response:* The target can roll 1d4 and add the result to that check.

Abominations

When an apothecary's research goes too far, when their thirst for power grows greater than their morals, when an apothecary begins testing the boundaries of science, this is where a misguided apothecary finds themselves creating the monsters that become whispered horror stories around campfires. This is where the Apothecary Abominations are made.

Apex

A perfect physical form of humanity stands before you, its flawlessly formed and muscle-bound flesh is tinted in a golden hue while its veins bulge and glow with octarine light. Their eyes emit cascades of light and their voice is a booming chorus. As swirls of fire, ice, and electricity crackle around them, they pulse with unbound energy.

Perfect Transmogrification. Amongst Mutagenists, the quest for genetic perfection can become an all-consuming obsession. Those who seek to achieve this so-called superior state refer to it as the "Apex" and describe the transformation as creating the ultimate humanoid specimen.

Through years of study and trials, Mutagenists have perfected their Transmogrifying Elixir to harness the ultimate power of mortal potential. This formula allows them to amplify their natural capabilities to the peak physical form while maintaining their unbound intellect. There is no telling how many long years a Mutagenist has spent in their lab, and how many unwilling test subjects had to suffer the fates of their imperfect formulae before they arrived at the ultimate conclusion of their research. This is the pinnacle of their scientific study, the perfected Transmogrifying Elixir: the Apex Formula.

Permanent Transformation. The process renders the Mutagenist permanently altered. Energy courses through their veins, their strength and agility extended to the very limits of human capabilities. Their form is able to shift and adapt to incoming threats, and they are able to perceive events around them with great precision. Their mind, although it remains intellectually intact by the process, is inherently and irrevocably shattered. No Mutagenist who takes the Apex Formula could ever perceive or admit to the fracturing of their mind. Regardless of their vast intelligence, a sickening madness takes hold of their psyche; one that plunges the apothecary-turned-Apex creature into a hostile, madness-filled rage. They still hold onto the threads of their vast scientific mind, using that as a justification for their actions, unaware of the deranged mental state they now reside within.

The Folly of Perfection. Even Mutagenists who achieve the Apex state have a gnawing question in the back of their minds: is it truly enough? Could they become even more? Their seemingly perfect form is not without subtle flaws, broken psyche, and weaknesses. Many Mutagenists can never truly be satisfied with their results, and even the Apex Formula can never fulfill the unattainable desire for absolute perfection. It is this obsession that has led many Mutagenists to lunacy in the face of their achievements. For even an Apex may spend eternity bound to their workshop, kidnapping unwilling subjects to continue to test and experiment, seeking a perfection that will never truly be achieved.

Roleplaying Traits

- **Personality Trait.** I am humanity perfected! All beings are beneath me, for I am the apex of physical existence. All should cower in my glory!
- **Bond.** Science has granted us this gift! This research is the most valuable scientific discovery in the world and must be protected!
- **Ideal.** Do not try and stop me, for I am offering perfection to all of humanity. Can't you see? The Apex Form will cure the world of all sickness, all flaws, all weakness!
- **Flaw.** There cannot be a weakness in my design. If there is, I will solve it — I just need more time!

Study the Foe

Characters proficient in Medicine, Survival, or Arcana gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study the Apex. , learning the following based on the result:

(15+) Adapts to Threats. You recognize the Apex's Rapid Adaptation Reaction and Regeneration trait.

(20+) Harness the Elements. You are aware of its Bonus Action attacks.

(25+) Perfect Form but Fragile Mind. You know the Apex's weakness to Necrotic and Psychic damage.

Combat Tactics

The Apex will often be accompanied by several abominations of its own creation. Lab assistants, failed experiments, and Wretched Patients are often by its side.

An Apex begins combat by unleashing one of its Bonus Action attacks. It quickly analyzes the battlefield, looking for the most optimal use of its energy. It observes the arrangement of its enemies and decides if it is best to use its lightning, fire, or cold attack based on what will deliver the most damage to the most targets.

It then uses its speed to move close to a target to smash it with its Slam attacks. The Apex prefers to target Frozen enemies with its Slams.

The Apex is unwilling to see its own flaws, but it is not stupid. If reduced below 60 Hit Points, it unleashes a final attack and attempts to distance itself from its enemies, hoping to escape and recuperate.

Harvestable Components (Very Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor, Elemental Fluid. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. Hide: Skin. **Dust:** Elemental Dust.

Apex

Large Monstrosity

AC 20
HP 210 (20d10 + 100)
Initiative +15 (25)
Speed 50 ft., Climb 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+10	**DEX**	20	+5	+10	**CON**	20	+5	+10
INT	20	+5	+10	**WIS**	20	+5	+10	**CHA**	20	+5	+10

Skills Acrobatics +10, Athletics +10, Intimidation +10, Medicine +10, Nature +10, Perception +10

Senses Blindsight 20 ft., Darkvision 120 ft.; Passive Perception 20
Languages All; telepathy 30 ft.
Challenge 16 (XP 15,000; PB +5)

Traits

Regeneration. The Apex regains 20 Hit Points at the start of its turn. If the Apex takes Necrotic damage, this trait doesn't function at the start of its next turn. The Apex dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Standing Leap. The Apex's Long Jump is up to 50 feet and its High Jump is up to 30 feet, with or without a running start.

Actions

Multiattack. The Apex makes two Slam attacks.

Slam. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 27 (4d10 + 5) Bludgeoning damage.

Bonus Actions

Lightning Bolt. *Dexterity Saving Throw:* DC 18, each creature in a 120-foot long, 5-foot wide Line. *Failure:* 22 (4d10) Lightning damage, and the target has the Shocked condition until the end of its next turn. *Success:* Half damage only.

Fire Blast. *Ranged Attack Roll:* +10, range 120 ft. *Hit:* 23 (4d8 + 5) Fire damage, and the target and each creature within 10 feet of it is subjected to the following effect. *Dexterity Saving Throw:* DC 18. *Failure:* The target has the Burning condition (4d8 Fire).

Cold Snap. *Constitution Saving Throw:* DC 18, one creature the Apex can see within 120 feet. *Failure:* 45 (10d8) Cold damage, and the target has the Frozen condition (DC 18). *Success:* Half damage only.

Reactions

Rapid Adaptation. *Trigger:* The Apex takes damage that isn't Necrotic or Psychic. *Response:* The Apex gains Immunity to that damage type until it is reduced to 0 Hit Points or finishes a Short or Long Rest.

Body Snatcher

This patchwork monster of stitched-together corpses oozes black ichor from its seams. The figure is a hulking form, about 7 feet tall with broad shoulders and a hunched back. Its head seems small compared to its body, with pale white eyes highlighting sunken dark sockets. A lipless mouth forces the creature into a constant menacing grimace. Draped in a thick black trench coat and wide brimmed hat while smelling of sulfur and brimstone, the unsettling humming and mumbling of the creature echoes in the ears of those it is about to grab. The most unsettling feature is the creature's four arms, which end in massive, oversized hands, each with eight long, spindly fingers. The creature shifts from shadow to shadow effortlessly, in a haunting ghost-like fashion unusual for its size.

Stitched together from the remains of numerous corpses and animated through forbidden alchemical processes, the Body Snatcher roams the darkness. Created by a deranged doctor to abduct subjects for gruesome experiments, it lingers in shadows, waiting for unwary travelers to seize and vanish into the night.

Empowered by the night, the Body Snatcher uses shadow to drain the vitality and energy of those it grabs, weakening them as they attempt to resist and escape. Shadows wrap around it, helping it hold its victims in place while it absconds with them into the darkest corners of the night.

Study the Foe

Characters proficient in Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Body Snatcher, learning the following based on the result:

(10+) Emotionless Undead. You know the Body Snatcher's condition Immunities.

(15+) Shadowy Energy. You are aware of its Clinging Shadows trait.

(20+) In the Dark of Night. You recognize the Body Snatcher's Sunlight Weakness trait.

Body Snatcher

Large Undead

AC 15
HP 136 (16d10 + 48)
Initiative +3 (13)
Speed 30 ft., Burrow 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+7	**DEX**	11	+0	+0	**CON**	16	+3	+6
INT	7	-2	-2	**WIS**	14	+2	+2	**CHA**	5	-3	-3

Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 60 ft.; Passive Perception 12
Languages Understands the languages of its creator but can't speak
Challenge 8 (XP 3,900; PB +3)

Traits

Clinging Shadows. A creature in Dim Light or Darkness has Disadvantage on ability checks to escape the body snatcher's grapple. Each time a creature attempts to escape the body snatcher's grapple while it is in Dim Light or Darkness, the creature takes 18 (4d8) Necrotic damage. If this Necrotic damage reduces the target to 0 Hit Points, the target is stabilized but has the Paralyzed condition for 1 hour, even if it regains Hit Points.

Sunlight Weakness. The body snatcher takes 10 (3d6) Radiant damage if it ends its turn in sunlight, and has Disadvantage on attack rolls and ability checks while in sunlight.

Actions

Multiattack. The body snatcher makes four Grabbing Hands attacks.

Grabbing Hands. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 15). Until this grapple ends, the body snatcher can't use this hand against another target. The body snatcher has four hands, each of which can grapple one target.

Bonus Actions

Shadow Teleport. The body snatcher teleports up to 120 feet to an unoccupied space that it can see that is in Dim Light or Darkness. It can bring any Medium or smaller creature it is grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination that is also in Dim Light or Darkness. An unwilling creature can make a DC 13 Charisma saving throw to resist being teleported. On a successful save, neither the creature nor the body snatcher teleport.

Combat Tactics

The Body Snatcher sticks to dimly lit areas or places of complete darkness. It teleports up to a creature and attempts to grapple it, teleporting away as soon as it has one or two targets in its hands. Often the Body Snatcher will emerge from tunnels or secret entrances to its lair. They do not travel far from the labs they were created in and often have easy points of escape to disappear once they have a victim in hand.

Harvestable Components (Rare)

Animus: Undead. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. **Hair:** Stitches, Hair. **Hide:** Skin. **Dust:** Undead Dust.

Cerebrograft

Given the strange features of this massive, muscled, eight-foot-tall figure, it is difficult to say if it was once human or a troll. Its bruised skin stretches and rips over barely contained muscles. It is pin-headed, with an emotionless face, glassy-eyes, and a slack-jawed maw.

Most disturbingly, its ribcage is splayed open, revealing guts and viscera along with a smaller, vestigial creature with wrinkled flesh and a mewling mouth. It holds its sticklike arms and curled fingers close, and its neck can barley hold its massive head. Thin translucent skin covers its huge brain, the blood vessels within softly glowing. Raising its tiny hands to its temples, its eyes bulge and its face contorts into a twisted expression.

The Cerebrograft is a horrific attempt to combine two creatures into a singular form, a nightmarish combination of brains and brawn. Through surgical implantation and flesh-melding, an apothecary creates a forced symbiosis, fusing their nervous systems and unlocking potent psionic abilities.

Improved Lackeys. A Cerebrograft is often the "reward" granted to a pair of loyal lab assistants, a means of "removing deficiencies" by combining their bodies and minds, frequently named a portmanteau of its constituent beings.

Dominant Personality. Although intended to be a symbiosis of two minds, typically, the implanted creature subsumes the psyche of its host, fully controling the new form. However, sometimes, the two beings form a constituent mind combining elements of the originals, or even a bicameral mind where the original two debate internally over what action to take.

Delicate Work. Thanks to their psionic abilities, Cerebrografts are well suited to controlling other test subjects. Apothecaries find their precise telekinetic powers especially useful in surgical procedures and laboratory experiments.

Study the Foe

Characters proficient in Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Cerebrograft, learning the following based on the result:

Cerebrograft

Large Aberration

AC 16
HP 142 (15d10 + 60)
Initiative +4 (14)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	**DEX**	11	+0	+0	**CON**	19	+4	+4
INT	19	+4	+8	**WIS**	15	+2	+6	**CHA**	17	+3	+7

Skills Perception +6
Senses Darkvision 120 ft.; Passive Perception 16
Languages The languages of its creator; telepathy 30 ft.
Challenge 9 (XP 5,000; PB +4)

Traits

Dual Minds. The cerebrograft has Advantage on saving throws to avoid or end the Blinded, Charmed, Deafened, Frightened, Stunned, and Unconscious conditions.

Actions

Multiattack. The cerebrograft makes two Slam attacks and uses Telekinetic Grip.

Slam. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 23 (4d8 + 5) Bludgeoning damage.

Telekinetic Grip. The cerebrograft reaches out with its mind to hold one creature or object it can see within 120 feet of it in its psychic grasp. If the target is a creature, it is subjected to the following effect. *Strength Saving Throw:* DC 16. *Failure:* The target is moved up to 30 feet in any direction and has the Restrained condition until the start of the cerebrograft's next turn or until the cerebrograft has the Incapacitated condition.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. The cerebrograft can also exert fine control on objects with its telekinesis, such as manipulating a simple tool or opening a door or a container.

Psychic Crush (Recharge 5–6). *Intelligence Saving Throw:* DC 16, each creature in a 20-foot Emanation originating from the cerebrograft. *Failure:* 22 (4d10) Psychic damage, and the target has the Dazed condition (save ends). *Failure by 5 or More:* The target instead has the Stunned condition (save ends). *Success:* Half damage only.

(10+) Occult Fleshmending. You uncover the Cerebrograft's Dual Minds trait.
(15+) Powerful Psionics. You recognize its Telekinetic Grip and Psychic Crush.
(20+) Powerful, Clumsy, and Slow. You learn the Cerebrograft's ability scores and saving throws.

Combat Tactics

Despite its physical and psionic might, Cerebrografts prefers fighting alongside allies of its apothecary master. When confronted with multiple foes, it tries to overwhelm their minds using Psychic Crush to escape and find reinforcements.

A Cerebrograft uses its Telekinetic Grip to hold its enemies, unruly test subjects, and wild experiments at bay. It typically focuses on one target, allowing allies to pummel the Restrained foe. If it can, it uses the environment to its advantage, moving foes to restrain them such as into mancles, cages, or surgery tables.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. **Hair:** Stitches. Hide: Skin. **Dust:** Aberrant Dust.

Chemystral

This massive, undulating chemical ooze shimmers in hues of blue, green, pink, and purple. Its large amorphous form throbs and wobbles as it alters its composition constantly to adapt to its surrounding environments. Everything the blob touches dissolves quickly within its form. The distinct smell of bile and stomach acid surround it.

One of a Chemist's ultimate creations, the Chemystral is a perfectly balanced sentient compound capable of altering its physiology to adapt to surrounding threats. The horrific ooze has the ability to stick to any surface and even propel itself into the air and fly. It is impervious to nearly all forms of elemental attack. Much like a chameleon changing its color to blend into its surroundings, the Chemystral changes itself at a cellular level to adapt to environmental changes and elemental threats, gaining properties to better combat predators. Even with its inherent resilience, the Chemystral is unable to adapt to the cold, or deal with intense sound.

Study the Foe

Characters proficient in Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Chemystral, learning the following based on the result:

(15+) Living Chemical Reaction. You know the Chemystral's Resistances and Immunities.

(20+) Elemental Adaption. You uncover the Chemystral's Elemental Reaction trait.

(25+) Weakness to Cold. You recognize the Chemystral's Cold Vulnerability trait.

Combat Tactics

The Chemystral attempts to Engulf as many victims as it can. It cares little about taking elemental damage and only thinks to retreat if it is consistently taking Cold damage.

Harvestable Components (Very Rare)

Animus: Ooze. **Fluid:** Contaminated Ichor, Goopy Ooze, Elemental Fluid. **Organs:** Glands.

Chemystral

Large Ooze

AC 15
HP 168 (16d10 + 80)

Initiative +2 (12)
Speed 30 ft., Climb 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	7	-2	-2	**CON**	20	+5	+5
INT	1	-5	-5	**WIS**	6	-2	-2	**CHA**	2	-4	-4

Resistances Acid, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant
Immunities Bludgeoning, Piercing, Slashing; Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft.; Passive Perception 8
Languages None
Challenge 12 (XP 8,400; PB +4)

Traits

Amorphous Form. The chemystral can move through a space as narrow as 1 inch without squeezing.

Cold Vulnerability. If the chemystral takes Cold damage, it becomes Frozen (DC 15). While it has the Frozen condition, it loses its Immunities to Bludgeoning, Piercing, and Slashing damage and its Resistance to Force damage, and it gains Vulnerability to Thunder damage. In addition to the normal means, the Frozen condition ends if the chemystral takes 20 points of Force, Piercing, Thunder, or Slashing damage.

Elemental Reaction. If the Chemystral takes Acid, Fire, Lightning, Poison, or Necrotic damage, it takes on elemental properties which change the damage type of its Chemical Spray and Engulf actions to match that damage type. In addition, it causes an additional effect when it hits with its Chemical Spray attack:

- **Acid.** On a hit, the target has the Burning condition (4d6 Acid).
- **Fire.** On a hit, the target has the Burning condition (4d6 Fire).
- **Lightning.** On a hit, the target has the Shocked condition until the end of its next turn.
- **Poison.** On a hit, the target has the Poisoned condition until the end of its next turn.
- **Necrotic.** On a hit, the chemystral regains Hit Points equal to the Necrotic damage dealt.

Regeneration. The chemystral regains 25 Hit Points at the start of its turn. If the chemystral takes Cold or Thunder damage, this trait doesn't function at the start of its next turn. The chemystral dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Sonic Neutralization. When the chemystral takes Thunder damage, it loses any active benefit from its Elemental Reaction trait.

Actions

Multiattack. The chemystral makes two Chemical Spray attacks and uses Engulf.

Chemical Spray. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 30/120 ft. *Hit:* 35 (10d6) Acid damage.

Engulf. The chemystral moves up to its Speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the chemystral enters a creature's space, the creature is subjected to the following effect. *Dexterity Saving Throw:* DC 17. *Success:* The creature can choose to be pushed 5 feet back or to the side of the chemystral. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

Failure: The chemystral enters the creature's space, and the creature takes 35 (10d6) Acid damage and is engulfed. The engulfed creature can't breathe, has the Restrained condition, and takes 35 (10d6) Acid damage at the start of each of the chemystral's turns. The engulfed creature has Total Cover from effects outside the chemystral. When the chemystral moves, the engulfed creature moves with it.

The chemystral can hold only one Large creature or up to four Medium or smaller creatures inside it at a time. An engulfed creature can take an action to escape with a successful DC 17 Strength check, entering a space of its choice within 5 feet of the ooze.

Disembodied Psyche

This revolting creature resembles a large floating brain still attached to its nervous system. The abomination hovers slowly within a field of psychic energy. The loose spindly threads that dangle down from it form into arm-like appendages. A high-pitched thrumming emanates from it as it crackles and sparks with latent psychic powers.

One of the most harrowing procedures an Alienist can perform on their victims results in the Disembodied Psyche. An Alienist looking to permanently control the mind of their victim may opt to remove the brain altogether, killing the patient and resurrecting the mind as its own sentient entity. Somewhere within this process the brain loses its sense of self and any connection it had to the former body it held, becoming an organism made up entirely of electrical synapses and controlled thoughts. The Disembodied Psyche is then subject to several arduous experiments to heighten its fortitude and mental capabilities, giving the creature forms of telepathy and telekinesis.

The now-undead form of this controlled consciousness can be unleashed upon the foes of the alienist and even take over the bodies of other victims, putting them in a controlled and obedient state for the alienist to perform even more mental experiments on, or use as a puppet against their enemies.

Study the Foe

Characters proficient in Medicine or Arcana gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Disembodied Psyche, learning the following based on the result:

(10+) Unnatural Immaterial Form. You are aware of the creature's damage and condition Immunities.

(15+) Telepathic Energy. You recognize the creature's Hypnotize and Mental Possession actions.

(20+) Incorporeal Mind You know the creature's AC, Hit Points, and Strength ability score.

Disembodied Psyche

Medium Undead

AC 16
HP 117 (18d8 + 36)
Initiative +7 (17)
Speed 0 ft., Fly 40 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	**DEX**	17	+3	+3	**CON**	14	+2	+2
INT	18	+4	+8	**WIS**	16	+3	+7	**CHA**	18	+4	+8

Skills Deception +8, Insight +7, Perception +7
Immunities Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft.; Passive Perception 17
Languages Common; telepathy 30 ft.
Challenge 10 (XP 5,900; PB +4)

Traits

Incorporeal Movement. The psyche can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The psyche makes two Electroshock attacks. It can also use Hypnotize, if available.

Electroshock. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 60 ft. *Hit:* 35 (10d6) Lightning damage. *Constitution Saving Throw:* DC 16. *Failure:* The target has the Dazed condition until the end of the psyche's next turn.

Hypnotize (Recharge 5–6). *Wisdom Saving Throw:* DC 16, each creature of the psyche's choice in a 30-foot Emanation originating from the psyche. *Failure:* The target has the Incapacitated condition (save ends). While Incapacitated, the target has the Immobilized condition.

Mental Possession. *Intelligence Saving Throw:* DC 16, one creature the psyche can see within 5 feet. *Success:* The target is immune to this psyche's Mental Possession for 24 hours. *Failure:* The target is possessed by the psyche; the psyche disappears, and the target has the Incapacitated condition and loses control of its body. The psyche now controls the body, but the target retains awareness. The psyche can't be targeted by any attack, spell, or other effect, except ones that specifically target Undead. The psyche's game statistics are the same, except it uses the possessed target's Speed, as well as the target's Strength, Dexterity, and Constitution modifiers.

The possession lasts until the body drops to 0 Hit Points or the psyche leaves as a Bonus Action. Whenever the target takes damage, it repeats the save, ending the possession on a success. When the possession ends, the psyche appears in an unoccupied space within 5 feet of the target, and the target is immune to this psyche's Mental Possession for 24 hours.

Bonus Actions

Teleport. The psyche teleports to an unoccupied space within 60 feet.

Combat Tactics

The Disembodied Psyche begins any combat by getting into a position where it can hit as many creatures as possible with its Hypnotize before attempting to mentally possess a target. If it is in a dangerous situation, such as being surrounded or cornered, it uses Teleport to move to a more advantageous position.

Harvestable Components (Rare)

Animus: Undead. **Fluid:** Contaminated Ichor, Ectoplasm. **Organs:** Brain. **Dust:** Undead Dust.

Injector

This lithe, 8-foot-tall creature has an array of tanks and hoses connected to four mechanical limbs that end in massive syringes, filled with all manner of toxins, contagions, and afflictions. Beady white eyes glare at you from its bald head. No mouth is visible, instead, it wears hose-connected mask and several magnifying lenses that can slotted over its eyes for surgical precision.

The first creations many apothecaries attempt to construct are lab assistants, and the Injector is one of these primary creations. Equipped with massive syringes and a tank with multiple canisters of toxins and tinctures, the Injector can mix and combine these chemicals to produce a multitude of medicines or toxins. Individual apothecaries outfit their Injectors with different chemicals for their experimentation. Although primarily a medical assistant, the Injector also doubles as a sentry or guard for the apothecary's occult research and hidden labs.

Different Injectors for Different Practices. Injectors are a common creation for Reanimators, often constructed from stitched-together body parts and medical instruments welded into the flesh, but both Chemists and Pathogenists also create Injectors. Reanimators use Injectors as assistants to administer paralysis, mind dampening, and even adrenaline into their creations, hoping to keep subjects alive during intense procedures. Pathogenists use Injectors to deliver deadly viruses, poisons, and diseases. Chemists have been known to use Injectors for mixing alchemical formulae in case problems arise and cause unforeseen accidents—it's better you blow up an assistant than yourself.

Study the Foe

Characters proficient in Medicine or Survival gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study an Injector, learning the following based on the result:

(10+) Impervious to Pain. You understand the creature's damage and condition Immunities.

(15+) Be careful, it's volatile! You know of its Unstable Tank Reaction.

(20+) Hardy Creature. You are aware of the Injector's AC, Hit Points, and weakest ability score and saving throw.

Injector

Medium Construct

AC 17
HP 150 (20d8 + 60)
Initiative +10 (20)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	23	+6	+10	**CON**	16	+3	+3
INT	10	+0	+4	**WIS**	17	+3	+3	**CHA**	10	+0	+4

Skills Medicine +7, Perception +7
Immunities Poison; Charmed, Frightened, Poisoned
Senses Darkvision 120 ft.; Passive Perception 17
Languages Understands the languages it knew in life but can't speak
Challenge 11 (XP 7,200; PB +4)

Actions

Multiattack. The injector makes four Syringe attacks. It can replace any number of attacks with uses of Booster Dose instead.

Syringe. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 8 (1d4 + 6) Piercing damage, and the target is subjected to one of the following effects (roll 1d4; reroll if the injector has already used that effect during this turn):

1. **Lethal Injection.** The target takes 21 (6d6) Poison damage.
2. **Numbing Solution.** The target takes 9 (2d8) Cold damage and is subjected to the following effect: *Constitution Saving Throw:* DC 16. *Failure:* The target has the Frozen condition (DC 16).
3. **Mind Dampener.** The target takes 7 (2d6) Psychic damage and is subjected to the following effect: *Intelligence Saving Throw:* DC 16. *Failure:* The target has the Bewildered condition (save ends).
4. **Induced Necrosis.** The target takes 9 (2d8) Necrotic damage and is subjected to the following effect: *Strength Saving Throw:* DC 16. *Failure:* The target has the Weakened condition (save ends).

Booster Dose. The injector administers a tincture to a Friendly creature it can see within 5 feet that isn't a Construct, choosing from the effects below. Once a creature benefits from a tincture, it can't gain that benefit again until it finishes a Short or Long Rest.

- **Adrenaline Rush.** The target can use its Reaction to move up to its Speed without provoking Opportunity Attacks or make one weapon attack with Advantage.
- **Inoculation.** The injector chooses Acid, Cold, Fire, Lightning, Necrotic, or Poison damage. The target gains Resistance to the chosen damage type for 1 minute.
- **Restorative Fluid.** The target regains 35 (10d6) Hit Points. If the target is already at its Hit Point Maximum, it gains these as Temporary Hit Points instead.
- **Focus.** The target has the Valor condition (1d4) for 1 minute.

Reactions

Unstable Tank. *Trigger:* The injector would take damage. *Response:* The injector reduces that damage to 0, and one of its tanks violently explodes. The injector chooses one of the effects of its Syringe or Booster Dose. Each creature within 20 feet of it is affected as if the Injector hit it with its Syringe or used Booster Dose on it. The injector can't use that effect until it finishes a Long Rest.

Combat Tactics

If the Injector has allies nearby, it uses Booster Dose to bolster them before combat. Otherwise, it ruthlessly attacks with its Syringe Arms. It feels no pain and does not waver or retreat.

Harvestable Components (Very Rare)

Animus: Construct. **Fluid:** Contaminated Ichor, Chemical Solution. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. **Natural Weapons:** Needles. **Hair:** Stitches. **Hide:** Skin, Plates.

Innocent Harvester

These small mannequins are cobbled together from wood, clay, and scrap metal. Visible tubes pump blood through their lithe forms. Garbed in scavenged clothing and wigs, many resemble human children, while some appear like deformed stuffed animals or dolls. Some especially macabre specimens are built with flesh, including painted masks as faces. Each has a single hand replaced with an array of scissors and scalpels, while the other holds an extractor or syringe. Several are equipped with small satchels or bloodied bags that they drag behind them. Some carry ragged stuffed animals filled with pockets. All bags are filled with dismembered body parts, bits of bone, flesh, organs, eyes, and other parts they bring back to their masters.

Apothecaries create Innocent Harvesters to be loyal, discrete minions that go out and harvest materials for their experiments. These constructs prove far more reliable than unscrupulous thugs and hirelings, who are likely to expose the apothecary to authorities if apprehended or bribed.

The Innocent Harvesters are mindless minions, built to resemble a young street urchin to those who catch a fleeting glimpse of them. Upon closer inspection, they are clearly not human, made from clay, wood, and sometimes metal scrap. A series of valves and gears pump real blood in their chests, infusing the construct with unlife. Many are simply dressed in ragged cloth, worn clothes, or old potato sacks, and fitted with dirty wigs and a painted doll-like face upon a porcelain mask. Some of the more grotesque versions have the surgically removed human faces stretched across their featureless heads.

The more bizarre harvesters are not made to look human but strange stuffed animals or contraptions. These unusual forms are rare, as most Apothecaries seek to create an illusion that the constructs are inconspicuous children roaming the streets.

Study the Foe

Characters proficient in Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study an Innocent Harvester, learning the following based on the result:

(10+) Metal and Wood. You understand the Innocent Harvester's creature type as well as its damage and condition Immunities.

(12+) Clamber and Leap. You are aware of the Innocent Harvester's Leap.

(15+) Simple Construct. You know the Innocent Harvester's mental saving throws.

Combat Tactics

Though small and innocent in appearance, Innocent Harvesters are not defenseless. They are fast and agile, equipped with surgical tools in place of one hand and a syringe in the other. Made to subdue trespassers, or remove body parts from corpses, these unflinching minions will not hesitate to leap atop targets. However, they are more comfortable hiding and fleeing than fighting. Their job is to collect body parts. If threatened, they leap onto a target and begin using their surgical tools on them. Harvesters attempt to sedate wounded targets and flee.

Harvestable Components (Uncommon)

Animus: Construct. **Fluid:** Chemical Solution. **Natural Weapons:** Claws. **Hair:** Stitches. **Hide:** Plates.

Innocent Harvester

Small Construct

AC 15
HP 36 (8d6 + 8)
Initiative +5 (15)
Speed 40 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	17	+3	+3	**CON**	13	+1	+1
INT	10	+0	+0	**WIS**	12	+1	+1	**CHA**	13	+1	+1

Skills Acrobatics +5, Stealth +7
Immunities Poison; Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft.; Passive Perception 11
Languages Common
Challenge 2 (XP 450; PB +2)

Traits

Normal Semblance. The harvester has Advantage on Charisma (Deception) and Dexterity (Stealth) checks to pass itself off as an ordinary Small Humanoid such as a Human urchin or a Halfling.

Actions

Multiattack. The harvester makes two Surgical Claw attacks.

Surgical Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage, and the target has the Bleeding condition (2d4).

Syringe (1/Day). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. *Constitution Saving Throw:* DC 11. *Failure:* 28 (8d6) Poison damage. *Success:* Half damage. *Failure or Success:* If this Poison damage reduces the target to 0 Hit Points, it is stabilized but has the Poisoned condition for 1 hour, even if it regains Hit Points. While Poisoned, the target has the Paralyzed condition.

Latch (Recharge 5–6). The harvester moves up to its Speed. If it ends this movement within 5 feet of a Medium or larger creature, it can make one Surgical Claw attack against that creature. *Hit:* The harvester attaches to the target. While attached, the harvester has Advantage on attack rolls against the target. The attached harvester moves with the target, using none of the harvester's movement. The harvester can detach itself by using 5 feet of movement on its turn. A creature within 5 feet, including the target, can take an action to detach the harvester with a successful DC 13 Strength (Athletics) check.

Bonus Actions

Cunning Action. The harvester takes the Dash, Disengage, or Hide action.

Kingkiller Hydra

The patchwork form of the hydra appears to be fused together with metal scrap, and spare parts from large monstrosities. Its flesh is pale and discolored, with multicolored scales that have lost their luster over time. In many places patches of scales are missing entirely. The creature's multiple heads are all surgically attached, with milky white eyes placed in old and rotting sockets. Foul chemicals pump through the creature's body causing glowing veins to show throw the places where its scales are the most thinned. Sickly green salvia drips from the many and varied mouths of its lizard heads.

The Kingkiller Hydra is a beast created for a singular purpose. An Apothecary abomination designed by the maddened mind of Dr. Everett Freed, the Reanimator, the most infamous apothecary in the world of Drakkenheim. This beast was created from the slain corpse of a massive hydra with the intention of turning it against those who originally vanquished it. A tool of utter destruction let loose against the foes of the vile apothecary.

The creature has had its parts sewn back together, and in the instance of missing pieces, they have been replaced with the flesh, scales, fangs, and talons of other beasts. Its blood has been replaced with an acidic fluid that pumps through the creature, animating its lifeless corpse and filling it with only thoughts of malice and memories of pain.

Study the Foe

Characters proficient in Medicine, Arcana, or Survival gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study the Kingkiller Hydra, learning the following based on the result:

(15+) Lab Construct. You recognize the creature's type, its Resistances, and Immunities.

(20+) Barrage of Bites. You learn of the creature's Hydra Fury Epic Action.

(24+) Head Regrowth. You are aware of the creature's Multiple Heads trait.

Combat Tactics

The Kingkiller Hydra is relentless. It attacks with all its heads against any target in range. If there is distance between it and its foes, it Tramples them before unleashing Bite attacks with its heads, or it Spits Acid at them from afar while closing the distance.

If the hydra takes 75 or more Fire damage in a single round, it attempts to flee.

Harvestable Components (Legendary)

Animus: Construct. **Fluid:** Monster Blood, Contaminated Ichor, Acidic Bile. **Organs:** Eyes, Heart, Brain, Guts, Glands. **Bones:** Skull, Spine. **Natural Weapons:** Claws, Teeth. **Hair:** Stitches. **Hide:** Scales.

EPIC

Kingkiller Hydra

Gargantuan Construct

AC 19 **Initiative** +6 (16)
HP 92 (8d12 + 40) + 92 (8d12 + 40) per player character
Speed 50 ft., Swim 50 ft

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	26	+8	+8	**DEX**	10	+0	+6	**CON**	21	+5	+11
INT	10	+0	+0	**WIS**	15	+2	+8	**CHA**	19	+4	+10

Resistances Acid
Immunities Poison; Blinded, Burning (Acid only), Charmed, Deafened, Frightened, Poisoned, Stunned, Unconscious
Senses Blindsight 60 ft., Tremorsense 300 ft.; Passive Perception 12
Languages Understands the languages of its creator but can't speak
Challenge 18 (XP 20,000; PB +6)

Traits

Corrosive Aura. The area within 30 feet of the hydra is filled with corrosive fumes and is Lightly Obscured. A creature that starts its turn in the fumes takes 20 (8d4) Acid damage.

Head Count. The hydra can't make more Bite or Spit Acid attacks each round than it has heads, and each head can only be used to make one Bite or Spit Acid attack each round.

Multiple Heads. The hydra has five heads. Whenever the hydra takes 25 damage or more in a single turn, one of its heads dies. The hydra dies if all of its heads are dead.

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.

Epic Actions

The hydra always takes its turn on Initiative count 20. On its turn, the hydra can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the hydra takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +14, reach 20 ft. *Hit:* 26 (4d8 + 8) Piercing damage.

Spit Acid. *Ranged Attack Roll:* +14, range 150/600 ft. *Hit:* 20 (8d4) Acid damage, and the target has the Burning condition (8d4 Acid). While Burning, the target has the Blinded condition.

Grow Heads. The hydra can only perform this Epic Action if one or more of its heads died this round, unless the head was killed by Fire damage. The hydra grows two heads, and regains 20 Hit Points.

Hydra Fury (1/Round). The hydra makes one Bite attack or one Spit Acid attack for each head that hasn't yet made an attack this round.

Trample (1/Round). The hydra moves up to its Speed without provoking Opportunity Attacks. During this movement, it can move through the spaces of Huge or smaller creatures. Each creature the hydra moves over is subjected to the following effect. *Dexterity Saving Throw:* DC 22. *Failure:* 35 (10d6) Bludgeoning damage, and the target has the Prone condition.

Tail (1/Round). *Melee Attack Roll:* +14, reach 15 ft. *Hit:* 34 (4d12 + 8) Bludgeoning damage, and the target is pushed up to 20 feet away from the hydra.

Epic Resistance. The hydra chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The hydra can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Blood Leeches

The black, plump wriggling form of the leech squirms and crawls. Its oily, slick skin is wet and slippery. It lets out a high-pitched screech as it lunges towards its prey.

Leeches are a common creature kept in large quantities in apothecaries' laboratories. Aside from their standard practical uses of bloodletting and transfusions, they have also been the subjects of early apothecary experimentation. Different forms of leeches have been designed to better suit apothecaries' needs. Some Alienists have designed leeches that attach directly to the brain stem, allowing the leech to eat the intellect and thoughts of other creatures. Mutagenists have designed leeches that can harness the arcane energies found in mageborn blood.

Leech Variants. Ambitious apothecaries have used leeches in different ways. There are two mutant variations of the Blood Leech.

Study the Foe

Characters proficient in Arcana or Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a leech, learning the following based on the result:

(10+) Quick Swimmers. You know the leech's Swim speed and senses.

Blood Leech: **(15+) Blood Transfer.** You know of the Blood Leech's Blood Drain and Blood Infusion.

Mind Leech: **(15+) Brain Eater.** You are aware of the Mind Leech's Mind Leech's Brain Drain and Thought Infusion.

Spell Leech: **(15+) Arcane Ingestion.** You recognize the Spell Leech's Spell Drain.

Combat Tactics

Leeches attempt to get close to a target to Bite and Attach to them. They do not retreat, as they are driven by their basic need to feed on the blood of others and nothing else.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Goopy Ooze, Mucus. **Organs:** Brain, Guts. **Natural Weapons:** Mandibles. **Hide:** Skin.

Blood Leech

Although the practice of draining a patient's blood to draw out illness and disease is long discredited, many apothecaries understand the value of transfusing blood during surgical procedures. However, storing the blood long term can be a problem. Apothecaries have solved by modifying normal leeches with occult science, transforming the creatures into living blood bags. While these bloodletting techniques are of dubious therapeutic value to patients, they make an effective method for collecting samples from less-than-willing subjects.

Though often benign in nature, these bloated leeches can be turned to violent purpose by an apothecary willing to use the creatures in such a manner. During combat, an apothecary may dispatch the leeches against their foes, then call the creatures back to themselves to heal using their foe's blood.

Mind Leech

Alienists have long dabbled with the manipulation of the mind. They have little use in their experiments for removing or transfusing blood. However, through occult magic and dangerous experimentation, they have broken ground on the possibilities of extracting thoughts.

The Mind Leech is an Alienist experiment wherein apothecaries have altered the genetics of their laboratory leeches into a Mind Leech. When placed on the back of a patient's neck, the Mind Leech sends tendrils into the spine and brainstem and pulls out the creature's psyche. This process has been used to both learn the patient's secrets and memories, as well as render them malleable to mind control, making perfect minions to Alienists.

Mind Leech

Replace the Blood Leech's Blood Bag trait with the Memory Bank trait, and replace its Blood Drain and Blood Transfusion Bonus Actions with Brain Drain and Thought Transfusion.

Memory Bank. The leech has three memory banks in its body. When encountered, roll 1d3 to determine how many memory banks are filled with grey matter. The rest are empty.

Brain Drain. The leech can use this Bonus Action only when it is attached to a creature. That creature is subjected to the following effect. *Intelligence Saving Throw:* DC 11. *Failure:* The target's Intelligence score is reduced by 1d4, and one of the leech's memory banks is filled. If this effect reduces the target's Intelligence score to 0, it has the Unconscious condition until it regains at least 1 point of Intelligence. Otherwise, the reduction lasts until the creature finishes a Short or Long Rest.

Thought Transfusion. The leech can use this Bonus Action only when it is attached to a creature and has at least one filled memory bank. The attached creature gains Advantage on Intelligence-based D20 Tests for 1 minute, and the leech empties one of its filled memory banks.

Spell Leech

It is well understood by apothecaries, particularly Mutagenists, how arcane magical talents are the result of a nascent genetic trait borne in the blood. As such, Mutagenist apothecaries often experiment with blood and tissue samples taken from mageborn, hoping to discover the ways to enhance existing magical talents, or even imbue those without the inborn capacity for magic with spellcasting ability. Thus far, the best results have been either disastrous or temporary. Nevertheless, one result is the Spell Leech.

Spell Leech

Replace the Blood Leech's Blood Bag trait with the Spell Glands trait, and replace its Blood Drain and Blood Transfusion Bonus Actions with Spell Drain and Arcane Transfusion:

Spell Glands. The leech has a spell gland, which can store up to ten levels of spells. When encountered, roll 1d10 to determine how many spell levels it has stored.

Spell Drain. The leech can use this Bonus Action only when it is attached to a creature. The attached creature is subjected to the following effect. *Intelligence Saving Throw:* DC 13. *Failure:* 10 (3d6) Psychic damage, and the target has the Bewildered condition until the start of the leech's next turn. If the target has spell slots, the leech drains one randomly determined spell slot which can be no higher than level 3. It then fills its spell glands with the same number of spell levels.

Arcane Transfusion. The leech can use this Bonus Action only when it is attached to a creature and has at least one level worth of spells in its Spell Glands. The leech empties any number of spell levels from its Spell Glands, and the creature it is attached to regains an equal number of spell levels worth of spell slots.

Blood Leech

Tiny Monstrosity

AC 10
HP 20 (8d4)
Initiative +0 (10)
Speed 20 ft., Climb 20 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	10	+0	+0	**CON**	10	+0	+0
INT	10	+0	+0	**WIS**	12	+1	+1	**CHA**	5	-3	-3

Skills Stealth +4
Senses Blindsight 30 ft., Tremorsense 60 ft.; Passive Perception 11
Languages None
Challenge 1 (XP 200; PB +2)

Traits

Aquatic Camouflage. The leech has Advantage on Dexterity (Stealth) checks made to hide in aquatic terrain.

Blood Bags. The leech has three blood bags in its body. When encountered, roll 1d3 to determine how many blood bags are filled with blood. The rest are empty.

Actions

Attach. *Melee Attack Roll:* +3, reach 0 ft. *Hit:* The leech attaches to the target. While attached, the leech doesn't attack, and moves with the target, using none of the leech's movement. The leech can detach itself using 5 feet of movement, and detaches immediately if its blood bags are filled or if the target dies.

A creature within 5 feet can take an action to detach the leech with a successful DC 13 Wisdom (Medicine) check. *Failure:* The leech is still detached, but the target has the Bleeding condition (2d4). *Failure by 5 or More:* The leech isn't detached and the target takes 8 (2d4 + 3) Piercing damage.

Bonus Actions

Blood Drain. The leech can use this Bonus Action only when it is attached to a creature. The attached creature loses 10 (3d6) Hit Points due to blood loss, and the blood leech fills one of its empty blood bags with some of the target's blood.

Blood Transfusion. The leech can use this Bonus Action only when it is attached to a creature and has at least one filled blood bag. The attached creature regains 10 (3d6) Hit Points, and the leech empties one of its filled blood bags.

Living Biohazard

This gelatinous blob drips and oozes over the ground, rolling like a slow viscous spill. At times appearing liquid, at others like a gelation, and still others it appears to take a more solid form. Its colors change and shift in alternating hues, sometimes mimicking its surroundings until the thing almost disappears from view completely.

Living Biohazards are the failed experiments of Chemists striving to perfect alchemical concoctions of far greater potency. However, there is still value in their failures. Creating slivers of sentience within chemical compounds is no small feat, and the Living Biohazard, although not perfect, has provided Chemists with a chemical defense system of sorts.

The Living Biohazard is an insatiable ooze that slides around its environment like a spilled liquid looking for creatures to dissolve. The corrosive gelatin can stick to walls and ceilings and drop down on unsuspecting creatures. It is, even in its simple-minded nature, a persistent and deadly hunter.

Living Biohazard

Large Ooze

AC 15
HP 60 (8d10 + 16)
Initiative +1 (11)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	12	+1	+1	**CON**	15	+2	+2
INT	6	-2	-2	**WIS**	10	+0	+0	**CHA**	4	-3	-3

Resistances Acid, Fire, Lightning
Immunities Poison; Charmed, Frightened, Grappled
Senses Blindsight 20 ft.; Passive Perception 10
Languages None
Challenge 3 (XP 700; PB +2)

Traits

Hazardous Fumes. A creature that starts its turn within 10 feet of the ooze has the Burning condition (4d4 Acid). While Burning, the creature also has the Slowed condition. While the creature remains within 10 feet of the ooze, the Burning condition cannot be removed in any way.

Liquid Form. The ooze can squeeze through a space as narrow as 1 inch, and can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 10 (4d4) Acid damage. The ooze has Advantage on ability checks it makes to initiate or escape a grapple.

Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The ooze makes two Pseudopod attacks.

Pseudopod. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 10 (4d4) Acid damage.

Study the Foe

Characters proficient in Medicine or Survival gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Living Biohazard, learning the following based on the result:

(15+) Thick and Acidic. You know of the Living Biohazard's Liquid Form and Hazardous Fumes traits.

Combat Tactics

The Living Biohazard remains completely still until it is close enough to either drop down onto a creature or slide into position surrounding it. Its only goal is to dissolve and consume. It does not flee.

Harvestable Components (Uncommon)

Animus: Ooze. **Fluid:** Contaminated Ichor, Goopy Ooze, Acidic Bile. **Organs:** Guts.

Plague Carrier

These deformed and horrific abominations were once people, now covered in boils and sores. Festering wounds and large bubbling blisters cover their exposed flesh. Draped in ragged clothes, their swelling and sagging flesh is riddled with disease. Pus oozes from their wounds, eyes, ears, nose, and mouth, they smell of foul alchemical agents, and decay.

The Plague Carriers are the unfortunate test subjects of Pathogenists who have taken to harboring their deadly pathogens within a living vessel for abrupt and grotesque delivery. Plague Carriers are often patients who came to the mad apothecary already sick with one disease or another, and signed off on experimental procedures without reading the fine print.

Pathogenists use these living vessels to incubate and foster new variations of diseases. Apothecaries sometimes use the mortal body as a lab for mixing and matching various diseases at once to see the outcomes they produce. For all the laboratory science a Pathogenist can do, there is no more accurate scientific procedure than a living test subject. Pathogenists often experiment on rats and small creatures first, but when they fail to bring their more complex reagents to proper formation, they move on to humanoid subjects, who in the process are rendered into mindless minions.

The Pathogenist doesn't dispose of their failed experiments. Instead, they often keep them festering, and in their madness, a small but dangerous idea forms. What if a single test subject is not a large enough experiment? What if this test subject could be sent into a populated area and unleashed, spreading the disease? Oftentimes this idea comes at the hands of a pathogenist who has been shunned from their village or town, who now sees the locals as their enemies, and is willing to use entire populations as a testing ground for their pathogens. The delivery method being a gory and gruesome display of sending a plague carrier in, and having them overflow with the diseases inside, causing a horrific and dangerous pandemic to emerge in their abrupt death.

Plague Carrier

Medium Monstrosity

AC 10
HP 45 (7d8+14)
Initiative +3 (13)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	8	-1	-1	**CON**	14	+2	+2
INT	3	-4	-4	**WIS**	11	+0	+0	**CHA**	5	-3	-3

Senses Passive Perception 10
Languages Understands Common but can't speak
Challenge 2 (XP 450; PB +2)

Traits

Plague Symptoms. The plague carrier is host to a disease created by a pathogenist, chosen from the options below. A creature infected by this disease is subjected to the chosen effect at the start of each of its turns. *Constitution Saving Throw:* DC 13. *Failure:* 18 (4d8) Necrotic damage, and the target suffers the disease's effect. *Third Success:* The disease ends.

- **Coughing Fits**. The target is unable to speak until the start of its next turn.
- **Fatigue**. The target's Speed is reduced by 5 feet until the start of its next turn.
- **Shivers**. The target shakes uncontrollably. Each time it fails its saving throw, it drops whatever it is holding.

Actions

Festering Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 4 (1d8) Piercing damage. *Constitution Saving Throw:* DC 13. *Failure:* The target is infected with the plague carrier's Plague Symptoms.

Bile Spreader. *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 9 (2d8) Necrotic damage, and the target is infected with the plague carrier's Plague Symptoms. *Success:* Half damage only.

Study the Foe

Characters proficient in Arcana or Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Plague Carrier, learning the following based on the result:

(10+) Multiple Disease Carrier. You recognize the Plague Carrier can carry Fatigue, Coughing Fits, and Shivers.

(15+) Dangerously Infectious. You know of the creature's Bile Spreader action.

Combat Tactics

The Plague Carrier is a vile creature whose sole purpose is to spread its infection. It runs into a crowds and use its Bile Spreader to infect as many targets as possible, resorting to biting any who get too close. It cares little for its own safety and does not retreat.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid**: Monster Blood, Contaminated Ichor, Acidic Bile. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. **Hair:** Stitches, Hair. **Hide:** Skin.

Reautomata

Charging towards you with unbound fury is a lithe human clad in a hulking suit of full plate wielding a pair of oversized scimitars. As they draw closer with a snarl, it becomes clear you face no mere warrior, but a monstrous abomination of metal and flesh. The emaciated figure is not wearing the armor: the plates have been riveted and bolted into their bones. Globs of weeping, infected scar tissue pulsate where the body fights against the metal fused into muscle and sinew. It does not hold its weapons: its forelimbs have been entirely replaced with scything talon-blades. Their metal helmets are smooth and featureless save for a single ocular delerium lens, and expose the creature's sickly mouth and sharpened teeth, its breath giving off a rank chemical odor.

First created by the Reanimator Dr. Everett Freed of Altbruke University, Reautomata were designed as the ultimate shock trooper. These armored warriors feel no pain, fear, or remorse.

Constructs of Metal and Flesh. Despite their outward appearances, Reautomata are constructs, not undead: their organic components operate more like machines than mere flesh. Such is the composition of a Reautomata that they fight on despite grievous injury, unflinching even as they are dismembered. Stopping a Reautomata necessitates mangling its body past the point of physical operation. Reautomata are ultimately brutal and decisive combatants that fight without regard for their personal well-being.

Created in Torment. Reautomata must be skillfully made by a master Reanimator using the finest components. It is essential the work begin on both a living and fully conscious individual. Typically, most apothecaries perform the work without anesthetic, instead opting to sever the vocal cords of their victims so as to not have their screams disturb the grim work involved. Limbs are removed and replaced, and metal is grafted into flesh and welded into the bone of the fully aware subject. Nervous tissue is pulled from the brain and distributed from the body, giving the construct nearly perfect proprioceptive awareness while excising unnecessary or superfluous brain tissues associated with cognitive functions. The process renders the Reautomata fully obedient, but not mindless.

Study the Foe

Characters proficient in Arcana or Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Reautomata. Each successful check reveals one of the following pieces of information:

(16+) Dispassionate Metal and Flesh. You are aware of the Reautomata's Relentless Endurance trait, as well as its damage and condition Immunities.

(19+) Limb Weapons. You know of the Reautomata's Arm Blades and Entrapping Rend attacks.

(21+) Focused Killer. You learn the Reautomata's Wisdom, Intelligence, and Charisma saving throws.

Combat Tactics

Reautomata fight with outward ferocity and aggressive attacks which belie the cold, unfeeling calculation at the core of each solider. In battle, Reautomata launch themselves towards their foes in great leaps, impaling their targets upon their rending arm blades. The rending blades flense into flesh and latch on like hooks, allowing the Reautomata to restrain their targets. They then use their great strength to rend apart their restrained victims.

Reautomata unquestionably obey the orders of their creator and will fight until destroyed without regard for their own bodies. However, even with only general instructions, Reautomata fight intelligently and know how to utilize the environment to their advantage, making use of their climb speeds and jumping ability to prioritize dangerous targets.

Reautomata

Medium Construct

AC 18
HP 170 (20d8 + 80)
Initiative +12 (24)
Speed 50 ft., Climb 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	19	+4	+8	**CON**	19	+4	+4
INT	13	+1	+1	**WIS**	17	+3	+7	**CHA**	11	+0	+0

Skills Athletics +9, Perception +7
Immunities Poison; Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 120 ft.; Passive Perception 17
Languages Understands the languages it knew in life but can't speak
Challenge 10 (XP 5,900; PB +4)

Traits

Relentless Endurance. If damage reduces the reautomata to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 plus the damage taken, unless the damage is from a Critical Hit. On a success, the reautomata drops to 1 Hit Point instead.

Standing Leap. The reautomata's Long Jump is up to 50 feet and its High Jump is up to 30 feet, with or without a running start.

Actions

Multiattack. The reautomata makes two Arm Blade attacks and one Entrapping Rend attack.

Arm Blade. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 15 (3d6 + 5) Slashing damage, and if the target is Large or smaller, it is pushed up to 5 feet away from the reautomata and has the Prone condition.

Entrapping Rend. *Melee Attack Roll:* +9, reach 5 ft., one Prone target. *Hit:* 15 (3d6 + 5) Piercing damage, and if the target is Large or smaller, it has the Grappled condition (escape DC 17). While Grappled, the target has the Restrained condition and the reautomata can't make Entrapping Rend attacks against another target.

Bonus Actions

Aggressive. The reautomata moves up to its Speed toward a Hostile creature it can see. This movement doesn't provoke Opportunity Attacks.

Harvestable Components (Rare)

Animus: Construct. **Fluid:** Contaminated Ichor. **Organs:** Brain. **Bones:** Skull, Spine. **Natural Weapons:** Blades. **Hair:** Stitches. **Hide:** Skin, Plates.

The only time I ever felt like a pincushion. Incredible speed and furiosity, if they weren't a machine-corpse enemy I'd be impressed.

Scrap Reautomata

This zombie has been hastily enhanced, using scrap plating and arcane instrumentation. Rusted weapons and haphazard metal are grafted into its body.

Creating Reautomata is a time-consuming and delicate process, demanding ideal specimens and high-quality materials. Compromising on either results in a far inferior construct. However, discernment is a luxury under desperate circumstances. Regardless, these so-called Scrap Reautomata make far more effective, resilient, and obedient soldiers than conventional troops, and are ideal for use as cannon fodder.

Scrap Reautomata are animated by crude combustion engines, which are prone to overheating and malfunctions.

Everett Freed first created the Scrap Reautomata from the household soldiers and staff of House von Fritz prior to the Siege of Sodden Castle. Poisoning the water well of the castle itself, the Duke von Fritz led his men to believe they were being "treated" and "healed" by the doctor, who instead used their weakened state to turn them into monsters.

The process for creating Scrap Reautomata relies more heavily on occult necromancy to jump-start the reanimation protocol. Less of the original body is replaced to conserve materials. As a result, Scrap Reautomata are undead, not constructs.

Foot soldiers of a necromancer it reminds me of when you left the dishes too long in the sink.

Scrap Reautomata

Medium Undead

AC 17
HP 55 (10d8 + 10)
Initiative +4 (14)
Speed 30 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	15	+2	+2	**CON**	13	+1	+1
INT	8	-1	-1	**WIS**	7	-2	-2	**CHA**	5	-3	-3

Senses Darkvision 120 ft.; Passive Perception 8
Languages Understands the languages it knew in life but can't speak
Challenge 2 (XP 450; PB +2)

Traits

Combustion. While the reautomata has the Burning condition, its Speed becomes 50 feet and its melee weapon attacks deal an extra 10 (3d6) Fire damage.

Actions

Multiattack. The reautomata makes two attacks.

Rusty Weapon. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

Bonus Actions

Ignition (Recharges after a Short Rest). The reautomata has the Burning condition (2d6 Fire).

Reautomata Wrecker

This monstrous construct is the size of an ogre. It lets out a low bellow like the droning cry of an approaching whale. Suddenly, it breaks into a charge like a thunderous rhinoceros, racing forward with uncanny speed despite its onerous bulk. It is covered in armored tanks with hoses attached to its head, directly into the ears, nose, mouth, neck which pump its body full of strange chemicals.

Since the death of Dr. Freed, his knowledge and works were nevertheless disseminated, including an unfinished schematics for this advanced Reautomata prototype.

Built as more of a living siege engine than a shock trooper, a Reautomata Wrecker is a furious and destructive machine. Constructed from a collection of parts taken from trolls, ogres, and humans, the wrecker is reinforced with armored plating to carry the tanks and machines that power its frame. At the core of the wrecker is a powerful drive engine which when overclocked can set the construct on a path of wanton fury before it explodes in blaze of alchemical doom.

This hulking monster thinks it's large and in charge. I wonder if that thing on it's back is explosive?

Reautomata Wrecker

Large Construct

AC 20
HP 190 (20d8 + 100)
Initiative +5 (15)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	25	+7	+7	**DEX**	10	+0	+0	**CON**	21	+5	+5
INT	10	+0	+5	**WIS**	17	+3	+8	**CHA**	11	+0	+5

Skills Athletics +12, Perception +8
Immunities Poison; Charmed, Frightened, Poisoned
Senses Darkvision 120 ft.; Passive Perception 18
Languages Understands the languages it knew in life but can't speak
Challenge 13 (XP 10,000; PB +5)

Traits

Siege Monster. The reautomata deals double damage to objects and structures.

Actions

Multiattack. The reautomata makes one Drill attack and one Wrecking Ball attack.

Drill. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 21 (4d6 + 7) Piercing damage.

Wrecking Ball. *Melee Attack Roll:* +12, reach 20 ft. *Hit:* 21 (4d6 + 7) Bludgeoning damage. *Strength Saving Throw:* DC 20. *Failure:* The target has the Dazed condition (save ends) and the Prone condition.

Destructive Rampage (Recharge 6). The reautomata moves up to its Speed in a straight line, moving through the space of any Medium or smaller creature on its path. The first time its enters each creature's space during this move, it can make a Drill or Wrecking Ball attack against that creature.

Bonus Actions

Overdrive Engine (1/Day; Bloodied Only). The reautomata's Destructive Rampage recharges, and it gains Immunity to all damage and conditions until the end of its next turn. For the duration, the reautomata automatically succeeds on all saving throws and Strength, Dexterity, and Constitution-based ability checks and has Advantage on attack rolls. It can't be forced to move or affected by spells of level 8 or lower unless it chooses to be. Features and effects that ignore Resistances and Immunities, such as a Vorpal Weapon, don't function against the reautomata unless those effects are caused by a level 9 spell or an artifact.

At the end of its next turn, the reautomata dies and explodes. *Dexterity Saving Throw:* DC 20, each creature in a 20-foot Emanation originating from the reautomata when it dies. *Failure:* 20 (8d4) Acid damage plus 36 (8d8) Necrotic damage. *Success:* Half damage.

Ravenous Flora

This massive plant writhes forward on a mass of roots and vines. Its large leaves waving back and forth surround its great floral head. Glowing hypnotic octarine petals surround a central bulb that opens into a mouth oozing with saliva nectar as a leaf-like tongue licks in anticipation. Its maw is filled with hooked, jagged teeth. The creature looks ready to swallow you whole.

Some apothecaries specialize in the study of plants. These botanist apothecaries often experiment with delerium to affect flora growth cycles. The Ravenous Flora is one unfortunate creation of these efforts. It is a plant that has grown to incredible size, gaining a primitive sentience and a desire to feed. The plant seems singly focused on its hunger, with reports often claiming that the Botanist who created the monstrosity has fallen victim to the creation's insatiable hunger.

Study the Foe

Characters proficient in Nature or Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Ravenous Flora, learning the following based on the result:

(10+) Plant-like nature. You understand the Ravenous Flora's Immunities and its Poison Ivy trait.

(15+) Giant Maw with Toxic Pollen. You learn of its Writhing Aura and Swallow.

(20+) Large and Slow. You recognize its movement speed and Dexterity saving throw.

Combat Tactics

The Ravenous Flora attempts to hypnotize its prey with its Hypnotic Pollen. Because it is a slow-moving creature, it uses this to attract victims before attempting to Bite and Swallow its targets. If no targets are in range, it Spits Acid at them and does its best to move to an advantageous position.

Harvestable Components (Rare)

Animus: Plant. **Fluid:** Sap, Acidic Bile. **Organs:** Flowers. **Bones:** Stems. **Natural Weapons:** Needles, Spores. **Hair:** Leaves. **Dust:** Plant Dust.

EPIC

Ravenous Flora

Large Plant

AC 14 **Initiative** +3 (13)
HP 42 (4d10 + 20) + 42 (4d10 + 20) per player character
Speed 15 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	10	+0	+3	**CON**	20	+5	+5
INT	10	+0	+3	**WIS**	15	+2	+5	**CHA**	19	+4	+4

Immunities Poison; Blinded, Deafened, Poisoned, Prone
Senses Blindsight 60 ft., Tremorsense 300 ft.; Passive Perception 12
Languages Common
Challenge 8 (XP 3,900; PB +3)

Traits

Writhing Aura. The ground within 30 feet of the ravenous flora is filled with plant roots and becomes Difficult Terrain. A creature that starts its turn in the aura takes 7 (2d6) Poison damage.

Poison Ivy. If the ravenous flora would take Poison damage, it instead takes no damage and regains Hit Points equal to the Poison damage it would have received.

Epic Actions

The ravenous flora always takes its turn on Initiative count 20. On its turn, the ravenous flora can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the ravenous flora takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 9 (1d10 + 4) Piercing damage, and the target has the Grappled condition (escape DC 15). Until this grapple ends, the target has the Restrained condition and the ravenous flora can't Bite another target.

Spit Acid. *Ranged Attack Roll:* +7, range 150/600 ft. *Hit:* 14 (3d6 + 4) Acid damage, and the target has the Burning condition (2d4 Acid). While Burning, the target has the Blinded condition.

Swallow. The ravenous flora makes one Bite attack against a Medium or smaller target it has Grappled. If the attack hits, the target is swallowed and the grapple ends. The swallowed target has the Blinded and Restrained conditions, has Total Cover from attacks and effects outside the flora, and takes 10 (3d6) Acid damage at the start of each of its turns. The flora can have up to four targets swallowed at a time.

If the flora takes 15 damage or more on a single turn from a creature inside it, it must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which land with the Prone condition in unoccupied spaces within 10 feet of it. If the flora dies, a swallowed creature no longer has the Restrained condition and can escape from the corpse using 5 feet of movement, exiting with the Prone condition.

Hypnotic Pollen (1/Round). *Wisdom Saving Throw:* DC 16, each creature in a 60-foot Emanation originating from the ravenous flora. *Failure:* 9 (2d8) Psychic damage, and the target has the Weakened condition (save ends). While Weakened, the target must spend all of its movement on each of its turns to move directly toward the ravenous flora. During this movement, the target ignores Difficult Terrain caused by the flora's Writhing Aura.

Epic Resistance. The ravenous flora chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The ravenous flora can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Ripper

This massive creature is made up of mutated, stitched-together body parts. The process of joining parts and intentional mutations has rendered the former patient into a mindless beast, nearly swallowed by its own growths. Its oversized arms carry a great whirling bone saw that spins and whirs as it lumbers forward, spraying gore and soaking its aprons in blood, bone, and grey matter. They wear a blood-soaked medical apron and mask.

A Ripper is a creation of a truly mad apothecary, though one ostensibly created as a "surgical assistant" for dissection and autopsy. In truth, a Ripper's only purpose is as a butcher, carrying out the grim task of dismembering corpses and collecting severed parts to supply fresh materials to create more abominations. Transforming morgues into abattoirs and surgery rooms into charnel houses, having a Ripper amongst their servants enables an Apothecary to work with startling efficiency.

Due to their horrific appearance and grim purpose, Rippers are seldom encountered outside an Apothecary's laboratory. Given their size and brutal skill, Rippers make ideal guardians.

Parts Collectors. Apothecaries stitch all manner of extra arms, hands, and limbs to their Rippers, which the creature uses to gather severed body parts and hold down subjects.

Fear Engine. The Ripper's tortured mind sympathetically responds when it senses a victim's fear and terror, but its twisted brain responds with adrenaline and bloodlust.

Study the Foe

Characters proficient in Arcana or Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Ripper, learning the following based on the result:

(10+) Occult Science Construct. You know of its Insensitive to Pain trait, as well as its damage and condition Immunities.

(15+) Razor-Sharp Weapons. You recognize the Ripper's Whirling Bonesaw attack, and it's Feed on Fear and Dismemberment traits.

(20+) Formidable but Dim-Witted. You learn the Ripper's Constitution, Dexterity, and Intelligence saving throws.

Combat Tactics

The Ripper is an unsubtle and unsophisticated combatant, but it can follow its creators' orders intelligently. Unless directed otherwise, a Ripper usually begins battle by using its Gory Display to terrify its victims. It then ponderously moves towards its chosen target before lowering its Saw Blade down, preferring Frightened targets to benefit from its Feed on Fear trait. During its turn, a Ripper continues attacking with its Saw Blade until it misses. If it reduces a target to 0 Hit Points, it does not stop making attacks until its target dies.

Harvestable Components (Very Rare)

Animus: Construct. **Fluid:** Contaminated Ichor, Chemical Solution. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. **Natural Weapons:** Blades, Claws. **Hair:** Stitches. **Hide:** Skin, Plates.

Ripper

Large Construct

AC 17
HP 287 (25d10 + 150)
Initiative +5 (15)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	**DEX**	11	+0	+0	**CON**	23	+6	+11
INT	11	+0	+0	**WIS**	15	+2	+7	**CHA**	11	+0	+5

Skills Athletics +11, Perception +7
Immunities Poison, Psychic; Charmed, Frightened, Poisoned
Senses Darkvision 120 ft.; Passive Perception 17
Languages Understands the languages it knew in life but can't speak
Challenge 15 (XP 13,000; PB +5)

Traits

Dismemberment. Creatures killed by attacks made by the ripper can't be restored to life except by a *Resurrection* spell or similar magic.

Feed on Fear. Frightened creatures have the Helpless and Defenseless conditions against attacks made by the ripper.

Insensitive to Pain. Critical Hits against the ripper become normal hits.

Actions

Whirling Bonesaw. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 20 (4d6 + 6) Slashing damage, and the ripper can immediately make another Whirling Bonesaw attack against the same target. This attack ignores Resistance and Immunity to Slashing damage.

Gory Display (Recharge 5–6). *Wisdom Saving Throw:* DC 15, each creature that can see the ripper. *Failure:* 14 (4d6) Psychic damage, and the target has the Frightened condition (save ends). While Frightened, the target's Speed becomes 0 and can't increase.

Reactions

Unstoppable Lurch. *Trigger:* A creature deals damage to the ripper. *Response:* The ripper moves up to half its Speed toward that creature without provoking Opportunity Attacks. If the ripper ends this movement within reach of the creature, it gains Advantage on its next attack roll against the creature.

Skinwing

A flock of hairless, winged creatures, each roughly the size of a large dog, circle overhead. Each is a grotesque patchwork of various animals melded together through unspeakable magical experiments. Their bloated bodies are made from combinations of pigs, goats, and sheep torsos. Their featherless wings are poorly structured with visible bones and thin, tearing skin. Each has a ram-shaped head with mismatched, bulging eyes and twisted horns; the nose and mouth have been replaced with a curved avian beak, each disturbingly filled with rows of irregular teeth and leaking a foul, sticky saliva. The monsters move with an awkward gait, their strained bodies supported by sturdy but mismatched donkey legs, and forelimbs which end in a hodgepodge digits with different claws, talons, and claws.

Many apothecaries who delve into the secrets of reanimation and transmogrification are not bold enough to begin with human test subjects. Instead, most opt to begin their cruel experiments upon animals, knowing that these early investigations draw less suspicion and hostility.

Unfortunately, it is for exactly this reason that many apothecaries lose their sense of morality. In time, they come to view even humans with the same cold dispassion as their animal test subjects, seeing the cries of pain and mercy as no different from the barks, squawks, and howls of the animals they so cruelly tortured in their early days.

Skinwing

Medium Monstrosity

AC 13
HP 68 (8d8 + 32)
Initiative +0 (10)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	10	+0	+0	**CON**	18	+4	+4
INT	3	-4	-4	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Skills Perception +2
Senses Darkvision 60 ft.; Passive Perception 12
Languages None
Challenge 4 (XP 1,100; PB +2)

Traits

Pack Tactics. The skinwing has Advantage on attack rolls against a creature if at least one of the skinwing's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Disturbing Bleating. A creature that starts its turn within 30 feet of the skinwing is subjected to the following effect. *Wisdom Saving Throw:* DC 14. *Failure:* The target has the Staggered condition until the start of its next turn. *Success:* The target is immune to the Disturbing Bleating of all skinwings for 24 hours.

Actions

Multiattack. The skinwing makes one Bite attack and one Talons attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage.

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Study The Foe

Characters proficient in Nature or Survival gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Skinwing, learning the following based on the result:

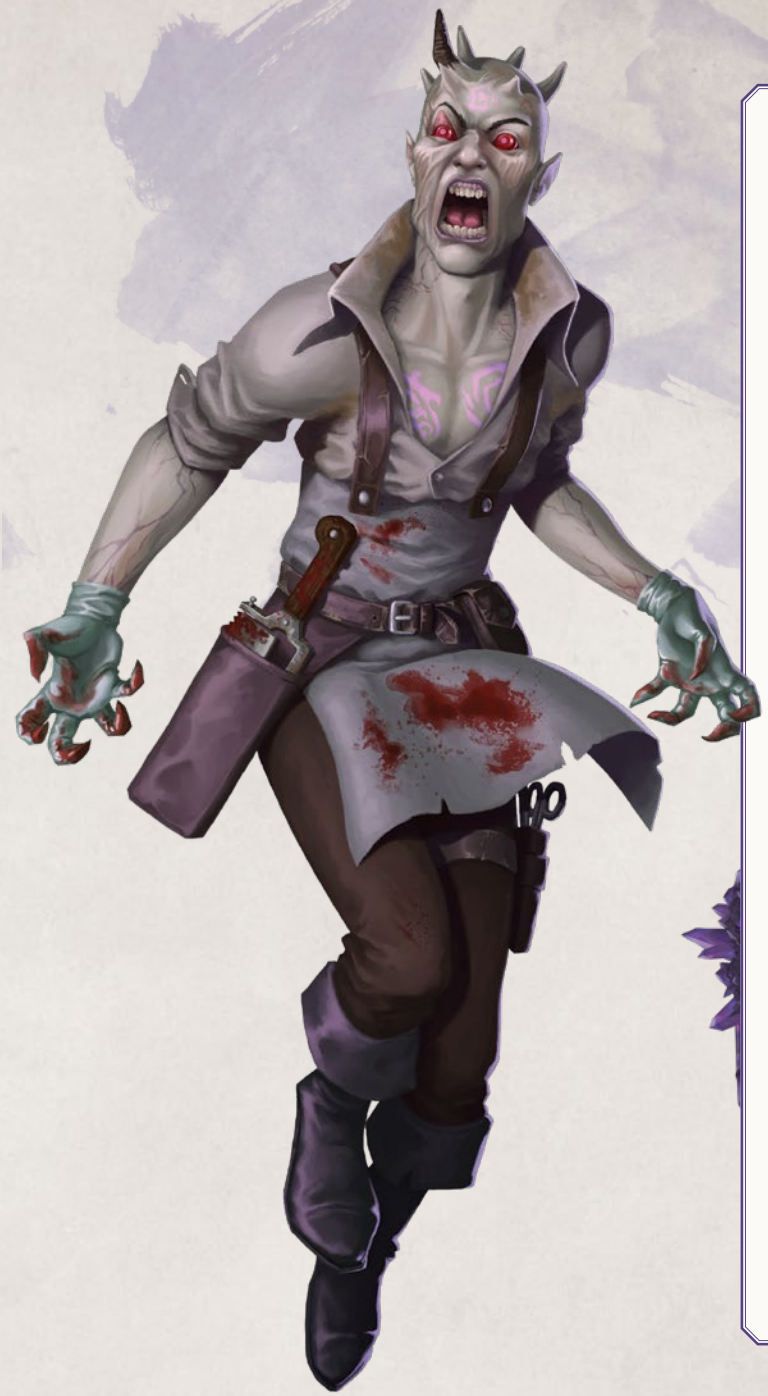
(15+) Flying Packs. You know the Skinwing's Pack Tactics trait.
(20+) Muddled Mind. You learn the Skinwing's Dexterity, Intelligence, and Charisma ability scores.

Combat Tactics

Skinwings look for opportunities to gang up on a single target, relying on their Pack Tactics to swarm and overpower an enemy.

Harvestable Components (Uncommon)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. **Natural Weapons:** Claws, Teeth. **Hair:** Fur, Stitches. **Hide:** Skin, Webbed Membrane.



Fiendish Host

Medium Fiend (Demon)

AC 16
HP 135 (18d8 + 54)
Initiative +6 (16)
Speed 30 ft., Fly 40 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	14	+2	+6	**CON**	16	+3	+3
INT	18	+4	+4	**WIS**	15	+2	+6	**CHA**	20	+5	+9

Skills Arcana +8, Insight +6, Intimidation +9
Resistances Cold, Fire, Lightning
Immunities Poison; Charmed, Poisoned
Senses Darkvision 120 ft. (unimpeded by magical darkness); Passive Perception 12
Languages Abyssal, Common, Infernal
Challenge 12 (XP 8,400; PB +4)

Actions

Multiattack. The host makes two Fiery Claws attacks and uses Hellfire Chain, if available.

Fiery Claws. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 120 ft. *Hit:* 19 (4d6 + 5) Fire damage, and the target has the Burning condition (4d6 Fire).

Hellfire Chain (Recharge 5–6). *Strength Saving Throw:* DC 17, one creature the host can see within 30 feet. *Failure:* 18 (4d8) Fire damage, and the target has the Restrained condition. While Restrained, the target takes 10 (3d6) Fire damage at the start of each of its turns. At the end of each of its turns, the target makes a DC 17 Strength check, ending the effect on itself on a success.

Spellcasting. The host casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to spell attacks):

At Will: *Thaumaturgy*
2/Day Each: *Command, Darkness*

Bonus Actions

Fiendish Agility. The host takes the Dash or Disengage action.

Reactions

Hellish Rebuke. The host casts *Hellish Rebuke* (DC 17, level 4 version) in response to that spell's trigger, using the spellcasting ability in Spellcasting.

Soulbound Host

The grim-faced doctor's jaw tightens as they lower their brow and sigh. Suddenly, their face contorts into a wicked, impossible grimace, a smile stretched too wide for the muscles on their face. Fiendish light glimmers in their eyes as hornlike bulges rip through the flesh of their forehead. Profane runes suddenly blaze upon their flesh, releasing the smell of burning meat and sulfur. The body rises into the air, the muscle spasms barely containing the evil spirit bound within this mortal host. A spiral of flame encircles the apothecary's body as they unleash a horrific scream, speaking in a voice which is not their own. "Now, you will die, mortal."

A Soulbound Host is the physical body of an apothecary who has willingly allowed an extraplanar creature to possess them, trapping the powerful outsider in a mortal form. Powerful yet vulnerable, Soulbound Hosts loathe their creators. They wander the world for the means to reverse the curse of mortality placed upon them and return to their otherworldly domains.

Exorcist and Alienist apothecaries do not primarily study the body, and rarely practice the type of magic and science which leads to mutant horrors and flesh-stitched abominations. They are instead concerned with the supernatural forces of the mind and soul. Many research and contact powerful extraplanar entities, eager to possess mortals as a means of entering the material world. These apothecaries learn how to create Soulbound Hosts as a powerful means to contain and fight back against these dangerous otherworldly foes.

Faerie Host

Medium Fey

AC 15
HP 112 (15d8 + 45)
Initiative +7 (17)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	**DEX**	16	+3	+7	**CON**	16	+3	+3
INT	15	+2	+2	**WIS**	18	+4	+8	**CHA**	19	+4	+8

Skills Deception +8, Persuasion +8, Stealth +7
Immunities Charmed
Senses Darkvision 60 ft.; Passive Perception 14
Languages Common, Sylvan
Challenge 9 (XP 5,000; PB +4)

Actions

Multiattack. The host makes two Enchanted Strike attacks.

Enchanted Strike. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 9 (2d8) Psychic damage.

Illusory Assault (Recharge 5–6). *Intelligence Saving Throw:* DC 16, each creature in a 30-foot Emanation originating from the host. *Failure:* 21 (6d6) Psychic damage, and the target has the Frightened condition until the end of the host's next turn. *Success:* Half damage only.

Spellcasting. The host casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to spell attacks):

At Will: *Disguise Self, Mage Hand, Minor Illusion, Prestidigitation*
2/Day Each: *Invisibility, Major Image*

Bonus Actions

Faerie Step. The host teleports to an unoccupied space it can see within 30 feet.

Reactions

Fey Escape. *Trigger:* The host takes damage. *Response:* The host has the Invisible condition and teleports to an unoccupied space it can see within 60 feet. The host remains Invisible until the start of its next turn or until it makes an attack roll, deals damage, or casts a spell.

Desperate Gambit. A Soulbound Host is usually created under truly desperate circumstances, such as when a heroic apothecary faces a dangerous otherworldly being such as a demon, fey, spirit, or inscrutable entity from the Space Between Worlds. Not only are these planar invaders pernicious foes, many are effectively immortal—often these creatures simply reform when killed outside their native planes. Thus, an apothecary who lacks the ability to defeat the demon on their own, or who wishes to defeat a powerful outsider in a more permanent fashion, may instead decide upon a heroic act of self-sacrifice by turning themselves into a Soulbound Host.

Preparing the Trap. Using an array of implanted metals, ingested tinctures, mental preparations, and occult incantations, a skilled apothecary may willingly prepare their body for possession. During the process, the apothecary can weave a unique spiritual trap. It then falls to the apothecary to convince the otherworldly creature to possess them, an act that many outsiders are eager to do. Thus, the canny apothecary preys on the ego of the monster itself.

Mortal Curse. When the outsider inhabits the body, the apothecary's soul departs, leaving the extraplanar creature to take their place spiritually. If this mortal form is killed or destroyed, the bound creature does not simply return to their plane of origin. Instead, the spirit departs to the afterworlds like any other mortal soul, losing their accumulated otherworldly power forever. Thus, the Soulbound Host becomes both a prison and a death sentence for the other wielding being tricked into the apothecary's body.

Rogue Hosts. Unfortunately, this act of self-sacrifice is not without its imperfections. The apothecary's body is filled with otherworldly essence, and while the creature's power is greatly diminished, they often remain extremely dangerous—allies of the departed apothecary may still find it challenging to slay the Soulbound Host. Many escape, wandering the world with stolen lives and even assuming the identity of their host while they search for the means to escape their now mortal form. All bound outsiders are painfully aware of their new mortality, frustrated that returning to their planes of origin is

Aberrant Host

Medium Aberration

AC 17
HP 110 (13d8 + 52)
Initiative +6 (16)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	14	+2	+2	**CON**	18	+4	+4
INT	20	+5	+9	**WIS**	17	+3	+7	**CHA**	16	+3	+7

Skills Deception +7, Insight +7, Perception +7
Resistances Psychic
Immunities Charmed, Frightened
Senses Darkvision 120 ft.; Passive Perception 17
Languages Common; telepathy 120 ft.
Challenge 9 (XP 5,000; PB +4)

Actions

Multiattack. The host makes two Mind Spike attacks.

Mind Spike. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d8 + 2) Psychic damage.

Psychic Barrage (Recharge 5–6). *Intelligence Saving Throw:* DC 17, up to three creatures the host can see within 60 feet. *Failure:* 28 (8d6) Psychic damage, and the target has the Jinxed condition (1d8; save ends). *Success:* Half damage only.

Spellcasting. The host casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 17, +9 to spell attacks):

At Will: *Detect Thoughts, Mage Hand* (the hand is invisible)
3/Day: *Levitate, Suggestion*
1/Day: *Dominate Person*

Reactions

Thought Shield. *Trigger:* The host or a creature it can see fails a saving throw or is hit by an attack. *Response:* The target rolls 1d6 and adds the result to its AC or saving throw, potentially turning a hit into a miss or a failure into a success.

not a simple matter of destroying their flesh-cage or switching their essence into a different host, one which lacks the binding wards placed by the apothecary.

Price of Freedom. Trapped outsiders can win their freedom by calling back the soul of the apothecary who trapped them, and resurrecting them into their body. This is a thing many outsiders are loathe to do out of fiendish ego, since it puts the original soul in a bargaining position. In this way, the apothecary can force the spirit to accept a bargain which requires them to remain in their own worlds for at least the duration of the apothecary's lifetime.

Study the Foe

Characters proficient in Religion, Medicine, or Survival gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Soulbound Host, learning the following based on the result:

(10+) Possessed Body. You know the Soulbound Host's type and damage Resistances.

(15+) Extraplanar Magic. Depending on the type of spirit, you learn either the Hellfire Chain, Illusory Assault, or Psychic Barrage actions, as well as the Spellcasting trait of the host.

(20+) Cursed Fate. You recognize its desperation caused by its spirit-bound mortality and its Reactions.

Combat Tactics

A Soulbound Host is a careful combatant. Though powerful, the last thing they want is to be killed in their mortal form. If they are seriously injured, they often attempt to bargain, offering power and knowledge to assailants who spare them.

Harvestable Components (Very Rare)

Animus: Fiend, Fey, or Aberrant. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. **Natural Weapons:** Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Fiendish, Fey, or Aberrant Dust.

Stitcher

The creature before you has an oversized clawed hand of deadly scissors, blades, surgical instruments, and scalpels. The other hand is completely replaced with a set of interwoven needles on pistons. The figure is tall and emaciated, with tight skin stretched over lithe muscles. Its long and slender neck ends in a small bald head with beady black eyes and multiple straps that are connected to its mouth, keeping it pried open. A spool of fine thread is fastened into its gaping mouth, and its ribcage is splayed open with flowing bandages on a spool that is fitted into place within. It wears stained and stitched rags and carries a large burlap sack stained in blood, multiple severed limbs hanging out of the open bag.

The tedious process of suturing and knitting flesh to a capable assistant can prove time consuming and difficult. The Stitcher acts as a lab assistant and an extra set of hands for such tasks. Uniquely outfitted for quickly and efficiently attaching limbs, sewing up wounds, or making surgical incisions, the Stitcher can graft a limb onto a patient in mere seconds.

Study the Foe

Characters proficient in Arcana or Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Stitcher, learning the following based on the result:

(10+) Fearless and Enduring. You are aware of the Stitcher's damage and condition Immunities.

(15+) Instantaneous Grafter. You know the creature's Sewing Needle attack.

(20+) Brainless Monster. You learn the Stitcher's Charisma saving throw.

Combat Tactics

The Stitcher has a singular, focused mind, and even when defending itself, uses its sewing and surgical skills to sew up its foes. The Stitcher often identifies what the most advantageous option is for its Sewing Needle, focusing on the mouths of spellcasters, the limbs of melee combatants, and the eyes of ranged combatants. It attempts to attach limbs to victims it has sewn up.

Harvestable Components (Very Rare)

Animus: Construct. **Fluid:** Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. **Natural Weapons:** Claws. **Hair:** Stitches, Hair. **Hide:** Skin.

Stitcher

Large Construct

AC 17
HP 200 (16d10 + 112)
Initiative +9 (19)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	20	+5	+5	**CON**	24	+7	+7
INT	14	+2	+6	**WIS**	18	+4	+8	**CHA**	10	+0	+0

Skills Medicine +12, Perception +8
Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft.; Passive Perception 18
Languages Understands the languages of its creator but can't speak
Challenge 12 (XP 8,400; PB +4)

Traits

Hold Still, Please. The stitcher has Advantage on attack rolls against a Grappled, Immobilized, or Slowed creature.

Actions

Multiattack. The stitcher makes two Scissorhand attacks and one Sewing Needle attack. It can replace any of these attacks with Attach Limb.

Scissorhand. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 18 (3d8 + 5) Slashing damage, and the target has the Bleeding condition (4d4).

Sewing Needle. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 14 (2d8 + 5) Piercing damage. *Dexterity Saving Throw:* DC 17. *Failure:* The target has a body part bound and sewn up (stitcher's choice):

- **Eyes**. The target has the Blinded condition.
- **Mouth**. The target cannot speak and cannot cast spells with a verbal component.
- **Limbs**. The target has the Restrained condition.

A creature within 5 feet can take an action to remove the threads with a successful DC 17 Wisdom (Medicine) check, ending the effect. *Failure:* The threads are removed but the target takes 11 (2d10) Slashing damage. *Failure by 5 or More:* The target takes 11 (2d10) Slashing damage and the threads aren't removed.

Attach Limb. *Strength Saving Throw:* DC 17, one creature the stitcher can see within 10 feet (Grappled, Slowed, Restrained, Incapacitated, and Immobilized creatures have Disadvantage). *Failure:* The target makes a DC 17 Intelligence saving throw at the start of each of its turns. On a success, it controls the limb until the start of its next turn. Otherwise, the limb is uncontrolled for the same duration. The target suffers one of the following effects depending on the attached limb:

- **Head.** While controlled, the target has Advantage on Intelligence, Wisdom, and Charisma-based D20 Tests. While uncontrolled, the target can control its action or its movement on its turn, but the head controls the other. On a failure by 5 or more, the head chooses which to control instead of the target.
- **Arm.** While controlled, the target can take an extra action on its turn, choosing from the Attack (one weapon attack only) or Utilize actions. While uncontrolled, the extra arm makes one melee weapon attack against the target at the start of its turn. The arm has a +9 attack bonus and deals 14 (3d6 + 4) Bludgeoning damage on a hit.
- **Leg.** While controlled, the target can take an extra action on its turn, choosing from the Dash or Disengage actions. While uncontrolled, the leg forces the target to move up to its Speed in a random direction at the start of its turn. If this movement forces the target toward a hazard or precipice, the host can repeat the saving throw. On a successful save, it stops its movement and has the Prone condition before entering the hazard.

An attached limb can be attacked (AC 20, 20 Hit Points, Immunity to Poison and Psychic damage). A creature within 5 feet can take an action to remove the limb with a successful DC 17 Wisdom (Medicine) check or DC 15 Strength check. When removed by any means other than a successful Wisdom (Medicine) check, the target takes 18 (4d8) Necrotic damage and has the Bleeding condition (4d4).

Tanker

A hulking abomination of corroded steel and pallid flesh stands before you. A gas mask covers its face, firmly strapped and bolted onto its head. The creature hunches over a massive chemical drum that makes up its gut. Tubes and hoses splay from the drum like spilled intestines that connect the tank back into the spine and limbs of the monstrosity. The pumping hoses weave through its body, connecting to the large metallic nozzles which have replaced its hands. A confusing tapestry of rank chemical odors exude from it, the various smells irritate the senses and burn the eyes and nostrils.

The Tanker is the preferred lab assistant of Chemists and Pathogenists. They are a construct made from a human corpse, built to function as a walking barrel of alchemical reagents. Traditionally meant to supply mixed chemical compounds in large quantities from one vessel to another, the Tanker can also be deadly when threatened as it is equipped with massive hoses that can fire globs of its substances at targets, as well as unleash a gout of toxic fluids. The creature stinks of acrid chemicals and even being near it can be disastrous without proper protective measures.

Tanker

Large Construct

AC 17
HP 95 (10d10 + 40)
Initiative -1 (9)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	8	-1	-1	**CON**	18	+4	+4
INT	6	-2	-2	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Immunities Acid, Poison; Burning (Acid only), Frightened, Poisoned
Senses Blindsight 30 ft.; Passive Perception 10
Languages Understands the languages of its creator but can't speak
Challenge 5 (XP 1,800; PB +3)

Traits

Chemical Stench. A creature other than a Construct or Undead that starts its turn within 10 feet of the tanker is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target has the Sickened condition until the start of its next turn. *Success:* The target is immune to the Chemical Stench of all tankers for 1 hour.

Actions

Multiattack. The tanker makes two Slam or Chemical Glob attacks.

Slam. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.

Chemical Glob. *Ranged Attack Roll:* +7, range 60/120 ft. *Hit:* 14 (4d6) Acid, Cold, or Poison damage (tanker's choice).

Chemical Spray (Recharge 5–6). Each creature in a 30-foot Cone is subjected to one of the following effects of the tanker's choice:

- **Sulfuric Acid.** *Dexterity Saving Throw:* DC 15. *Failure:* 25 (10d4) Acid damage, and the target has the Burning condition (4d4 Acid). *Success:* Half damage only.
- **Liquid Nitrogen.** *Constitution Saving Throw:* DC 15. *Failure:* 18 (4d8) Cold damage, and the target has the Frozen condition (DC 14). *Success:* Half damage only.
- **Chlorine Gas.** *Constitution Saving Throw:* DC 15. *Failure:* 14 (4d6) Poison damage, and the target has the Poisoned condition (save ends). While Poisoned, the target has the Blinded condition. *Success:* Half damage only.

Study the Foe

Characters proficient in Arcana or Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Tanker, learning the following based on the result:

(10+) Fearless and Enduring. You know the Tanker's damage and condition Immunities.
(13+) Deadly Spray. You learn of the Tanker's Chemical Spray attack.
(17+) Brainless Monster. You are aware of the Tanker's Intelligence and Charisma saving throws.

Combat Tactics

The Tanker takes the first opportunity it has to unleash Chemical Spray at a group of targets. After weakening its foes with Chemical Spray, finishes them off with Slams and Chemical Globs.

Harvestable Components (Rare)

Animus: Construct. **Fluid:** Contaminated Ichor, Chemical Solution, Elemental Fluid. **Organs**: Eyes, Heart, Brain, Glands. **Bones:** Skull, Spine. **Hair:** Stitches. **Hide:** Skin, Plates.

Uncontained Growth

The rippling mound of fleshy tendrils masks the humanoid buried within. With incoherent arrangements of eyes, mouths, arms, and legs, and the occasional half-absorbed creature, the Uncontained Growth's shape changes as it lumbers forward, while a muffled chorus of whimpers, screams, and agonized cries erupt from its orifices. Somewhere within is what remains of a victimized patient.

Not all Mutagenists formulae succeed. Often, before testing the Transmogrifying Elixir on themselves, they use patients. Sometimes these patients come willingly, looking to repair some element of themselves. They agree to experimental procedures, which the Mutagenist uses to try their newest elixir and to study untested strains.

The Uncontained Growth emerges as one of the more common side effects to transmogrification, where attempts to expand muscular tissue in a controlled way goes awry. The expansion proceeds unchecked, exploding into masses of flesh and appendages. Sadly, these test subjects are a lost cause: the elixir forever alters and expands their form. Some of the most vile Mutagenists keep these Uncontained Growths as minions, protecting their labs and work. As the muscular tissue expands through bouts of agonizing torment for the patient, it causes their mind to break, leaving them in a maddened frenzy of hostility. This rage can be directed at the apothecary's enemies.

Study the Foe

Characters proficient in Arcana or Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study an Uncontained Growth, learning the following based on the result:

(10+) Resistant Flesh. You recognize the creature's Adaptable Flesh Reaction.

(15+) Persistent Growth. You are aware of the creature's Absorbing Flesh trait.

(19+) Mindless Mass. You learn the creature's Intelligence, Wisdom, and Charisma saving throws.

Combat Tactics

The Uncontained Growth is a force of raw strength. In a single turn it can grab, crush, and throw a target.

Harvestable Components (Rare)

Animus: Monstrosity. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. **Hide:** Skin.

Uncontained Growth

Medium Monstrosity

AC 17
HP 119 (14d8 + 56)
Initiative +0 (10)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+8	**DEX**	11	+0	+0	**CON**	19	+4	+7
INT	1	-5	-5	**WIS**	7	-2	-2	**CHA**	4	-3	-3

Senses Passive Perception 8
Languages None
Challenge 8 (XP 3,900; PB +3)

Traits

Absorbing Flesh. A creature reduced to 0 Hit Points by the growth is absorbed into its body and dies. When it absorbs a creature, the growth's size increases by one category. If the growth finishes a Long Rest and hasn't absorbed a body since its last Long Rest, its size decreases by one category.

Actions

Multiattack. The growth makes a number of attacks based on its size: two (Medium), three (Large), four (Huge) or five (Gargantuan).

Assimilating Pseudopod. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Necrotic damage, and if the target is smaller than the growth, it is subjected to the following effect. *Dexterity Saving Throw:* DC 16. *Failure:* The target is swallowed by the growth. A swallowed creature has the Blinded and Restrained conditions, has Total Cover from attacks and effects outside the growth, and takes 18 (4d8) Necrotic damage and the start of each of the growth's turns. The growth regains Hit Points equal to the amount of Necrotic damage dealt, and excess healing increases its Hit Point Maximum.

If the growth takes 20 damage or more on a single turn from a creature inside it, the growth must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which land with the Prone condition in unoccupied spaces within 10 feet of the growth. If the growth dies, a swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting with the Prone condition.

Reactions

Adaptable Flesh. *Trigger:* The growth takes damage from a spell or attack. *Response:* The growth halves the damage it takes from the triggering spell or attack.

Wretched Patient

These sickly figures look frail and weak, their flesh pale and sagging, and their eyes sunken and hollow. They wear little more than light fabric gowns, blood- or pus-soaked bandages, tattered rags, or dirty garments. Some of them are covered in blisters or soars, others bleed from the ears, nose, or mouth. They mutter to themselves mad gibberish and whispered ideas.

Magic is beyond the means of most commonfolk in the continent. Few can afford the services of the Amethyst Academy, and priests of the Sacred Flame and Old Gods alike are selective with their divine magic, offering their boons to devout worshippers or those in dire need only. However, apothecaries are seldom so selective, especially those who operate in remote regions or clandestinely within large cities.

Desperate Vanity. Lesser nobles and vain merchants occasionally seek out apothecaries not for a cure to an ailment, injury, or sickness, but in the hopes of augmenting some quality of themselves they find deficient. These individuals may come to an apothecary looking for a miraculous means to become taller or more comely, reverse aging, or even gain supernatural or magical abilities.

Medical Malpractice. Unfortunately for their patients, unscrupulous apothecaries may be perfectly willing to offer an experimental method or untested procedure in exchange for an affordable price, seeking an opportunity to trial their latest concoction upon a hapless yet willing subject. When these ill-conceived techniques inevitably go awry, the subjects find themselves transformed into a grotesque mockery of themselves.

Promised Cure. The transformation leaves the patient half-mad. Some are manipulated in the hopes of being cured one day, or tricked into believing that they must remain in the care of their "doctor" until they have "recovered" from the procedure. Many lash out in rage, fleeing into the wilderness, back alleys, or hidden away in their homes. Those unable to return to their former lives in fear or shame may remain, however.

Useful Lackeys. Left without the means to restore their former appearance, these wretched patients accept roles as orderlies, guards, and assistants to the apothecary responsible for their tormented contention. Truly psychotic apothecaries may increase their control over their patients through invasive brain surgery, chemical conditioning, and forced indoctrination. These terrible procedures render these unfortunate individuals fiercely loyal to the apothecary, imbuing them with a fanatical drive to protect them even at the cost of their own lives.

The Varied Victims of Many Malpractices

Wretched Patients represent the unfortunate victims of apothecaries' experiments. No matter their area of study, the deranged minds of evil scientists know no bounds with their experimentation on willing subjects in the name of occult science.

Alienist. Often those with mental instability or muddled minds turn to an Alienist. These patients are rendered into mindless and obedient servants through mind control, mental conditioning, and mind-altering procedures. Alienists have been known to go as far as remove portions of their victims' brains or remove their brains entirely while keeping the subject alive.

Chemist. Those looking for tinctures and tonics to ease all manner of ailments have turned to Chemists, often unaware of the danger of their compounds. These patients are often subject to new experimental procedures that leave them burned, or scarred, disfigured by chemical research. In some cases, the chemical procedures can leave the victims hairless, blind, or cause their skin to muddle and scar over completely.

Exorcist. An Exorcists patients seek help with possessions that may or may not be real. These haunted people can find themselves at the hands of mad scientist and spiritualist who will use the willing patient to summon or trap demonic forces. Sometimes these patients are simply what remains after a demonic or spiritual possession, where after the removal, the victim is left numb and catatonic, having lost most of themselves to the entity that inhabited them. More sinister exorcists will perform this procedure on purpose, placing powerful entities into a patient, only to remove it and render the patient hollow and willing to become a subject to the apothecary.

Mutagenist. The failed experiments of a Mutagenist can leave all manner of strange disfigurations and abnormalities upon their patients. Everything from unusual growths, cankers, and tumors, to fully growing extra limbs, eyes, mouths, and other such strange occurrences. These patients become hideous mockeries of their former selves and over time, become reliant on the doctor to keep their growths and mutations in check.

Pathogenist. When sick with disease, or dealing with unknown poisons, subjects will go to a Pathogenist. Those who take their practices too far often use subjects as vessels for experimentation. Subjects are often riddled with diseases, sores, boils, at times losing their teeth and fingernails to unnatural decay, their skin turning shades of yellow, green, or purple. They appear sickly, carrying a many pathogens, toxins, and diseases.

Reanimator. Reanimators are sought out when a patient has lost a limb, or had severe injury that would leave them scarred or disfigured. The Reanimators who take their practice too far will use the subject as a means of experimentation. Attaching new limbs to them, testing the lengths they can go by adding multiple limbs, or a second head, additional fingers or toes, subjects over time can become a patchwork of various parts that have been removed, reattached, or swapped.

Study the Foe

Characters proficient in Medicine gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to Study a Wretched Patient, learning the following based on the result:

(10+) Broken by Experimentation. You know the creature's Conditioned Obedience trait.

(15+) Fervent Loyalty. You know these creatures protect their creator via their Protective Impulse Reaction.

Combat Tactics

Wretched Patients are simple minions. They defend themselves and reluctantly fight at the command of their creator. If their creator dies, Wretched Patients flee or cower.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts. **Bones:** Skull, Spine. **Natural Weapons:** Blades. **Hair:** Stitches, Hair. **Hide:** Skin.

Wretched Patient

Medium Aberration

AC 13
HP 32 (5d8 + 10)
Initiative +5 (15)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	17	+3	+3	**CON**	14	+2	+2
INT	11	+0	+0	**WIS**	10	+0	+0	**CHA**	9	-1	-1

Skills Stealth +5
Senses Darkvision 120 ft.; Passive Perception 10
Languages Common
Challenge 1 (XP 200; PB +2)

Traits

Conditioned Obedience. While the patient can see its creator, it has Advantage on Intelligence, Wisdom, and Charisma saving throws.

Actions

Rusty Surgical Blade. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 7 (2d6) Poison damage.

Reactions

Protective Impulse. *Trigger:* The patient's creator is targeted by an attack or spell, and the patient is within 10 feet of it. *Response:* The patient switches spaces with its creator and becomes the target instead.

Court
of the Night

Chapter 6: Court of the Night

Night Born Undeath

"They appear in a lords court, a tribunal, a ceremony. Just ready to suck the life out of some prominent member of society or influence some noble. What a bunch of shadowy cowards. I do my best work in the daylight, and with an audience. These leeches go after the rich and powerful but I'd like to see them face a true Caspian."

—Pluto Jackson

Hidden within the political squabbles of the continental nobility is an ancient conspiracy swathed in darkness and bound by blood. A few highborn houses have been ruled by vampires for centuries, their family leaders gifted with undead immortality yet cursed with sanguine cravings. Secretly preying upon their mortal subjects whilst concealing their undead nature from their noble peers, these vampire lords have in turn transformed their heirs, lieutenants, courtesans, and staff into obedient spawn to secure their lineage and loyalty.

Yet their dark ambitions do not end there, for the vampire aristocrats desire complete control and total domination over the people of the continent. Together, thirteen vampire-ruled noble houses established a sinister cabal and shadow government collectively known as the Court of the Night, a shadowy alliance that aims to influence and manipulate political affairs and eventually seize power. The Court of the Night works in the shadows, pulling noble puppet strings across the continent. Originally founded in the kingdom of Westemär, the Court of the Night's influence has spread, infiltrating the noble ranks of neighboring lands such as Caspia and Elyria.

The elusive vampires have managed to keep their plot undiscovered for hundreds of years. During this time, however, a few amongst the court and even entire vampire households have been exposed — sometimes by intrepid monster hunters, other times by the devout paladins of the Silver Order, or occasionally by the mages of the Amethyst Academy, or astute mortal nobles. While many exposed vampires have been eradicated, others have managed to escape and reestablish themselves elsewhere under new identities.

The few mortals who have come dangerously close to unraveling the full extent of the vampire conspiracy have faced grim fates. Some have disappeared without a trace, swallowed by the shadows that cloak the Court of the Night's operations. These unfortunate souls stumbled too deep into the vampires' secrets, provoking a lethal response to ensure their silence. Others, however, suffer a fate arguably worse than death: they are captured and transformed into thralls by the vampires. Stripped of their will and enslaved, these thralls serve their vampire masters, their former lives obliterated by vampiric compulsion and dark magic. This sinister practice ensures not only the continuation of the vampire's secrecy but also a sadistic reinforcement of their dominance over humans.

However, within the secretive bounds of the Court of the Night, an atmosphere of constant suspicion and ambition breeds endless betrayal and intrigue. The vampire households, each led by ancient and cunning undead lords, vie fiercely for influence and control. Alliances are as fleeting as they are strategic, formed to stabilize power or to execute swift betrayals when advantageous. The stakes of this internal power struggle are exceedingly high, as supremacy within the Court can grant unparalleled control over both the vampire and human realms. These internal conflicts often manifest in covert sabotages, assassinations, and intricate plots that further complicate the dynamics within the Court, making the hierarchy within this shadow government both volatile and deadly.

Vampiric Origins

Legends claim the vampiric curse first fell upon mortals who, hungry to extend their own lives, fed upon other's life essence through sanguine rites. Though they attained their coveted power and immortality, these first vampires were forever banished to the shadows for their dark predations. Ancient stories amongst those who keep the Old Faith attribute the curse to the fickle goddesses Morrigan, who laid the punishment upon heretical druids blasphemously seeking immortality in her name. Amongst the Faith of the Sacred Flame, vampirism represents a twisted and fallen soul utterly consumed by darkness and bloody impulses, one so completely shunned by the light they are destroyed by its very presence.

Though vampirism is unquestionably a curse, it is one that brings great power through unnatural abilities. As such,

ambitious mortals have themselves often sought out the curse willingly. Unscrupulous warlocks have made dark pacts with demonic entities and become vampires in the process. Indeed, the tyrannical Sorcerer-Kings were masters of blood magic, wielding dark power to imbue their bloodlines with draconic and fiendish lineages. Many amongst them sought to establish an eternal empire through some form of immortality. Academy scholars speculate that several Sorcerer-Kings attained undeath through vampirism or lichdom, though their dreams of everlasting rule ended in betrayal by their own rivals.

As the Faith of the Sacred Flame rose in Elyria, these vampires and surviving blood mages fled its spreading light for other lands where they could more safely hide in the shadows. Meanwhile, in the deep forests of the lands which would one day become Westemär, descendants of the druids cursed by Morrigan still practiced their sanguine rites in secret, until a bloodthirsty ruler emerged who sought their cursed power for himself.

The legendary Vladimir von Drakken was a peerless swordman and ruthless warlord born in the late sixth century, who forged the nation of Westemär through bloody conquest over three decades of brutal invasion. Vladimir von Drakken carved a gore-streaked path through his neighbors and built a kingdom born out of genocidal massacres and brutal subjugation. He established himself as the Lord of Castle Drakken, naming Drakkenheim for his household. History tells that Vladimir von Drakken ruled as a despot and had imperial ambitions upon his neighbors in Elyria and Caspia. However, he was cut down by his rebellious daughter, Carmen, who succeeded her father's throne. While sensational stories about Vladimir von Drakken's bloodthirsty nature are scrawled into the margins of history, no records remain that tell the full story: Vladimir von Drakken was in fact a powerful ascendant vampire.

Two decades into his conquests, Vladimir von Drakken became paranoid that he would be betrayed and usurped by one of his lieutenants, or worse, by one of his own family members. Fearing his own death most of all, he sought out forbidden magic to grant him power and immortality. He found it in the form of vampirism. Deep within the Brachenwald, he was transformed in an unholy ritual known as the Sanguine Rite.

When he returned to Castle Drakken, Vladimir von Drakken turned his vassals into vampire spawn so that none could ever stand against him, holding them as thralls in his Court of the Night Over the next ten years, he continued his cruel and merciless campaign to dominate the lands of Westemär and beyond. Although he was struck down by his daughter, many members of his Court of the Night survived to carry on his legacy.

Calling of the Court

Originally comprised by the surviving vampiric vassals and lieutenants of Vladimir von Drakken, the court has grown over the centuries, both in power and influence, silently manipulating events and entities from behind the scenes as its members dispersed themselves across the continent.

Once every thirteen years, a malevolent meeting of the Court of the Night is held. During the founding decades of the Court, the families gathered in the Brachenwald of Westemär, at the ancient grove where the Druids of Morrigan transformed Vladimir von Drakken into a vampire. However, a more organized and central location space was needed as the vampiric court grew and the families spread throughout the continent and beyond.

Now, the secret meeting is held in the heart of the Free City of Liberio at Rossovino Manor. The cosmopolitan port and independent city-state is located on the Middle Sea, and represents a melting pot between the major nations of the continent. Given its inherent bustle of travel and trade, Liberio is no stranger to fantastic sights and sounds. Visitors from faraway places, mages, and all sorts of strange folk and adventurous types gather in the democratic city. Vampires can easily conceal their presence here and find no shortage of activities or appetizers during the warm nights in Liberio.

Each vampire family dispatches a delegation to attend once every thirteen years to discuss the next steps for the court. Though they often send grand contingents of vampires, spawn, and thralls, each family chooses two representatives to speak on their behalf. The vampires meet for nights, punctuated with dark revelry, macabre masquerades, and grisly feats which stretch into the long hours of the night. During these events, the vampires openly discuss their plots, their triumphs, their struggles, and how their goals may further the Court of the Night's longevity and prosperity. They review their plots and deception for their continued infiltration of the Mortal World.

Amongst the vampires, the Calling of the Court is a neutral ground, where all families must put aside infighting, backstabbing, past betrayals, and schemes against each other under penalty of true death. Yet, the vampires are conniving and clever — the Calling of the Court is the time to strengthen their shared goals and gain the support they need. If a rival or two can be eliminated before or after the gathering itself… so much the better.

Vampiric Ideologies

Although to mortal eyes the Court of the Night appears to be a united faction, in truth, the vampiric nobility is deeply divided internally. Amongst their number have emerged three competing ideologies.

Resurrectionists

Steadfast in their oaths of eternal fealty to Vladimir von Drakken, the Resurrectionists plot nothing more than the return of the legendary vampire. Keepers of lore and ancient artifacts, the Resurrectionists are the most reclusive. They dream of the return of the mighty vampire lord, when he will bathe the world in blood and establish a true empire of the night, where mortals are lorded over like livestock to feed the ambition and power of the vampiric nobility.

Inheritors

The Inheritors arose in response to the slow and ponderous pace of the Resurrectionists plans. Impatient to await a long-dead lord of the night to return and command them, the Inheritors seek to claim the legacy of Vladimir von Drakken for themselves. Instead of returning the dread lord to power, each Inheritor instead dreams of usurping the might of the Vampire King for themselves. The Inheritors are a fractious and scheming organization. Each member ultimately wishes to rise in power over their peers, and so their grand plans are often fraught with subterfuge and sabotage.

Libertines

Growing in power and influence amongst the Court of the Night are a contingent of vampire lords who reject both the old ways of the Resurrectionists, and the scheming politics of the Inheritors. Instead, the Libertines seek to live out their undeath with lavish decadence and unholy debauchery, unfettered by the morals and responsibilities of mortal life. They crave wealth and power only because it fuels and supports their existence of excess. Avarice, lust, and pride prompts the Libertines to defend themselves and their holdings, often using the mortals they live so easily among to do their bidding.

Crimson Blade

Vampire Strains

There exist three main strains of vampiric affliction and two sub-strains. Each cause different physical manifestations and behavioral impulses, while granting diverse vampiric abilities. All three strains are present in the Court of the Night; typically, all the members of a household possess the same strain, though the strains occasionally mingle amongst one another and many courts and houses contain vampires from different strains.

Regardless of their strain, all vampires possess the same classic vampire weakness: vulnerability to sunlight.

Vampyre

> *The regal vampire standing before you scoffs and smiles devilishly as its fangs protrude. Its eyes take on a crimson hue as it gracefully lifts into the air, hovering slowly towards you, its cape billowing behind it. The well-dressed noble who stood before you is gone, now revealing its true form: that of a hungry vampire.*

The Vampyre consider themselves the purest descendants of Vladimir von Drakken, believing they were crafted in his perfect image. They appear almost humanoid until they choose to reveal themselves and are the most well equipped for infiltrating human settlements. With their charm and wit, they blend in by standing out, becoming important members of the communities they intend to take over. Like a parasite, they infiltrate, spread, and devour until they have claimed the entire settlement, leaving behind a husk now filled with an undead army bent to the will of the vampiric family.

Many of the Vampyrs are positioned as powerful nobles in some of the greatest cities on the continent, and through them the Court of the Night has eyes and ears in every major decision, plot, or scheme made throughout the continent. Unbeknownst to the vast majority, the Vampyre are everywhere, leading the Court of the Night in their efforts for complete domination.

This is the most common and well-known strain of vampirism, the Vampyre are often represented by the game statistics for **Vampires** found in the Core Rules. These vampires appear as regular humans with sullen and pallid flesh, sharpened features, crimson-hued eyes, and sharp fangs that they use to feed on blood. They possess greatly enhanced physical endurance, strength, speed, and intellect thanks to their vampiric curse. Their subtle and easily concealed features allow most Vampyres to blend in with mortal society. Many Vampyres consider themselves the most pure and refined of their kind, and many claim to be blood-borne descendants from Vladimir von Drakken, meaning they were transformed by the legendary vampire personally or turned by another vampire who can trace their own vampiric lineage back to Vladimir von Drakken.

The Vampyre are at the forefront of the Court of the Night's infiltration of civilization. They lurk in the shadows of established communities, pulling the strings in major cities throughout the continent. Using their cunning illusion and wit, the Vampyre have masterfully built a network of noble vampires leading the court in their goals of bringing about a revolution of blood.

Nosferatu

The creature before you is humanoid in shape, appearing almost elven; they are slender and tall, with pointed ears. However, their complexion is sickly pale, and their sunken back crimson eyes give their gaunt face an almost skeletal appearance. Their fingers are gnarled elongated and end in dirty clawed nails. As the creature opens its mouths, its teeth are all fine points, razor sharp.

Amongst the Druids of the Old God Morrigan, several heretical sects emerged in ancient days, their origins shrouded in blood magic and sanguine rituals. These blood-drinking druids used magic to prolong their life indefinitely. They developed the vampiric curse that they shared amongst their small circles in the deep wilderness of the Brachenwald.

The Nosferatu are the descendants of these first druidic vampire cults. Over the centuries of blood drinking and sunlight aversion, they have developed extremely gaunt features, sunken eyes, and often skeletal appearances, pointed ears, and their teeth are all sharpened fangs.

Unlike their vampiric cousins, they cannot be killed by piercing the heart. They cannot enter a home without permission, cross a stream of running water, and are cursed to never see daylight again. More than most vampires, however, daylight destroys them almost instantly, so the Nosferatu tend to stick to shadows and dark places more than most.

Nosferatu Traits

Any vampire from the Nosferatu strain has the following traits.

Cursed By Sunlight. The Nosferatu takes 50 Radiant damage when it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks. If the Nosferatu is reduced to 0 Hit Points by sunlight, it erupts in flames and disintegrates in a matter of seconds, leaving nothing but a pile of ash. *This trait replaces Sunlight Hypersensitivity.*

Creature of Shadows. The Nosferatu is resistant to all damage except Radiant when they are in darkness.

Spellcasting. The Nosferatu casts one of the following spells, using Charisma as their spellcasting ability

At-Will: *Minor Illusion*
2/Day Each: *Disguise Self, Suggestion*
1/Day Each: *Dominate Person, Major Image*

Vrykolakas

The beast before you is half man and half bat. Its bald head has two bat-like ears and beady red eyes above a snout and a fanged mouth. It walks in a hunched gaunt, sometimes pulling itself forward on its burly forearms with long taloned claws, while its legs are shorter with wide-set clawed feet.

These monstrous vampires have taken on the bat-like qualities of vampirism to a place where they are no longer recognizable as humanoid. They still speak, walk, and carry themselves as well as other vampires, but their demeanor tends to be more ravenous and enraged. Rather than drinking blood, the Vrykolakas vampires gain their energy by consuming living flesh. They are more prone to outwardly attack their prey, and feast upon them while they scream.

The Vrykolakas vampires hunt in packs, and rather than hide themselves with illusions, they live in secluded castles and remote isolated caves. They sweep into small farming communities and villages in the dead of long winter nights and devour every living creature they find. There are some reports of entire communities going missing overnight, with nothing left but blood splatters in the snow.

The Vrykolakas vampires will change their appearance to appear as more humanoid when engaging in affairs with non vampires, but prefer their more animalistic appearance when they are on the hunt.

These vampires developed from a twisted form of undeath. The vampiric curse creates an eternal hunger for mortal blood, and a vampire who does not feed regularly develops more monstrous qualities over time. The Vrykolakas developed over years of starvation amongst sects of vampires, and as they became more twisted forms, the vampire spawn they would produce carried that hunger, and developed a taste for raw flesh, and could not come back from their monstrous nature.

Vrykolakas Traits

Any vampire from the Vrykolakas strain has the following traits.

Bloodthirsty. The Vrykolakas has Advantage on attack rolls against targets with the Bloodied or Bleeding conditions.

Aggressive. As a Bonus Action, the Vrykolakas can move up to its speed toward a hostile creature that it can see.

Blindsense. A Vrykolakas vampire has Blindsense out to a range of 60 feet.

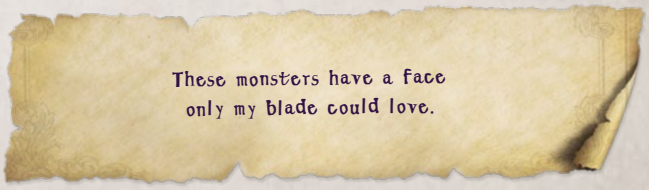
Spawn

These lesser vampires use the vampire spawn game statistics from the Core Rules. Vampire spawn are intermediate, they are under the control of the vampire who created them, but not yet granted full independence from their master. However, many develop unique abilities to fulfill their roles. The Crimson Knight, Dark Confessor, Grim Custodian, Night Blade, and Sanguine Witch all represent vampire spawn with specialized capabilities used to achieve their master's goals.

A vampire spawn becomes a full-strain vampire when they can partake in the blood of a full-blooded vampire. Often this is a gift granted by their own creator, and these stray spawn are often led to believe that only the blood of their creator can grant them their full vampiric powers. However, this is not the case: consuming the blood of any vampire will accomplish complete the transformation. A vampire spawn whose master is destroyed regains their autonomy but does not become a full-strain vampire.

Ascendant Vampire

Legend claims that a fourth strain of vampirism exists: the Ascendant Vampire. This mighty form is supposedly granted vast power encompassing all three lesser strains. Furthermore, it is claimed that such a vampire could walk unharmed in the light of the sun, and that their every word is a command to any other vampire. Members of the Court of the Night know this is no mere legend; Vladimir von Drakken was the first, and thus far, only vampire to gain this power. None since have been able to attain this form, though many have sought it over the centuries.



Vampire Families

The Court of the Night was founded by thirteen vampiric noble houses. Although some of these families have been uncovered, and in some cases eradicated, the dead houses' legacy lives on through vassals and thralls. The remaining families all hold positions of importance within the current political landscape of the continent, and unbeknownst to the wider world, are subtly manipulating the ebb and flow of power within the continent. In addition, several lesser families have sprung up over the centuries as a vassals in service or cadet branches of a higher household.

House Kleinkessel

Head Vampire: Constance Kleinkessel
Location: Kesselholm, Westemär
Ideology: Inheritor
Strain: Vampyre

House Kleinkessel is a cadet branch of House von Kessel, who were in turn themselves distant descendants of House von Drakken. The household formed shortly after Helena I von Kessel took the throne to separate the royal household from their extended family in matters of succession. Nevertheless, the Kleinkessels have perhaps one of the stronger claims to the throne of Westemär since they can trace their ancestry back to Helena I. In fact, when the main House von Kessel line ended during the Civil War, they took up the royal family's ancestral castle in Kesselholm.

Constance Kleinkessel is in fact the sister of Helena I. Originally known as Camilla von Kessel, she has passed through a series of identities to hide her vampiric nature. Every few decades, she marries a hapless nobleman, slowly draining his life force so that he appears to expire from old age. Shortly thereafter, her so-called daughter inherits the estate and the cycle continues. During the Civil War, Constance Kleinkessel used her vampiric abilities to manipulate and scheme alongside Cecilia von Kessel and Lord Commander Elias Drexel to plot the murder of Mannfred von Kessel. She had planned to follow through and murder her co-conspirators, but the subsequent death of Cecilia von Kessel was an unexpected development. Constance had been planning to target Cecilia's future children with her replacement scheme to seize the throne of Westemär.

Constance also witnessed the impact of delerium firsthand when a fleeing family of vampires came to her for help after the meteor fell. Impressed by its potency and effects on vampiric blood, but disheartened by the negative impact it had, she began studying the strange rocks, buying delerium in large quantities and experimenting on her lesser thralls, attempting to make a new breed of vampire. Her creation, she hopes, would be strong enough to rise above all the others.

Since undead creatures are not immune to the effects of delerium contamination, Constance Kleinkessel befriended and made close alliances with her Apothecary, the malfeasant wizard and mad chemist Deidrick Mors. Since then, they have been creating an army of delerium-infused vampires in secret in the chambers under Kesselholm Keep.

House Crossbruke

Head Vampire: Viktor Crossbruke
Location: Drakkenheim, Westemär
Ideology: Resurrectionist
Strain: Nosferatu

Baron Viktor Crossbruke was a steadfast captain who served Vladimir von Drakken in life, and was among the first of Vladimir von Drakken's vampire spawn, and among the first the Ascendant Vampire granted the boon of full-strain vampirism. Victor Crossbruke survived Carmen von Drakken's rebellion against her father, and was instrumental in securing Vlad's remains in the aftermath. He has been dedicated to the cause of restoring his old master ever since.

Viktor founded the village of Crossbruke four miles southwest of Drakkenheim. After Vladamir was struck down, he quietly secluded himself into a life managing the sleepy village. When the city of Drakkenheim was destroyed, much of the surrounding area was left a corrupted landscape. The farmland all withered and died, the weather turned into a constant overcast gray, and daily rainfall on dead crops meant there was little left for those within several miles of the cursed city.

The village of Crossbruke was assumed to be abandoned. The ghost town, however, was not. Viktor seized the opportunity to transform Crossbruke's villagers into vampires and other undead in the aftermath of the fall of Drakkenheim. He maintained the illusion by traveling to Drakkenheim and meeting with Elias Drexel of the Hooded Lanterns. Viktor desired to remain in the town of his namesake, and offered it to the Hooded Lanterns as a meeting point and supply chain. Crossbruke served as a military camp where Hooded Lanterns could stop for the night before bringing wagons of food, water, armaments, and other supplies to Drakkenheim. Viktor was also a prominent benefactor in the multiple Hooded Lantern expeditions into the city, and remains their primary noble contributor.

The Hooded Lanterns have a saying amongst their ranks: Crossbruke Quitters. The first task of a new recruit is always to be stationed in Crossbruke to see that the trade route remains open, and to do counts of goods passing through. It's common that amongst every batch of new recruits, a handful of them do not last the first week. They disappear without a word in the middle of the night, assumed to have abandoned their post in the dreary town, unable to cut it for what it means to be a Lantern. What the Lanterns do not know is that the recruits never leave. They are taken in the night by the vampires hiding in the shadows and turned into thralls or undead servants for Viktor's secret undead army.

House Jovovich

Head Vampire: Carina Jovovich
Location: Duelcross, Caspia
Ideology: Inheritor
Strain: Vampyre

As vassals of House Joplin, the Jovovich name has been held in high regard in Caspia for some time. Never as notable as the six great houses, the Jovovichs were a small noble house who bided their time to rise to power. The former marquis, Revati Jordan, held the position in Duelcross for seventy years. In that time, Revati had six children, which were assumed to carry on her legacy. In her fading years, Carina Jovovich befriended Revati and the two became very close. In the time they spent together, Revati began to fall ill. The children grew suspicious of Carina, who encouraged them to keep their distance, and she would tend to their mother's needs as she passed. In the final days, the children report Revati spoke as if possessed. They said she stopped sounding and acting like herself. When she passed, she left everything to Carina. Her wealth, her house, and her servants all went to Carina — the children were left with nothing.

The Jovovich children promptly began an investigation into Carina, believing she somehow fooled their mother into leaving her the family's wealth. Strangely, all six children passed away from illness within the next year and the Jovovich family became one of the most powerful lesser houses in all of Caspia. In truth, the children are alive as thralls, chained up in Carina's dungeons below her castle, where they are used as a supply of blood for her and her other thralls. She controlled and manipulated Revati and fed on her until she died, combining the two families' wealth ensured the Jovoviches a position of power in Caspia. Along with her ties to the Joplin household, Carina Jovovich may very well be one of the most influential people in the nation.

House Devero

Head Vampire: Gorman Devero
Location: Geldstadt, Westemär
Ideology: Libertine
Strain: Vrykolakas

The Devero family acquired great wealth during the Glimmer Mountain gold rush and established themselves in Geldstadt as a prominent noble house. Their riverside manor is known as the wealthiest and most opulent house in an already wealthy city. Known for collecting rare artifacts, and old tomes, the house is somewhat a museum of ancient literature and historical antiques. The walls are lined with world renowned paintings. Four times a year, Gorman opens his house to the public, allowing paid tours where he boasts about the history of the items in his collection.

The Devero family also were early investors in Altbruke University, and one of the main study halls is named after them. Many Devero, and their cadet branch the Veers, have studied at Altbruke, becoming some of the most renowned apothecaries in the continent. Few would guess the deep connections the court has in the study of alchemy, and the few renowned vampiric apothecaries that operate in secret.

Through the centuries of his family's longevity, Gorman has managed to acquire nearly half the land in Geldstadt, and now the main strip of shops, studios, taverns, and inns all pay high rent to the Devero family for the privilege of being on the main road in the wealthiest city in Westemär. Because the Devero's own so much of the land, they do not need to be invited in to prey on their tenants. Rumors amass among the shop owners and late night talks at the Inns of bats in the city, and people seeing figures standing over their beds in the middle of the night.

> Usually I love a free meal, but these are family dinners I'd rather not be part of.

House Wolfenbach

Head Vampire: Winchester Wolfenbach
Location: Drannsmund, Westemär
Ideology: Inheritor
Strain: Nosferatu

Vassals of House von Baden, House Wolfenbach have held their position in the city of Drannsmund for some time. Known as elite sea captains, their vessel the Crimson Fang sails the Crystal Coast, fending off raiders from Skye.

Unknown to the people of Drannsmund, the ship raises a different flag, one of blood-soaked teeth instead of Drannsmund's crest. House Wolfenbach defeated a fleet of raiders from Skye some years ago and reanimated them, using them as their proxy crews. These undead warriors now crew a fleet of ships who stay out at sea, away from the eyes of the city. They are known to send their ships down as far as the Elyrian coast to plunder seaside villages, and none realize the connection the house has to Drannsmund.

They also have established a cadet branch in Skye and have raided many small villages within the island, claiming the forgotten villages as towns of undead. Winchester Wolfenbach hopes to raise an undead fleet that could sail the oceans and conquer the world. Winchester believes himself the true inheritor of the power of Vladimir von Drakken—where Vladimir failed, Winchester will not.

House Graveworth

Head Vampire: Corbin Graveworth
Location: Dregden's Ferry, The Eastern Vale
Ideology: Libertine
Strain: Vrykolakas

House Graveworth is an ancient bloodline that does not partake in the typical schemes of the Court of the Night. They are more monstrous in appearance due to the Vrykolakas strain, and do very little to hide their traits. Rather than infiltrating a community and sneaking in the shadows, the Graveworth family have an old castle deep in the woods north of Dregden's Ferry. There they rule over the wilds, hunting loggers, miners, hunters, and travelers heading along the Dawnbreaker trail. They only use illusions to disguise themselves as regular humanoids when they need to enter a town to meet with other vampires, such as attending the Court of the Night, and only ever when in public. They drop their guises whenever they can, feeling like hiding themselves is a mark of shame amongst the vampires, and that their form is perfect as it is.

The monsters of the Iron Woods are now a folktale passed around the Eastern Vale, and many steer clear of the woods after sunset. But there are always those who venture too deep or get lost in the thick pines and muddy grounds. Those who dwell too late are often never heard from again.

> Too many family names to remember, I have a hard enough time remembering the 6 Caspian Houses.

House Rossovino

Head Vampire: Dmitri and Darya Rossovino
Location: Liberio
Ideology: Resurrectionist
Strain: Vampyre

The only known halfling family of vampires, House Rossovino descends from Milos Rossovino, the steward who loyally served Vladimir von Drakken. After Vladimir's fall, the Rossovino family made its way to Liberio, establishing themselves as wealthy moneylenders, bankers, and benefactors of arts and culture. They quickly became well known nobles in Liberio, accumulating incredible wealth and building a manor house rivaling most kings on the continent. Yet these efforts are not for vanity or personal power, as the Rossovinos command considerable power amongst the Court of the Night and have led the efforts to resurrect Vladimir von Drakken. To further collaboration between the vampire houses, the Rossovinos constructed a massive secret auditorium below their manor where the Court of the Night gathers once every thirteen years.

Those who borrow money from them and fail to pay it back in time mysteriously go missing in the night, often ending up as thralls working in the secret depths of the Rossovino manor. They use their manor home as a lush museum for ancient art and old artifacts, and no one questions a rich halfling family of bankers collecting old tomes and art, but really, they are searching for relics that can aid in their plots and bring about vampiric domination.

House Crane

Head Vampire: Isobel Crane
Location: Lumen, Elyria
Ideology: Libertine
Strain: Nosferatu

House Crane is the only surviving vampiric family in Elyria, and notably stand apart from their rivals in the Court of the Night: the family is deeply committed to tenets of the Sacred Flame in spite of their cursed nature. Forming their own shadowy cult, the family's strange faith preaches that darkness and light exist together in careful balance, and that through blood, both shadow and flame coalesce into transcendence. They revere undead creatures as holy guardians whose role is to safeguard life from otherworldly and demonic forces which aim to utterly destroy it. Their cult attracts mortal followers who partake in so-called sacred rituals in secret chapels where they willingly offer a blood-tithe to a vampire-priest, teaching that this is a sacred offering which shows respect for the great curse and responsibility borne by undead who protect the living. Their agents operate throughout Elyria as the secret Society of the Bat, aiming to convince other undead creatures to take up their purportedly noble cause. Although House Crane's goals are noble-minded, their peers on the Courts of the Night tolerate their strange religion since it still situates undead as the masters over mortals.

Locations and Lairs

Vampires are often creatures of refined taste, elegance, and opulence, but require secretive places to indulge their dark desires and violent passions. It is not unheard for lower vampires to dwell in abandoned homes or secluded caves. But more often vampires attempt to spend their years acquiring great wealth and working their way to the higher positions of societies. Noble houses, manors, and castles are all common places for a vampire to make their home. Many of the locations of the Court of the Night are a complete mystery. It stands to reason that nearly any lonely castle, secluded town, misty fishing village, or abandoned home could be a space for nighttime rituals, dark offerings, and secret meetings amongst vampiric nobility.

Service of the Dead

A vampire's first order of business is to clean house once they have acquired a suitable castle or manor house. This usually involves draining the blood of the staff, guards, and any other people who frequent the castle. Instead turning them into thralls, knights, or assassins. A vampire castle is usually occupied by multiple forms of undead. Sometimes skeletons or zombies can perform menial tasks. More intelligent and human-looking thralls provide the vampires eyes and ears in the surrounding towns, and allow them to keep the guise of normalcy throughout the castle.

Illusions Hide Decay

Often vampires will use powerful illusion magic to hide the blood, refuse, and general disarray of their homes. They may even disguise themselves or their staff with illusion magic to ensure they appear as normal as possible. Vampires are all about trickery, charm, and deceit, and will use any magic at their disposal to ensure their secret remains hidden from the public. Those who happen to see through the disguises are often moments from joining the ranks of the vampire's thralls themselves.

Treasures and Trinkets

A vampire's castle is often filled with opulent and ornate decorative treasure. Fine rugs, unique paintings, rare books and tomes, vases, statues, and jewelry. With their long lifespans they tend to acquire wealth and are avid collectors of items that few mortals would be able to obtain in a single lifetime.

Known Lairs

Vampires of all sorts can be found throughout Westemär, with several families stretching into Caspia and Elyria. The most prominent name associated with the Court of the Night is House von Drakken. Although it is rumored that it has seeped into other noble names as well.

Rossovino Manor

When the Court of the Night is called to meet, they gather at Rossovino Manor in the Free City of Liberio. Located in the hilltops outside the city proper, when Rossovino Manor was constructed nearly 250 years ago, it was among the largest estates in the region. Now, the manor sits inconspicuously among many grand villas in the countryside near Liberio, able to keep its secrets without drawing any unwanted attention. The sight of several black carriages drawing up to it once every thirteen years is thought no stranger than any of the galas, balls, or parties thrown by their wealthy neighbors. Indeed, the Rossovinos are a well-regarded house who play host to many gatherings. The meeting of the Court of the Night is a wonderful opportunity to invite some of their mortal peers to join the exclusive society.

Deep below the sprawling estate lies a secret dungeon accessed via the great library. Playing the right notes on a baroque piano (a specific chord known well to children of the night: G F# B E) causes the back wall of a massive fireplace to open into a stone staircase that spirals down. There, a vaulted chamber houses a great auditorium which can fit a hundred guests. Round tables with lavish chairs fill the chamber, decorative skull-adorned chandeliers hang from the high ceiling, and ancient flags bearing the thirteen family crests line the gray stone walls. A hundred candles and torches alight with everlasting magical flames flicker and illuminate the room, and a large stage and podium sit at the far end with crimson curtains set behind it. The feasts are supplied by a wine-cellar stocked with blood wine and a pantry filled with preserved hearts, with the many bottles labeled like vintages of the year it was bottled and the surname of the mortal who provided it. Appropriately, the high rafters house several bats that flitter about and add to the macabre atmosphere. It is here in this dark chamber that the Court of the Night holds its midnight seances.

Brachenwald Grove

This ancient grove is the place where the dark druids of Morrigan performed the Sanguine Rite on Vladimir von Drakken. In the depths of the forest is a place where the thick trees create a canopy over an old grove. No sunlight penetrates through the old branches. There, nestled between moss-caked cliffs, is a circle of standing stones. They rise up out of the earth covered in ancient symbols and dried blood. Thorny, blood-red vines wrap around them and twist like veins through the grove. In the central clearing is an old stone tablet set out like a stage, covered in splashes of blood. A series of caves along the cliff faces are makeshift hovels for druids to sleep and rest.

Kesselholm

The city of Kesselholm has recently fallen victim to a curse. The castle staff don't seem to be present during the day. No one sees the nobility anymore, many townsfolk are complaining of strange nightmares, and odd shapes in the dark. The Kleinkessels rule over Kesselholm as a cadet branch of House von Kessel, which itself has ties to the von Drakkens. So naturally there are rumors abound on the possible cause of all these mysteries.

Crossbruke Castle

The lonely castle sits atop a hill in the ghost town of Crossbruke. A dark husk of its former glory, the dark and dreary keep lays decaying in the decrepit, rain-soaked village. The town itself is mostly deserted, save for a Hooded Lanterns encampment on the edge where a series of reinforced houses and an old barn form a makeshift military outpost. A line of wagons carrying goods and cargo to Drakkenheim are hitched while scouts survey and count the contents to ensure delivery to their comrades in Drakkenheim.

Aside from the small bonfire the Lanterns keep, the only other light in the town comes from the uppermost windows of the old castle, where the dim candlelight signifies Lord Crossbruke's presence. The town is prone to eerie noises, bats, and strange movements in the dark streets and hidden corners. Everyone who stays in Crossbruke describes a general feel of unease, and the itching sensation of being watched.

Combat Tactics

Vampires of the Court of the Night are patient predators, who strike when the situation lies in their favor. As the name implies, they are better suited to battles at night, or in the dark. They will seldom be foolish enough to fight outside during the day. Vampires are smart and have lived for centuries by not taking unneeded risks in battle. If they are discovered, and being hunted, they will draw the hunters to their castle, where their armies, minions, and dark corridors aid them. The vampire's thralls and soldiers create a slaughterhouse for those who believe they can face a vampire. If vampires fight in open military combat, they do so under moonlight.

The Court of the Night seldom operates alone. The entire operation of the court is to infiltrate a community and turn as many key members of that community to their will as possible. This includes transforming priests, mages, nobles, and any others they can into vampires. These vampire lords create Crimson Knights from castle guards, Sanguine Witches of court mages, Night Blades from assassins, Grim Custodians of loyal house servants, and a Dark Confessor from local clergy. Vampiric nobles use these allies to incite a cult following to their cause, selecting any who wish to "ascend" into the ranks of being a vampire thrall. So, to face down a single Vampire Lord or Vampire Master, one must expect that they are facing an entire entourage of vampiric figures, complete with their own networks of thralls, cultists, and minions.

Vampire Weaknesses

All vampires in this chapter have the following mechanical traits unless otherwise indicated, such as through their specific vampiric strain.

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 Acid damage when it ends its turn in running water.
- **Stake to the Heart.** If a Piercing weapon made of wood is driven into the vampire's heart while the vampire is Incapacitated in its resting place, the vampire is Paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** The vampire takes 20 Radiant damage when it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Anyone that does that much business at night should be a suspect. When do they even get their beauty sleep?

Roleplaying Traits

Vampires are cunning and deceptive and when they choose to infiltrate a city or town — they do so with cunning plots and the benefit of time. Vampires do not age or die like other mortals; vampires construct plots that capture power for centuries. Once a vampire has selected a place to rule, they begin feeding on the townsfolk. Most begin only feeding as needed, leaving victims alive with nothing more than bad nightmares and strange bite marks. The vampire may turn some into thralls and soldiers for their army, allowing them to keep more eyes and ears around the area. Eventually the vampire's insidious plot comes together and they become leaders in the area, often from castles bearing noble names.

The Court of the Night does not stop at nobility. In many cases, as vampires seek to gain dominance over a settlement, their first task is to dismantle and control all pillars of a community. This means they create vampiric loyal servants of the castle stewards, the guard captains, even the Flamekeepers of the church, and court mages. If they can turn each known pillar of the community into a vampire, then there is nowhere for the townsfolk to turn that is not part of the expanding network of the Court of the Night.

Charming Hosts

Members of the Court of the Night conceal their undead nature from their mortal peers through several means. Many establish themselves in remote fiefs, claiming backwater domains and distant castles where their isolation allows them to simply go unnoticed. They seldom treat with others, but carefully comply with their feudal obligations to their liege lords. Over time, they slowly manipulate and turn their household staff, family members, and vassals into their own thralls, leaving none in any position of power to expose or stand against them. Others instead prefer to use misdirection and trickery to integrate with mortal society in a more conventional manner as befits their noble station.

Many vampires of the court hold lavish parties, open their castles to the public, and attempt to maintain a helpful and kind position in the community they inhabit. The more the people of their community look up to them, the easier time they have infiltrating it. They are charming and seductive, charismatic and powerful. Vampires carry themselves with a grandiose persona and have centuries of anecdotes, wit, and tales to weave into conversation.

Masters of Deception and Illusion

The Court of the Night maintains their position through powerful illusions, often kept in check by the court's Grim Custodians. They disguise their vampiric traits and hide the parts of their castles and manors that would give away their vampiric tendencies. The vampires weave such intricate lies and illusions that even a full on investigation of their homes, or a face-to-face study of one of the undead lords themselves, may reveal nothing out of the ordinary to those not sure where to look, or what to look for.

Due to their undead immortality, vampires do not appear to age, cannot sire heirs, nor will their reign end upon expected natural deaths. This prompts many to rely on a clever scheme whereby they play the role of both ruler and heir apparent: pretending at some times to be one or the other. Then, at an appointed time, the heir appears to announce the "death" of their "parent" and take up the title as ruler. Thus, many

vampires have lived under several different names over the centuries, taking up a new identity every few decades as their own children or grandchildren to maintain the ruse of noble succession. Alternatively, some vampires opt to rule from the shadows, often appointing a favored thrall as a decoy or puppet for any meetings with mortal nobles.

Purveyors of Fine and Rare Items

With centuries of wealth and warfare under their belts, the Court of the Night often find themselves in noble positions. They enjoy these lifestyles of privilege and wealth, and take every opportunity to show off their collections of fine arts, tapestries, rugs, vases, weapons and armor, and anything else they have managed to procure in their long lifetimes.

Some artifacts and symbols of wealth in a vampire's manor may include:

1. The Book of the Dead, well preserved and on display.
2. Artwork by famous painters from Liberio.
3. A golden chalice said to be owned by Vladimir von Drakken himself.
4. The tooth of an ancient gold dragon.
5. An old tome titled Vampires Will Never Hurt You by famous vampire hunter Mik C. Roosevelt.
6. A jewel encrusted, double fingered ring in a glass case that dates back to the Age of the Sorcerer-Kings.
7. The complete writings of Stoker von Abram on the undead.
8. A perfectly smooth orb of delerium, encased in glass.
9. A blade once held by Karn the Conqueror
10. A taxidermied werewolf.

Vampiric Cravings

When a vampire grows hungry, they begin to manifest traits that may give them away to prying eyes. Vampires often try to be well fed when going out or engaging with mortals as to not reveal themselves. A hungry vampire who catches the scent of fresh mortal blood may begin to manifest certain attributes, including:

1. Eyes suddenly take on a crimson hue at the sight of blood
2. Nails suddenly extend by an inch, appearing sharper
3. Breath begins to come out as low growls and snarls
4. Teeth sharpen and they begin to salivate uncontrollably
5. Skin pales a few shades and tightens across the body
6. The face warps slightly into a more animalistic snout and fangs
7. The vampire cannot stop tapping their feet or fingers, and their eyes dart around manically
8. Bouts of anger and hostility seemingly out of nowhere.

Common Vampire Roleplaying Traits

Giving your vampires roleplaying traits can help define what kind of vampire they are, and how they treat their allies and enemies. Below are some suggested roleplaying traits for Court of the Night vampires.

Personality Traits

- "I am a creature of few words; I let my fangs do the talking for me."
- "I mutter and wail in arcane babblings as I weave the very fabric of undeath before me."
- "I use twisted versions of scripture when I speak, creating a holy elegance around my vampiric nature."
- "I am quiet and cryptic. I speak in ancient tongues and long forgotten scripture of ancient gods. Many find my ways strange."
- "I am seductive and alluring, my kind demeanor is a disarming quality to put mortals under my spell."
- "I am the life of the party, everyone knows me and gravitates towards me — it makes it easier to lure in prey."

Bonds

- "I am loyal to the one true vampire, Vladimir von Drakken, and I will do everything to serve him."
- "The Court of the Night serves me well, and in turn, I work to keep its secrets."
- "I serve my family unwaveringly, and will gather the sheep to their flock, growing our numbers."
- "I serve the ancient gods Morrigan and Shegorach. I keep their ancient rituals alive in secret, and very seldom share my ways with outsiders."
- "I have spent a century acquiring great wealth and a masterful, historic collection. I will preserve and expand it any chance I can."
- "All vampires are bound by blood, and we must do what we can to serve the court."

Ideals

- "A blade to the throat silences all, be they king, mage, or peasant."
- "In undeath we gain truth that cannot be discovered in a mortal life."
- "One certainty in this world is that all things must die, and when they do, that is where we come in."
- "Immortality is a gift of gods, one that will always come with a price. But our payment ensures we keep their teachings alive for all time."
- "To live eternally, one must live deliciously and enjoy the finer carnal pleasures they can."
- "Through shadows and secrets power is gained, one must know when to strike, and when to hide to survive."

Flaws

- "I cannot stand being talked down to or shown up."
- "I despise the Sacred Flame, and its blasphemous light."
- "I must follow the path of our gods in all things, and fear falling astray from my beliefs."
- "I strongly believe the court is impenetrable, and nothing can get past me."
- "I am easily distracted by an attractive face."
- "The sight of blood makes it nearly impossible to contain my true self."

Vampire Blood Potion

Isobel Crane

Adventure Hooks

Consider these ideas when building adventures involving the Court of the Night.

Finding the Sanguine Rite

The ultimate goal of the Resurrectionists faction within the Court of the Night is to perform the Sanguine Rite again and resurrect Vladimir von Drakken. This adventure hook lays the groundwork for an entire high-level campaign, and makes for a great potential follow up to a *Dungeons of Drakkenheim* campaign.

None know for certain who taught the heretical druids of Morrigan the Sanguine Rite. Perhaps it was the Old God Morrigan herself, as her faithful often hold power over life and death, and trade knowledge and magic for blood and souls. Yet, the Druids of the Sanguine Rite are remembered as outcasts and blasphemers amongst many of Morrigan's worshippers even today, and so it's possible the knowledge they possessed came from another, darker source, an evil power that finds joy and mirth in death and the macabre: the demonic entity known as He Who Laughs Last.

Whatever the source, the Court of the Night has thus far failed to obtain knowledge of the Sanguine Rite. It's possible that the ritual may be taught again to a powerful individual who wins the favor of Morrigan or He Who Laughs Last, or instead the secrets of the ritual were indeed recorded. However, if written details of the Sanguine Rite do exist, they would be far flung and closely guarded — agents of the Court of the Night have sought them for centuries. A fragment may be held in the library of the Inscrutable Tower in Drakkenheim; another may have been sealed away by the Faith of the Sacred Flame; one key piece of text has been sequestered away to the Far Continent; and the final scraps of knowledge have been banished to another world entirely, drifting lost in the Shadowlands or the Space Between Worlds.

Perhaps the cunning Court of the Night could seek out a competent band of adventurers to help them find these pieces, posing as double agents of a trusted faction, and falsely claiming the rite is used to prevent Vladimir von Drakken's return? It would be deliciously ironic indeed if among those adventurers were suitable sacrifices, or an unwitting descendant of Vladimir von Drakken…

Along the way, a faction of Inheritor vampires seek to infiltrate the mission, usurping the knowledge to use for themselves. If the player characters fall for the ruse, they may just end up being the ones responsible for unleashing Vladimir von Drakken again!

Night Terrors

A local community living under the shadow of an old castle is complaining of several townsfolk having horrible nightmares, reporting demons standing over them in their sleep. The local guard and the priest seem to wave these stories away.

Army of Darkness

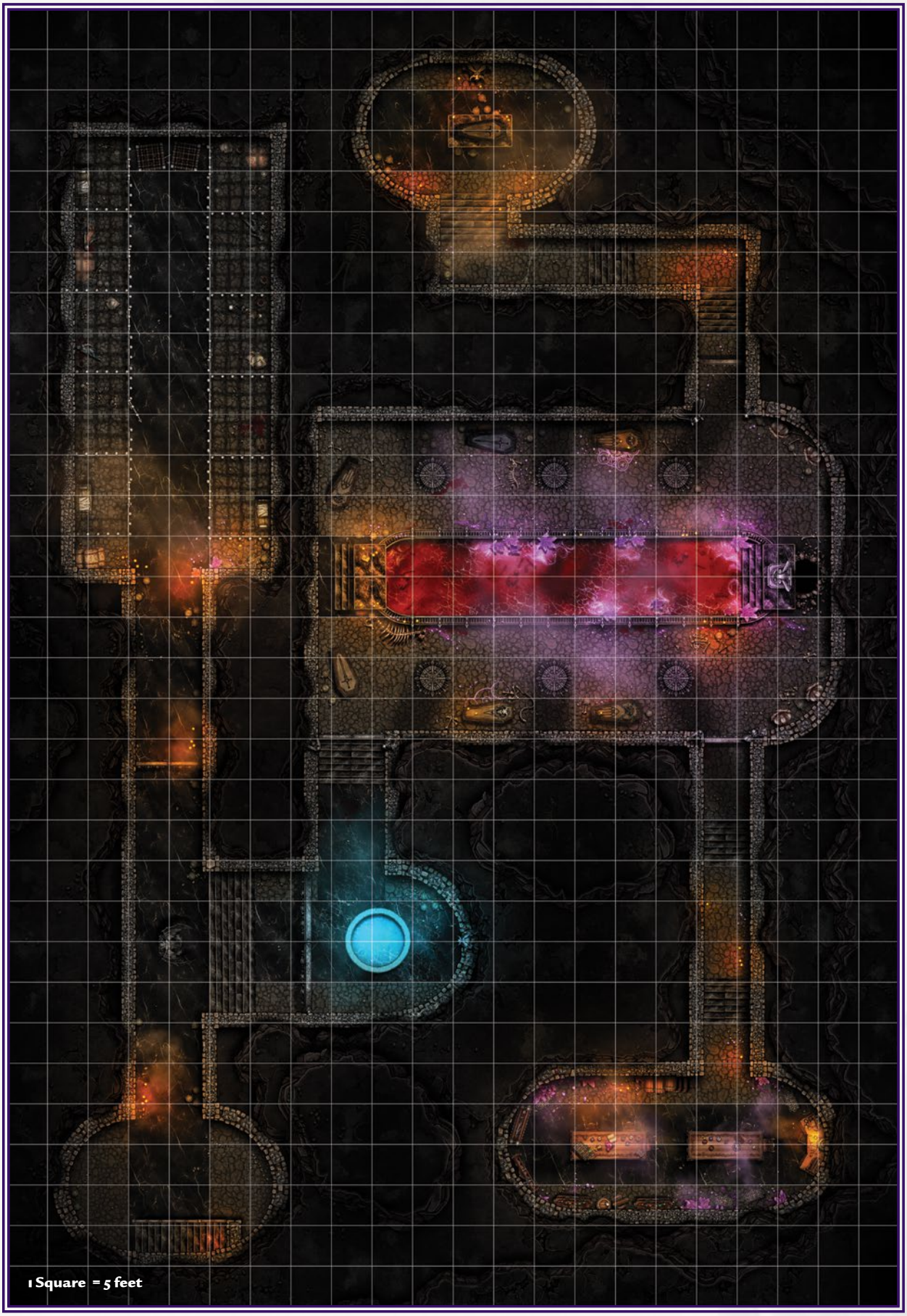
A neighboring town from where the party is based has been discovered to be entirely composed of vampires and their cultist minions. Knowing they have been found out, the locals are concerned that the army of vampires will march upon their home at the next full moon.

The Longest Night

A thrall has arrived in town and is being held at the local sheriff's office. He has come with a warning. That on the longest night of the year, in 3 days, his masters will be arriving to feast on the town.

Vampires in Drakkenheim

Rumors exist that a small family of vampires are operating out of the city of Drakkenheim, or possibly from a small nearby town. They are very keen to find a means of placing themselves on the throne and bring the corrupted city into a new age of blood and terror. Luckily the dangers of the city offer its own problems for anyone after the throne to overcome, even vampires seem unable to claim the city without help.



Crypt

Crimson Knight

Clad in blackened steel armor accented in red, this knight wears the marks of their vampiric master emblazoned upon their tower shield. They carry an axe that crackles with red energy; their blood red eyes peer out from their helmet, fangs visible and hungry.

The Crimson Knights are formidable vampire spawn, meticulously trained as elite house soldiers and personal bodyguards for their vampiric masters. These fierce warriors are inextricably bound to serve their lords with unwavering loyalty, showing little interest in advancing beyond their designated roles. Instead, they derive immense satisfaction from the carnage they unleash in honor of their household and liege.

Proud of their exceptional combat skills, the Crimson Knights devote their eternal lives almost exclusively to honing their martial prowess. Their existence is characterized by relentless training and preparation, making them adept in various forms of battle. This rigorous focus on combat not only sharpens their abilities but also fuels their insatiable thirst for the chaos of warfare.

In the heat of battle, the Crimson Knights are at their most formidable. They hunger for the bloodshed that accompanies fierce engagements, and they sustain themselves by feeding on the blood of those they defeat. To fight is to feed for these knights, and their hunger is perpetual, driving them to seek out conflict where they can showcase their deadly skills and quench their relentless thirst.

Study the Foe

Characters proficient in History or martial melee weapons gain Advantage on Intelligence (Religion) checks when taking the Study action to examine a Crimson Knight, learning the following based on the result.

(10+) Elite Spawn. You know the Crimson Knight's damage Resistances.

(15+) Unholy Magic. You recognize the Crimson Knight can unleash a variety of powerful smites.

(20+) Weaknesses. You are aware the vampire's regeneration is temporarily halted by Radiant damage, and its Vampire Weaknesses.

Combat Tactics

Crimson Knights form units with other minions and thralls of their vampire masters. Several Crimson Knights may form an elite guard, or one might be attached to lead a contingent of vampire thralls.

In battle, Crimson Knights seek out the most formidable melee combatants to meet head on, disarming them with Crackling Smite. They make use of Unholy Smite to prevent their target from healing, and terrorize them using Wrathful Smite.

A Crimson Knight will give their undead existence to defend their master and hold fast even as they are cut down. If they encounter a foe capable of dealing Radiant damage, they make them the target of their attacks to ensure they can continue to regenerate.

Harvestable Components (Rare)

Animus: Undead. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair **Hide:** Skin. **Dust:** Undead Dust.

Crimson Knight

Medium Undead

AC 17
HP 102 (12d8 + 48)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+7	**DEX**	15	+2	+2	**CON**	18	+4	+7
INT	10	+0	+0	**WIS**	14	+2	+5	**CHA**	15	+2	+2

Skills Athletics +7, Intimidation +5
Resistances Necrotic, Poison
Gear Battleaxe, Half Plate, Shield
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 12
Languages Common
Challenge 6 (XP 2,300; PB +3)

Traits

Regeneration. The vampire regains 10 Hit Points at the start of its turn if it has at least 1 Hit Point and isn't in sunlight or running water. If the vampire takes Radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the traits described in the "Vampire Weaknesses" sidebar.

Actions

Multiattack. The vampire makes three attacks. It can replace one attack with a Bite.

Claws. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (2d4 + 4) Slashing damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 15).

Crimson Axe. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 30/90 ft. *Hit:* 11 (1d12 + 4) Force damage, and the target suffers one of the following effects of the vampire's choice. *Hit or Miss:* After being thrown, the axe returns to the vampire's hand.

- **Crackling Smite.** *Strength Saving Throw:* DC 16. *Failure:* 10 (3d6) Thunder damage, and the target has the Shocked condition until the end of its next turn. *Success:* Half damage only.
- **Unholy Smite.** *Constitution Saving Throw:* DC 16. *Failure:* 10 (3d6) Necrotic damage, and the target can't regain Hit Points until the end of the vampire's next turn. *Success:* Half damage only.
- **Wrathful Smite.** *Wisdom saving Throw:* DC 16. *Failure:* 10 (3d6) Psychic damage, and the target has the Frightened condition (save ends). *Success:* Half damage only.

Bite. *Constitution Saving Throw:* DC 15, one creature within 5 feet that is willing or has the Grappled, Incapacitated, or Restrained condition. *Failure:* 14 (3d6 + 4) Necrotic damage, and the vampire regains Hit Points equal to the Necrotic damage dealt.

Bonus Actions

Charge. The vampire moves up to its Speed toward a Hostile creature it can see. If it ends this movement within 5 feet of the creature, it has Advantage on the next attack roll it makes against that creature before the end of its turn.

Reactions

Unbridled Fury. *Trigger:* A creature hits the vampire with an attack. *Response:* The vampire makes a Crimson Axe attack against the attacker.

Dark Confessor

Dressed in robes of black and red that stand as a mockery to the garb often worn by members of the Sacred Flame, and clutching an ornate golden staff with a crimson orb in one hand, and a shimmering spectral maul in the other, these Dark Confessors call forth unholy curses and spirits from the abyss to bend to their will. Their pale skin, sunken black eyes, and sharp fangs stand as a grim reminder that even the holy can succumb to the whims of vampiric lords.

When the Court of the Night seeks to infiltrate a community, their first priority is to corrupt its leaders, especially their most bitter rivals in the Faith of the Sacred Flame. Thus, the flamekeepers or local priests are often targeted in particular to be transformed into vampire spawn. When these devout worshipers become vampire spawn, they are known as Dark Confessors. Their divine powers twist and warp into dark, corrupted magic under the influence of vampiric forces. In undeath, they channel that same potent energy, now converted into terrifying vampiric sorcery, which they wield to serve their masters. As Dark Confessors, they lead sinister rites and unholy rituals, gathering more followers to the cause of their vampiric overlords.

With their natural authority and sway over commonfolk, Dark Confessors manipulate communities to fall under the influence of vampire lords. They often foster cult-like followings, leading the people into pledging allegiance to their dark masters. These cults believe that by proving their loyalty, they might escape the curse of undeath and servitude. Entire towns and villages have succumbed to the charismatic influence of a Dark Confessor, their inhabitants abandoning former beliefs and swearing unwavering fealty to their vampire lords, hoping this grim devotion will save them from a far worse fate.

Study the Foe

Characters proficient in Religion or Survival gain Advantage on Intelligence (Religion) checks when taking the Study action to examine a Dark Confessor, learning the following based on the result.

(5+) Unnatural Resistance. You recognize the Dark Confessor's damage Resistances.

(10+) Deadly Response. You are aware of the Dark Confessor's Bloody Rebuke Reaction.

(15+) Weaknesses. You are aware the vampire's Regeneration is temporarily halted by Radiant damage, and its Vampire Weaknesses.

Combat Tactics

In the first round of combat, the Dark Confessor casts *Spirit Guardians*. It uses its Claws to attack anyone who comes within its melee reach. The Dark Confessor then proceeds to attack with its Spiritual Maul.

If there are enemies grouped close to one another, the Dark Confessor uses Unholy Light on them.

The Dark Confessor flees if it is below 50 Hit Points or takes steady Radiant damage.

Harvestable Components (Rare)

Animus: Undead. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

Dark Confessor

Medium Undead

AC 18
HP 153 (18d8 + 72)
Initiative +6 (16)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	15	+2	+2	**CON**	18	+4	+8
INT	13	+1	+1	**WIS**	18	+4	+8	**CHA**	15	+2	+2

Skills Deception +6, Insight +8, Persuasion +6, Religion +5
Resistances Necrotic, Poison
Gear Plate
Senses Darkvision 120 ft.; Passive Perception 14
Languages Common plus one other language
Challenge 9 (XP 5,000; PB +4)

Traits

Regeneration. The vampire regains 10 Hit Points at the start of its turn if it has at least 1 Hit Point and isn't in sunlight or running water. If the vampire takes Radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the traits described in the "Vampire Weaknesses" sidebar.

Actions

Multiattack. The vampire makes three attacks. It can replace one attack with a use of Bite, Unholy Light, or Spellcasting.

Claws. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 15).

Spiritual Maul. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 120 ft. *Hit:* 17 (3d8 + 4) Force damage, and the target is pushed 10 feet away from the vampire.

Bite. *Constitution Saving Throw:* DC 16, one creature within 5 feet that is willing or has the Grappled, Incapacitated, or Restrained condition. *Failure:* 12 (3d6 + 2) Necrotic damage, and the vampire regains Hit Points equal to the Necrotic damage dealt.

Unholy Light (Recharge 5–6). *Dexterity Saving Throw:* DC 16, each creature in a 10-foot radius, 40-foot high Cylinder centered on a point the vampire can see within 120 feet. *Failure:* 14 (4d6) Necrotic damage plus 14 (4d6) Fire damage, and the target has the Staggered condition until the end of its next turn. *Success:* Half damage only.

Spellcasting. The vampire casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 17, +9 to spell attacks):

At Will: *Guidance, Thaumaturgy*
2/Day Each: *Bane, Darkness, Disguise Self*
1/Day Each: *Dispel Magic, Spirit Guardians*

Reactions

Blood Rebuke. *Trigger:* A creature the vampire can see within 60 feet of it deals damage to it. *Response—Constitution Saving Throw:* DC 17. *Failure:* 18 (4d8) Necrotic damage, and the target has the Bleeding condition (4d4). *Success:* Half damage only.

Druid of the Sanguine Rites

This ancient druid is adorned in skulls and bones hanging off its thick gray cloak. They carry a staff of bone drenched in animal blood, with dried blood painted on their face and clothes. Their features are skeletal in nature, their skin stretched tightly over them. They appear ancient, their eyes sunken and black, their teeth yellowed with age and neglect. The druid whispers in forgotten tongues as they perform blood sacrifices and draw on primal magics.

These druids are older than even the vampire families. The few that remain are not descendants of any vampiric bloodline; they are the ancient blood druids who performed the rituals that created Vladimir von Drakken. Few of these druids still remain and those who do are reclusive and hidden. Their ancient blood rituals instilled in them a cursed eternal life, and those still roaming the world have transformed into something half alive. Not the same as a vampire, and not shackled by the vampires' weaknesses, these druids are bound to darkness to replenish them and use blood to fuel their rituals and magic. Their powers are a tightly guarded secret that few have witnessed.

Some of these dark druids saw Vladimir as a prophet, a destiny fulfilled. The Druids of the Sanguine Rite saw Vladimir as a vessel for their dark magic, a powerful being that would usher in an age where they could practice their rituals openly and grow their power. Others live eternally in deep regret of transforming Vladimir, feeling that in doing so they cursed themselves to an eternity of hiding in the darkness.

Study The Foe

Characters proficient in Religion or Survival gain Advantage on Intelligence (Arcana) checks when taking the Study action to examine a Druid of the Sanguine Rite, learning the following based on the result.

(10+) Unrelenting Unlife. You recognize the creature's Regeneration trait.

(15+) Bloody Renewal. You learn of the creature's Bloodthorn Whip attack and Plasma Absorption trait

(20+) Unnaturally Aware. You know their highest and lowest ability scores

Combat Tactics

The druid of the blood rites uses dark magic to twist the lifeforce of other creatures. The druid uses its bloodthorn whip to inflict a series of open wounds upon its foes, and then feeds on their lifeforce by pulling it through their wounds using plasma absorption.

When not directly engaged in combat, the druids attempt to charm a group of foes and convince them to partake in their blood rituals, using their life force as sacrifice to empower one of their own.

If the druids are directly confronted with greater numbers, or their health is below half, they attempt to flee.

Harvestable Components (Very Rare)

Animus: Undead. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair **Hide:** Skin. **Dust:** Undead Dust.

Druid of the Sanguine Rite

Medium Undead

AC 17
HP 187 (25d8 + 75)
Initiative +7 (17)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	**DEX**	16	+3	+7	**CON**	16	+3	+7
INT	15	+2	+2	**WIS**	20	+5	+9	**CHA**	15	+2	+2

Skills Nature +6, Survival +9
Gear Hide Armor, Shield
Senses Passive Perception 15
Languages Druidic plus any three languages
Challenge 12 (XP 8,400; PB +4)

Traits

Blood Sacrifice. A creature with the Restrained condition also has the Helpless condition against the vampire's attacks.

Plasma Absorption. Each time a creature takes damage from the Bleeding condition while within 30 feet of the vampire, the vampire regains Hit Points equal to the damage dealt.

Regeneration. The vampire regains 10 Hit Points at the start of its turn if it has at least 1 Hit Point and isn't in sunlight or running water. If the vampire takes Radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Actions

Multiattack. The vampire makes three attacks. It can replace one attack with a use of Draining Bite or Spellcasting.

Claws. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (2d4 + 4) Slashing damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 15).

Bloodthorn Whip. *Melee Attack Roll:* +9, reach 30 ft. *Hit:* 17 (3d8 + 5) Necrotic damage, and the target has the Bleeding condition (4d4).

Draining Bite. *Constitution Saving Throw:* DC 17, one creature within 5 feet that is willing or has the Grappled, Incapacitated, or Restrained condition. *Failure:* 14 (3d6 + 4) Necrotic damage, and the target has the Weakened condition (save ends).

Bloodroots (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 30-foot Emanation originating from the vampire. *Failure:* 21 (6d6) Piercing damage, and the target has the Restrained condition (save ends). *Success:* Half damage only.

Spellcasting. The vampire casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 17, +9 to spell attacks):

At Will: *Druidcraft*
2/Day Each: *Dispel Magic, Dominate Beast, Entangle, Faerie Fire, Pass Without Trace, Spike Growth*
1/Day Each: *Antilife Shell, Contagion, Create Undead* (as an action), *Insect Plague, Mass Suggestion, Scrying*

Ravenous Ghoul

Ghouls

The emaciated figure has ash-white skin and is completely hairless. The monster's eyes are two pools of abyssal blackness. Its fingers end in long points, and its teeth are jagged. It lurches away from a fresh corpse it was feasting upon, blood and gore dripping from its maw as it sniffs the air. Smelling something alive, it knows another meal is close by. Its gaze turns in your direction.

Those who fail as vampiric thralls, disobey their masters, or simply outlast their usefulness are transformed into horrible ghouls. Through dark magic and blood rituals, the vampires rob these mortals of their mortality and humanity, issuing them a fate far worse than death. A ghoul is a cursed creature, bound to the will of a vampire and cursed with undead life. These ravenous minions make great foot soldiers in the undead armies of vampires who bide their time until they can rise from their castles with an undead army to conquer the realm of the living. Ghouls are more mindless and chaotic than a thrall and are less useful for the vampire's complex plots. But a vampire hates losing its minions, and so will keep upwards of a hundred ghouls locked in their crypts, ready to unleash upon the living world.

Some ghouls end up with a more coherent mind than others, able to command and organize lesser ghouls. Some have even developed magical capabilities, twisting necromancy to keep their fellow ghouls alive. When a vampire finds a ghoul rising above the others, and showcasing these unique talents, they often become generals and leaders in their undead army.

Study The Foe

Characters proficient in Religion or Survival gain Advantage on Intelligence (Religion) checks when taking the Study action to examine a Ghoul, learning the following based on the result.

(5+) Undead Resistance. You recognize the creature's Immunities.

(10+) Pursuing Hunger. You know the creature's melee attacks and its Bonus Actions.

(15+) Agile Attacker. You are aware of its highest and lowest ability scores.

Combat Tactics

Ghouls are mindless and vicious. They charge towards enemies with an insatiable hunger for human flesh, and rarely flee from a fight. They can be easily distracted by a fresh corpse to eat, and follow the whims of their masters. The hungrier the ghoul is, the less mindful it is, and the more aggressive it becomes.

Some vampires are known to starve their ghouls for months before unleashing them into battle. Although these ravenous ghouls are less coherent, their complete frenzied hunger makes them a much more dangerous threat.

Ghoul priests and Ghoul Lords often accompany larger arrangements of ghouls to help focus them towards their vampire master's enemies. The priests keep them fighting through mortal wounds while Ghoul Lords lead the charge into combat.

Harvestable Components (Common)

Animus: Undead. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

Ravenous Ghoul

Thick poison drips from the grimy teeth and claws of these feral, unarmored ghouls. Their sunken, stark white eyes glisten as they lick their lips with a long, slimy pointed tongue, hungry for their next meal.

Ravenous Ghouls make up the brunt of the undead forces of vampires. They are vile undead creatures twisted to the will of their masters, forced to starve for months at a time to put them into a frenzy when they are unleashed upon the vampire's enemies. Their vampire masters care little for their wellbeing, and simply use them as fodder to wear down their enemies.

A spellcaster can use create undead to animate a ravenous ghoul instead of a normal ghoul.

Ravenous Ghoul

Medium Undead

AC 13
HP 27 (6d8)
Initiative +7 (17)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	17	+3	+3	**CON**	10	+0	+0
INT	11	+0	+0	**WIS**	10	+0	+0	**CHA**	8	-1	-1

Skills Stealth +5
Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
Challenge 1 (XP 200; PB +2)

Traits

Pack Tactics. The ghoul has Advantage on attack rolls against a creature if at least one of the ghoul's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Rancid Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 10 (3d6) Poison damage.

Bonus Actions

Aggressive. The ghoul moves up to its Speed toward a Hostile creature it can see.

They call them undead right up until they feel my flaming sword in their chest cavity.

Ghoul Priest

Clad in a torn smock and a rusted chain shirt, this muttering ghoul clutches a twisted, bone-carved symbol of Kromac, a representation of the blasphemous god of slaughter.

The ghoul priest is a magically gifted, harnessing necrotic energies to pull ghouls back from the brink of death.

Ghoul Priest

Medium Undead

AC 15
HP 52 (7d8 + 21)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	13	+1	+1	**CON**	16	+3	+3
INT	11	+0	+0	**WIS**	16	+3	+3	**CHA**	15	+2	+2

Immunities Poison; Poisoned
Gear Chain Shirt
Senses Darkvision 60 ft.; Passive Perception 13
Languages Common
Challenge 3 (XP 700; PB +2)

Actions

Deathly Teeth. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 25 (4d10 + 3) Necrotic damage, and the target can't regain Hit Points until the start of the ghoul priest's next turn.

Bonus Actions

Reanimate. The ghoul priest chooses the corpse of a ghoul it can see within 60 feet. The ghoul returns to life with 5 Hit Points and stands up.

Ghoul Lord

This ghoul wears ancient, blackened armor and carries a rusted shield emblazoned with the symbol of House von Drakken. It wields a large mace crackling with green undead energy.

Some ghouls thirst for combat as much as human flesh and rise above the others as warriors and leaders. These undead creatures are generals of lesser ghouls, leading the charge in vampire armies.

Ghoul Lord

Medium Undead

AC 16
HP 75 (10d8 + 30)
Initiative +3 (13)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	13	+1	+1	**CON**	16	+3	+3
INT	11	+0	+0	**WIS**	16	+3	+3	**CHA**	15	+2	+2

Immunities Poison; Poisoned
Gear Mace, Plate, Shield
Senses Darkvision 60 ft.; Passive Perception 13
Languages Common
Challenge 4 (XP 1,100; PB +2)

Traits

Blood Scent. The ghoul lord has Advantage on Wisdom (Perception) checks to Search for creatures who are not Constructs or Undead. It can automatically detect any creature that isn't a Construct or Undead within 10 feet of it.

Actions

Multiattack. The ghoul lord makes two attacks.

Soulbinding Mace. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage plus 13 (3d8) Necrotic damage. *Charisma Saving Throw:* DC 13. *Failure:* The target has the Jinxed condition (1d6; save ends).

Abyssal Pull. *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 10 (3d6) Necrotic damage, and the target is pulled 15 feet toward the ghoul lord.

Bonus Actions

Shield Slam. *Strength Saving Throw:* DC 14, one creature within 5 feet of the ghoul lord. *Failure:* The target is pushed 10 feet away from the ghoul lord and has the Prone condition.

Reactions

Unyielding. *Trigger:* The ghoul lord is subjected to an effect that would move it, cause it to have the Prone condition, or both. *Failure:* The ghoul lord is neither moved nor has the Prone condition.

Grim Custodian

Dressed in fine noble's clothes, the vampiric creature licks its lips, revealing its protruding fangs, as it holds quill and parchment in its hands, scribbling notes. The creature keeps its keen eye on those in the room before it.

The Grim Custodian is the right hand to many vampire masters. They have secured themselves a position as an invaluable member of the vampire's inner circle. They do their master's bidding in exchange for access to the finer aspects of vampirism. Grim Custodians work as bookkeepers, keepers of secrets, informants, and caretakers of the many undead who inhabit the castles and manors of vampires.

The Grim Custodian is capable of plucking the strings of death to some degree; the custodians are able to raise corpses up to serve the bidding of its master. It has been said that many vampiric soldiers who fall on the battlefield rise up once more when a Grim Custodian is nearby. Many of the skeleton and zombie minions work under the command of these custodians.

The Grim Custodian also serves the critical purpose of maintaining the illusion of mortal life around their vampire masters. Vampires thrive when the humans surrounding them believe they are nothing more than ordinary monarchs or nobles. The Grim Custodian maintains this guise, keeping any illusions in place and foiling attempts to see through them.

Study the Foe

Characters proficient in Religion or Survival gain Advantage on Intelligence (Religion) checks when taking the Study action to examine a Grim Custodian, learning the following based on the result.

(5+) Undead Resistance. You know the creature's Resistances.

(10+) Unrelenting Unlife. You recognize the creature's Regeneration trait.

(15+) Arcane Caster. You understand the creature possesses significant spellcasting abilities.

Combat Tactics

The Grim Custodian does everything in their power to avoid combat, liberally using *Suggestion* and *Detect Thoughts*. When directly confronted and with no one to protect them, they cast *Invisibility* on themselves and flee. They focus on hiding their undead nature. Grim Custodians can use *Arcanist's Magic Aura* and *Nondetection* to foil divinations which would otherwise detect them, and *Major Image* and *Seeming* to further disguise the truth.

Harvestable Components (Rare)

Animus: Undead. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

Grim Custodian

Medium Undead

AC 15
HP 90 (12d8 + 36)
Initiative +4 (14)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	18	+4	+4	**CON**	16	+3	+3
INT	18	+4	+7	**WIS**	15	+2	+2	**CHA**	18	+4	+7

Skills Deception +10, Insight +5, Perception +5, Persuasion +10
Resistances Necrotic, Poison
Senses Darkvision 120 ft.; Passive Perception 15
Languages Common plus two other languages
Challenge 5 (XP 1,800; PB +3)

Traits

Regeneration. The vampire regains 10 Hit Points at the start of its turn if it has at least 1 Hit Point and isn't in sunlight or running water. If the vampire takes Radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the traits described in the "Vampire Weaknesses" sidebar.

Actions

Multiattack. The vampire makes two attacks. It can replace one attack with a use of Bite or Spellcasting.

Claws. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (2d4 + 4) Slashing damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 15).

Bite. *Constitution Saving Throw:* DC 15, one creature within 5 feet that is willing or has the Grappled, Incapacitated, or Restrained condition. *Failure:* 14 (3d6 + 4) Necrotic damage, and the vampire regains Hit Points equal to the Necrotic damage dealt.

Spellcasting. The vampire casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 15):

At Will: *Charm Person, Command, Disguise Self, Mage Hand, Minor Illusion*
2/Day Each: *Detect Thoughts, Invisibility, Arcanist's Magic Aura, Major Image* (level 4 version), *Nondetection, Suggestion*
1/Day Each: *Animate Dead, Arcane Eye, Mislead, Seeming*

Bonus Actions

Shadow Step. The vampire teleports to an unoccupied space it can see within 60 feet.

Hazeblood Vampire

The undead creature has pale skin and sharp fangs. Its eyes glow with delerium light, and its extended limbs end in over-sized clawed hands and feet. Its veins glow through its skin with a purple hue and you see the abnormalities protruding from its flesh. Tentacles, extra eyes, and mouths emerge across its body.

Vampires have an innate ability to both gain and purge delerium contamination from themselves by drinking blood. When a vampire drinks the blood of a contaminated creature, they take that contamination into themselves, but when a contaminated vampire drinks the blood of an uncontaminated creature, they can cleanse themselves in turn. However, this only works to a point: once a vampire has gained enough contamination to prompt a Monstrous Transformation, they become a disheveled vampiric Delerium Dreg: a Hazeblood Vampire.

This curious interaction has prompted some vampires to experiment with contaminated magic, perhaps as a shortcut to gaining the power of an ascendant vampire. Countess Constance Kleinkessel has fostered the research of her apothecary Deidrick Mors, hoping his work might yield potential. She has collected countless test subjects for Mors by transforming villagers in Kesselholm into vampire spawn, and then chaining them in coffins below her castle. There, Mors exposes them to delerium or forces them to drink the blood of contaminated creatures. Thus far, the experiments have yet to create a vampire monstrosity that is stronger, faster, and more terrifying than any other, but perhaps Mors is closing in on a breakthrough…

Study the Foe

Characters proficient in History or martial melee weapons gain Advantage on Intelligence (Religion) checks when taking the Study action to examine a Hazeblood Vampire, learning the following based on the result.

(5+) Undead Resistance. You know the creature's Resistances.

(10+) Dangerous Bite. You are aware of the creature's Contaminated Bite attack.

(15+) Delerium Rejuvenation. You recognize the creature's Delerium Healing action.

Combat Tactics

These vampires are riddled with contamination and simply attack any creature they are pointed towards. Their Contaminated Bites can spread contamination as they tear into their foes. They do not have the mind to retreat from a battle.

Harvestable Components (Uncommon)

Animus: Undead. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

Hazeblood Vampire

Medium Undead

AC 14
HP 45 (6d8 + 18)
Initiative +4 (14)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	15	+2	+2	**CON**	16	+3	+3
INT	8	-1	-1	**WIS**	8	-1	-1	**CHA**	8	-1	-1

Resistances Necrotic, Poison
Senses Darkvision 120 ft.; Passive Perception 9
Languages None
Challenge 3 (XP 700; PB +2)

Traits

Fully Contaminated. The vampire is immune to Contamination and has Advantage on saving throws against contaminated spells. The vampire may cast contaminated spells even though it does not gain Contamination levels.

Pack Tactics. The vampire has Advantage on attack rolls against a creature if at least one of the vampire's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Spider Climb. The vampire can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the traits described in the "Vampire Weaknesses" sidebar.

Actions

Multiattack. The vampire makes two attacks. It can replace one attack with a use of Contaminated Bite.

Claws. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d4 + 5) Slashing damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13).

Contaminated Bite. *Constitution Saving Throw:* DC 13, one creature within 5 feet that is willing or has the Grappled, Incapacitated, or Restrained condition. *Failure:* 17 (4d6 + 3) Necrotic damage, and the target gains one Contamination level. *Success:* Half damage only.

Delerium Healing. The vampire touches a delerium shard and regains 10 (3d6) Hit Points. Once the vampire has used a delerium shard in this way, it can't be used in this manner again for 24 hours.

Bonus Actions

Aggressive. The vampire moves up to its Speed toward a Hostile creature it can see.

Hunch your shoulders, protect the neck and swing like hell!

Night Blade

This shadowy figure is draped in a flowing black cloak with glowing red eyes peering out from the dark hood. A bandolier of blades hangs across their chest. The creature moves across the battlefield with an unnatural swiftness.

The Night Blades serve as elite assassins for their vampire lords. These powerful vampire spawn are tasked with eliminating anyone who threatens to expose the secretive existence of the vampires. When anyone delves too deeply into their affairs, these assassins act swiftly and silently to neutralize interlopers.

Expertly adept at navigating the shadows, Night Blades are not only assassins but also skilled spies for their nocturnal court. They excel at infiltrating enemy strongholds, gathering crucial intelligence, and remaining undetected. Their abilities to scale walls, meld into shadows, and vanish without a trace make them formidable opponents. It is wise for enemies of the vampire lords to converse in brightly lit rooms during daylight, as any discussions held under the cover of darkness are vulnerable to the ears of the Night Blades, who are the eyes and ears of the shadows themselves.

Within the Court of the Night, there exists a specialized faction known as the Night Sisters. The exact number of these vampiric assassins is unknown, but they have orchestrated numerous high-profile assassinations over the centuries. Working closely with the highest echelons of the court, the Night Sisters represent the pinnacle of the court's lethal capabilities and are tasked with eliminating particularly significant targets that the court seeks to dispatch.

Study the Foe

Characters proficient in Religion or Survival gain Advantage on Intelligence (Religion) checks when taking the Study action to examine a Night Blade, learning the following based on the result:

(5+) Undead Resistance. You know the creature's Resistances.
(10+) Ghostly Blade. You know its Spectral Weapons attack.
(15+) Shadowy Retreat. You learn of the creature's Meld Into Shadow and Spectral Dodge features.

Combat Tactics

The Night Blade sticks to the shadows and darkness, attempting to surprise their foes and gain Advantage as often as possible. They attack their foes using their spectral weapons, using the Mindmuddler option against spellcasters. If the target is still alive by the 2nd round, the Night Blade takes the Disengage action to escape.

The Night Blade flees if it is at a Disadvantage, is surrounded, or is in direct sunlight.

Harvestable Components (Rare)

Animus: Undead. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

Night Blade

Medium Undead

AC 17
HP 117 (18d8 + 36)
Initiative +11 (21)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	20	+5	+8	**CON**	14	+2	+5
INT	15	+2	+2	**WIS**	18	+4	+4	**CHA**	17	+3	+3

Skills Acrobatics +8, Deception +6, Perception +7, Stealth +11
Resistances Necrotic, Poison
Gear Studded Leather
Senses Darkvision 120 ft.; Passive Perception 17
Languages Common plus two other languages
Challenge 7 (XP 2,900; PB +3)

Traits

Bloodthirsty. The vampire has Advantage on attack rolls against a target with the Bloodied or Bleeding condition.

Regeneration. The vampire regains 10 Hit Points at the start of its turn if it has at least 1 Hit Point and isn't in sunlight or running water. If the vampire takes Radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the traits described in the "Vampire Weaknesses" sidebar.

Actions

Multiattack. The vampire makes two attacks. It can replace one attack with a use of Bite.

Claws. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 10 (2d4 + 5) Slashing damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 16).

Spectral Weapons. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 100/400 ft. *Hit:* 16 (2d10 + 5) Force damage, and the target suffers one of the following effects of the vampire's choice (the vampire can't select the same option more than once per turn):

Poison. The target takes an extra 9 (2d8) Poison damage and has the Poisoned condition (save ends, *Constitution Saving Throw:* DC 16).
Open Wounds. The target has the Bleeding condition (3d6).
Mindmuddler. The target has the Bewildered condition (save ends, *Intelligence Saving Throw:* DC 16).

Bite. *Constitution Saving Throw:* DC 16, one creature within 5 feet that is willing or has the Grappled, Incapacitated, or Restrained condition. *Failure:* 15 (3d6 + 5) Necrotic damage, and the vampire regains Hit Points equal to the Necrotic damage dealt.

Bonus Actions

Meld Into Shadow. In Dim Light or Darkness, the vampire casts *Invisibility* on itself, requiring no components and using Charisma as its spellcasting ability.

Reactions

Spectral Dodge. *Trigger:* The vampire takes damage. *Response:* The vampire gains Resistance to that damage, then moves up to its Speed without provoking Opportunity Attacks.

Sanguine Witch

These creatures are draped in funeral dresses with blood stains and tears. Veils are drawn over their faces, hiding their features, but one can still make out the glowing red eyes and glistening fangs. Their spindly bony fingers twitch and flick as crackling unholy energy sparks and ignites around them.

Twisted Mages. When a mageborn is bitten by a vampire, the magical energies flowing in their now-tainted blood create a Sanguine Witch. A creature of both vampiric bloodlust and arcane might. These witches serve as right hands to vampire nobility and as generals and lieutenants in vampire armies. They are cunning and manipulative creatures who lure victims with deception and wit.

Arcane Blood. Sanguine Witches are mageborn but their magic energies are stunted and twisted; they can use magic to absorb life essence from their victims and live unnatural lives. The more a Sanguine Witch feeds, the more the vampiric essence mutates with their arcane blood. Sanguine Witches often take on grotesque mutations from this otherworldly mixing. Notably, many Sanguine Witches have acquired blood red glowing eyes and animalistic snouts and fangs.

Mages of the Court. Sanguine Witches stand as the chosen court mages to vampire masters. They perform all the duties a court mage would usually do, but their loyalty to the Court of the Night is unbreaking. Their mastery over undeath, and their ability to warp victims into vampiric thralls makes them a terrifying creature to behold.

Study the Foe

Characters proficient in Religion or Survival gain Advantage on Intelligence (Religion) checks when taking the Study action to examine a Sanguine Witch, learning the following based on the result:

(5+) Unnatural Resistances. You recognize the creature's damage Resistances and Immunities.

(10+) Siphon Vitality. You learn of the creature's Feast action.

(15+) Arcane Caster. You know the creature possesses formidable spellcasting abilities.

Combat Tactics

The Sanguine Witch uses *Darkness* to hide themselves and attempt to enthrall subjects with *Hold Person* before using Feast to feed on them. The witch's goal is to create thralls of their opponents.

If the Sanguine Witch is in direct sunlight, or at less than half their Hit Points, they attempt to flee.

Harvestable Components (Rare)

Animus: Undead Animus. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

Sanguine Witch

Medium Undead

AC 15
HP 136 (16d8 + 64)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	14	+2	+2	**CON**	18	+4	+4
INT	12	+1	+1	**WIS**	14	+2	+5	**CHA**	19	+4	+7

Skills Arcana +4, Perception +5, Deception +7
Resistances Cold, Necrotic, Poison, Psychic
Immunities Charmed, Frightened
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 15
Languages Common plus one other language
Challenge 8 (XP 3,900; PB +3)

Traits

Regeneration. The vampire regains 10 Hit Points at the start of its turn if it has at least 1 Hit Point and isn't in sunlight or running water. If the vampire takes Radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the traits described in the "Vampire Weaknesses" sidebar.

Actions

Multiattack. The vampire makes two attacks and uses Feast, if available. It can replace one attack with a use of Spellcasting.

Blood Drain. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 60 ft. *Hit:* 21 (5d6 +4) Necrotic damage, and the vampire regains Hit Points equal to the damage dealt. The target has the Weakened condition (DC 15 Constitution save ends).

Feast (Recharge 5–6). *Wisdom Saving Throw:* DC 15, each creature in a 30-foot Emanation originating from the vampire. *Failure:* 14 (4d6) Necrotic damage plus 14 (4d6) Psychic damage. *Success:* Half damage. *Failure or Success:* The vampire regains Hit Points equal to the Necrotic damage dealt.

Spellcasting. The vampire casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15, +7 to spell attacks):

At Will: *Mage Armor* (included above)
2/Day Each: *Darkness, Fear, Hold Person, Inflict Wounds, Ray of Enfeeblement, Suggestion*
1/Day: *Bestow Curse, Dominate Person, Hypnotic Pattern, Vampiric Touch*

Reactions

Arcane Denial. *Trigger:* A creature the vampire can see within 60 feet casts a spell of level 3 or lower. *Response—Constitution Saving Throw:* DC 15. *Failure:* The spell fails, but no resources are wasted.

The Amethyst Academy produces talented warlocks and wizards. Vampires do something similar.

Skeletons

Ancient bones draped in rusted armor scraps rise up with unholy magic. Baring old weapons, they brandish their spears and charge toward you.

When a vampire is preparing for war, they have no shortage of soldiers. Their crypts are often filled with long-deceased thralls, remains of prisoners, vampire slayers, and anyone who mistakenly wandered into their manor or castle and was never seen again. The vampires use their dark magic to raise these skeletal remains from the crypt and into their legions. Clad in ancient armor and often given bows or spears, these skeletal warriors make excellent minions for a vampire. They do not need to be fed and are easily stored in tombs and crypts when not needed. Some of these skeletons possessed arcane abilities in life and carry that trait through to undeath, leading skeletal armies as mages. They harness what remains of their arcane fortitude to channel elemental fury at their foes.

Study the Foe

Characters proficient in Religion or Survival gain Advantage on Intelligence (Religion) checks when taking the Study action to examine a skeleton, learning the following based on the result:

(5+) Unnatural Resistances. You recognize the creature's Immunities.

(10+) Deathly Violence. You know the creature's basic attacks and Bonus Actions.

(15+) Unliving Abilities. You learn the creature's highest and lowest ability scores.

Combat Tactics

These skeleton warriors are mindless foot soldiers in the wars of vampires. They march into battle with no care. They feel no pain. They only follow their orders and fight to the death on behalf of their vampiric masters.

Harvestable Components (Common)

Animus: Undead. **Bones:** Skull, Spine, Ribs. **Dust:** Undead Dust.

Skeleton Soldier

This robust skeleton warrior is caked in mud and moss, it wears a skull cap, a single shoulder pauldron, and holds a thick rusted shield emblazoned with the arcane sigil of House von Drakken. In one hand It carries a long poison-tipped spear.

Most corpses on the continent are cremated; vampires must be clever about obtaining minions for their armies. Throughout the lands, there are ancient crypts of heroic warriors and divine soldiers. Sometimes, vampire lords have been known to infiltrate abandoned holy sites and old crypts to steal the dead, raising them as skeletal minions. Furthermore, they often keep prisoners in their own dungeons to feed on, leaving the bodies once they are expended to one day rise again as skeleton soldiers.

Skeleton Soldier

Medium Undead

AC 15
HP 27 (6d8)
Initiative +0 (10)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	10	+0	+0	**CON**	10	+0	+0
INT	6	-2	-2	**WIS**	10	+0	+0	**CHA**	5	-3	-3

Vulnerabilities Bludgeoning
Immunities Poison; Exhaustion, Frightened, Poisoned
Gear Shield, Spear
Senses Darkvision 60 ft.; Passive Perception 10
Languages Understands Common but can't speak
Challenge 1 (XP 200; PB +2)

Actions

Poison-Tipped Spear. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 10 (3d6) Poison damage.

Bonus Actions

Shield Slam. *Strength Saving Throw:* DC 13, one creature within 5 feet of the skeleton soldier. *Failure:* The target is pushed 5 feet away from the skeleton soldier and has the Prone condition.

Skeleton Archer

Soft blue light glows in the eye sockets of this skeleton, who carries a bow made from bone and ancient sinew. Shards of frost form on its arrow tip as it takes aim.

In the armies of the dead, one must have both melee and ranged troops as the backbone to one's forces. Skeletal archers are imbued with elemental magic and given bows that harness the power to chill their enemies with each shot.

Skeleton Archer

Medium Undead

AC 13
HP 27 (6d8)
Initiative +3 (13)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	16	+3	+3	**CON**	10	+0	+0
INT	6	-2	-2	**WIS**	8	-1	-1	**CHA**	5	-3	-3

Vulnerabilities Bludgeoning
Immunities Poison; Exhaustion, Frightened, Poisoned
Gear Longbow, Quiver (10 Arrows)
Senses Darkvision 60 ft.; Passive Perception 9
Languages Understands Common but can't speak
Challenge 1 (XP 200; PB +2)

Actions

Claws. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

Chillsteel Longbow. *Ranged Attack Roll:* +5, range 150/600 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 10 (3d6) Cold damage. *Critical Hit:* The target has the Frozen condition (DC 10).

Bonus Actions

Steady Aim. The skeleton archer grants itself Advantage on its next ranged attack roll this turn. It can use this Bonus Action only if it hasn't moved during this turn, and after it uses this Bonus Action, its Speed becomes 0 and can't increase until the end of this turn.

Skeleton Mage

The tattered red robes worn by this skeleton reveal it as one of the vampires' failed thralls. Thunderous sparks and embers of flame dance around its boney fingertips as it prepares its next spell.

These mages are often former thralls, acolytes, or arcane prisoners to vampire lords. They are twisted in undeath into unholy mages, harnessing elemental magics against their foes and serving an eternal afterlife to the vampires who create them.

Skeleton Mage

Medium Undead

AC 15
HP 45 (10d8)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	15	+2	+2	**CON**	10	+0	+0
INT	14	+2	+2	**WIS**	12	+1	+1	**CHA**	17	+3	+3

Skills Arcana +4, Perception +3
Vulnerabilities Bludgeoning
Immunities Poison; Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft.; Passive Perception 13
Languages Understands Common but can't speak
Challenge 3 (XP 700; PB +2)

Actions

Fire Lance. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 25 (4d10 + 3) Fire damage, and the target has the Burning condition (1d10 Fire).

Shocking Arc. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30 ft. *Hit:* 14 (2d10 + 3) Lightning damage. *Constitution Saving Throw:* DC 13. *Failure:* The target has the Shocked condition (save ends).

Thunder Blast (Recharge 5–6). *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cube originating from the skeleton mage. *Failure:* 13 (3d8) Thunder damage, and the target is pushed 10 feet away from the skeleton mage. *Success:* Half damage only.

Bonus Actions

Teleport. The skeleton mage teleports to an unoccupied space it can see within 60 feet.

Striga

The vampiric creature before you has shifted into a more monstrous form. Its clothes are tattered and hang off its bulky frame, its muscles bulge, and its face has morphed into a snarling animalistic snout. Its fingers and toes are now hooked, bony talons, and its monstrous fangs drip with blood. An octarine glow simmers within its eyes. Its growling and huffing breath heaves as it glares towards you, hungry for flesh, and craving mortal blood.

A Striga is a contaminated undead abomination which results when a true vampire or vampire spawn succumbs to eldritch contamination under the right circumstances, usually involving a backlash of arcane anomalies, an exposure to delerium during the transformation, or consuming the blood of a powerful contaminated creature. Vastly more powerful than a Hazeblood Vampire, a Striga is completely mad.

However, a Striga can reverse its monstrous contamination by drinking the blood of a humanoid creature who has recently been the target of a purge contamination spell.

Study the Foe

Characters proficient in Arcana or Religion gain Advantage on Intelligence (Religion) checks when taking the Study action to examine a Striga, learning the following based on the result:

(10+) Unnatural Resistances. You recognize the creature's damage Resistances and Immunities.

(15+) Terrifying Howl. You learn of the creature's Blood Howl action.

(20+) Defeatable Undeath. You know the creature's lowest ability scores and Vampire Weaknesses.

Combat Tactics

The Striga is a vampire warped by delerium and contamination. It loses its inhibitions and subtlety, becoming a ravenous bloodthirsty monster. The Striga charges into battle and aggressively pursues its foes, clawing and howling as it hunts its prey. The Striga attempts to single out a weak target and tears them to shreds before moving on to the next.

A Striga rarely flees as it is too bloodthirsty to consider its own life.

Harvestable Components (Very Rare)

Animus: Undead. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

EPIC

Striga

Large Undead

AC 17 **Initiative** +6 (16)
HP 57 (6d10 + 24) plus 57 (6d10 + 24) per player characteer
Speed 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	**DEX**	15	+2	+6	**CON**	16	+3	+7
INT	6	-2	-2	**WIS**	17	+3	+7	**CHA**	13	+1	+1

Skills Perception +7, Stealth +6
Resistances Cold, Necrotic
Immunities Charmed, Frightened, Poisoned
Senses Darkvision 120 ft.; Passive Perception 17
Languages None
Challenge 11 (XP 7,200; PB +4)

Traits

Blood Frenzy. The striga has Advantage on melee attack rolls against a creature with the Bloodied condition.

Fully Contaminated. The striga is immune to Contamination and has Advantage on saving throws against contaminated spells. It may cast contaminated spells even though it does not gain Contamination levels.

Necrotic Aura. A creature that starts its turn within 30 feet of the Striga takes 10 (3d6) Necrotic damage.

Regeneration. The striga regains 10 Hit Points at the start of its turn if it has at least 1 Hit Point and isn't in sunlight or running water. If the striga takes Radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The striga can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Vampire Weaknesses. The striga has the traits described in the "Vampire Weaknesses" sidebar.

Epic Actions

The striga always takes its turn on Initiative count 20. On its turn, the striga can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the striga takes one of the following Epic Actions at the end of each player character's turn:

Necrotic Bite (1/Round). *Melee Attack Roll:* +10, reach 10 ft. *Hit:*24 (4d6 + 6) Necrotic damage. The target's Hit Point Maximum is reduced by an amount equal to the Necrotic damage taken, and the striga regains Hit Points equal to that amount.

Claws. *Melee Attack Roll:* +10, reach 15 ft. *Hit:* 24 (4d6 + 6) Slashing damage.

Delerium Healing. The striga touches a delerium shard and regains 10 (3d6) Hit Points. Once the striga has used a delerium shard in this way, it can't be used in this manner again for 24 hours.

Blood Howl (1/Round). *Wisdom Saving Throw:* DC 18, each creature in a 30-foot Emanation originating from the striga that can hear it. *Failure:* 35 (10d6) Psychic damage, and the target has the Jinxed (1d6) and Immobilized conditions (save ends both). *Success:* Half damage, and the target is immune to the striga's Blood Howl for 24 hours.

Charge. The striga moves up to 40 feet in a straight line, moving through the spaces of other creatures. Each creature whose space the striga passes through is subjected to the following effect. *Dexterity Saving Throw:* DC 18. *Failure:* The target is pushed 10 feet away from the striga and has the Prone condition.

Epic Resistance. The striga chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The striga can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Reactions

Retaliation. *Trigger:* A creature within 15 feet of the striga deals Radiant damage to it. *Response:* The striga makes a Claws attack against that creature.

Zealot of Morrigan

This humanoid almost resembles a painted, weathered statue, adorned with tattoos depicting ravens, skulls, and lines of blood. It moves with inhuman speed and glares at you with its hungry, bloodshot eyes. Pointed fangs poke from their cracked lips and a look of a predator preparing for a hunt — and a meal — grows on their face. Saying not a single word, the zealot howls to the moon. Its quarry a faithful sacrifice to Morrigan, who witnesses from afar. Bearing no weapons but their claws, fangs, and brute strength, the zealot dashes forward, beginning the hunt!

As it is rumored that Morrigan is responsible for creating the first vampires, there are some amongst the Court of the Night that take to worshiping her in both body and soul. Viewing themselves as the apex predators, all creatures are beneath them. The Zealots of Morrigan pledge themselves to fighting against Morrigan's enemies, not least of which the druids and servants of Arwyn and Kromac. These warriors serve as the vanguard for much of the court's offensive operations, and are often sent in when they want an enemy utterly eviscerated.

The Zealots of Morrigan, as their order is called, give in to the primal nature their vampirism. They see the trappings of civilization and the kingdoms and empires that mankind has built as a blight upon the land, a perversion of nature. They do what they can to bring what settlements they can into complete and utter ruin. Reports of far flung, small villages disappearing overnight are often an indicator of their presence.

As they are vampires, Zealots of Morrigan like to attack and feed at night. There are rumored to be many Zealots of Morrigan dwelling in Netherwind, where the winter nights last several days, and the scarce population is a prime herd for the zealots to feast upon. The Reavers of Netherwind must stay especially vigilant during these times, and fighting them is a true test of their mettle. On occasion, the Zealots of Morrigan get a particular taste for giant's blood, and will coordinate an attack on a giant. This is usually done on Morrigan's holy day, and the blood feeds them for months.

Morrigan has infused these zealots with immense power and vitality. They rarely bother fighting with weapons, viewing their vampiric gifts as more than sufficient. The blood of their foes wraps around them, bandaging their wounds and forming a protective shield to keep them in the fight. The scent of spilt blood drives them into a frenzy, pushing them on into further savagery. There is often very little left of a zealot's quarry, as they get carried away in their bloodlust.

Study the Foe

Characters proficient in Arcana or Religion gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks when taking the Study action to examine it, learning the following based on the result:

(10+) Angry Undead. You recognize the creature's Morrigan's Fury bonus action.

(15+) Rejuvenating Violence. You learn of the creature's Blood Shield trait.

(20+) Swift and Strong. You know the creature's highest and lowest ability scores as well as its Vampire Weaknesses.

Combat Tactics

As soon as a Zealot of Morrigan gets the scent of combat, they use their bonus action to enter Morrigan's Fury, amplifying their damage and bolstering them against assault. With their superior speed, they zone in on the easiest meal within range, assailing them with their claws and fangs. The blood spilt from these attacks then serves as a buffer, fueling their Blood Shield. In their fury, the zealots have no sense of survival or self-preservation, as they fight to the death.

Harvestable Components (Rare)

Animus: Undead. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Brain, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Undead Dust.

Zealot of Morrigan

Medium Undead

AC 14
HP 119 (14d8 + 56)
Initiative +3 (13)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+8	**DEX**	11	+0	+3	**CON**	18	+4	+7
INT	11	+0	+0	**WIS**	12	+1	+1	**CHA**	12	+1	+1

Skills Athletics +11, Intimidation +4, Perception +7, Survival +4
Resistances Necrotic
Immunities Charmed, Frightened
Senses Darkvision 60 ft.; Passive Perception 17
Languages Common
Challenge 8 (XP 3,900; PB +3)

Traits

Blood Frenzy. The vampire has Advantage on melee attack rolls against a creature with the Bloodied condition.

Blood Shield. Whenever the vampire damages a creature that has blood, the vampire gains 15 Temporary Hit Points.

Regeneration. The vampire regains 10 Hit Points at the start of its turn if it has at least 1 Hit Point and isn't in sunlight or running water. If the vampire takes Radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the traits described in the "Vampire Weaknesses" sidebar.

Actions

Multiattack. The vampire makes three attacks. It can replace one attack with a use of Bite.

Claws. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 10 (2d4 + 5) Slashing damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 21).

Bite. *Constitution Saving Throw:* DC 16, one creature within 5 feet that is willing or has the Grappled, Incapacitated, or Restrained condition. *Failure:* 15 (3d6 + 5) Necrotic damage. The target's Hit Point Maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount.

Bonus Actions

Morrigan's Fury (1/Short Rest). The vampire howls at the moon, gaining Resistance to all damage except Acid and Radiant damage for 1 minute or until it has the Incapacitated condition. As part of this Bonus Action, the vampire moves up to half its Speed toward a Hostile creature without provoking Opportunity Attacks.

That's a weird sounding dog and why is it running on human like legs at me?

Vladimir von Drakken

"None without this blood within may strike you down, and by this blood you shall not die."

— Prophecy uttered during the Sanguine Rite

Vladimir von Drakken is dead, his broken form buried deep within the crypts beneath an ancient grove in the Brachenwald. Hidden there after he was defeated by his daughter Carmen, his undead body awaits the blasphemous magic needed to reanimate and restore him. Eternal life in undeath was bestowed upon him by the Sanguine Rite which transformed him into an Ascendant Vampire. Vladimir took the druids' words to mean that none could slay him: after the ritual was complete, Vladimir von Drakken could regenerate from any wound or magic.

In truth, he can be struck down by one of his own blood relatives, descendants, or any other who has his "blood" within them. Even in such cases, his undead form is also rejuvenated by their blood. He can be resurrected by performing the Sanguine Rite again upon his remains, a grisly ritual that demands the sacrifice of a powerful sorcerer, a true dragon, and blood descendant of Vladimir von Drakken himself.

Unfortunately for the Court of the Night, the means and materials to perform this ritual again have eluded them for hundreds of years. Not only did Vladimir von Drakken slay the original druids who performed the rite, but the subsequent fall of House von Drakken in the centuries since has made finding a suitable sacrifice challenging. Nevertheless, should that ever come to pass, a threat unlike any other would return to the world.

Roleplaying Traits

- **Personality Trait**. Vladimir speaks with vile overconfidence, a sinister smirk, and a demeanor of a creature who believes himself a god, he does not tolerate others treating him as any less than a king of kings.
- **Bond.** Vladimir will stop at nothing to conquer the continent and reclaim his throne in Drakkenheim. He made it, and it is his to rule, any other who attempts to sit upon it is an imposter.
- **Ideal.** "This realm belongs to the dead, and the dead shall keep it. Any who stand in the way of my reign will join my legions by choice, or by force."
- **Flaw.** Vladimir believes himself entirely indestructible and is blind to the loopholes within the rites that created him. Nevertheless, he is hesitant to trust anyone. He refuses to let anyone get close and assumes everyone is plotting against him.

Study the Foe

Characters proficient in Arcana or Religion gain Advantage on Intelligence (Religion) checks when taking the Study action to examine Vladimir von Drakken, learning the following based on the result:

(15+) Deadly Foe. You know of the creature's Resistances and Immunities.

(20+) Renowned Swordsman. You are aware of his Bloodmourne and Bite attacks.

(25+) Nearly Undefeatable. You recognize his Reborn or Ascendent Transformation trait.

Combat Tactics

Vladimir von Drakken is presented here in three forms. As the Ascendent Vampire grows in power he transforms into a new form until he returns to his full strength.

If he is successfully resurrected with the Sanguine Rite, Vladimir von Drakken first begins in his Crypt-Starved form. He remains in this form until he consumes the blood of a living descendant of House von Drakken, which enables him to turn into his Reborn form.

If reduced to 0 Hit Points in his Reborn form, Vladimir von Drakken unleashes his Ascendant form.

In his Crypt-Starved form, Vladimir von Drakken is a craven and desperate combatant. He primarily aims to drink as much blood as possible using his Bite to transform into his Reborn form. He makes use of Shadow Step and Terrifying Glare to reposition himself and hold foes at bay.

Once he regains his Reborn form, Vladimir von Drakken is nearly unstoppable. He wades into melee with Bloodmourne, demonstrating his martial superiority by using his maneuvers. He uses his Claws and Bite as finishing moves and uses Dominate to bend his foes to his will. When surrounded, he uses Wing Blast to reposition.

Assuming his Ascendant form, Vladimir von Drakken becomes an engine of bloodlust and destruction, fueled by primal rage and undead power. In this form, he rips foes apart with melee attacks and flays their spirits whenever his Soul Rend becomes available.

Slaying Vladimir von Drakken

Vladimir cannot be fully destroyed unless he is wholly unmade at the place he was first transformed. Wholly destroying Vladimir von Drakken is difficult. Once he is defeated in combat, with the final blow struck by one who shares his blood, his heart must be cut out, and placed upon the altar within the Standing Stones in in the Brachenwald where he was transformed into a vampire.Under a full moon at midnight, a wooden stake made from a branch from Elenthas the Evertree must be driven through the heart by one of his blood descendants. Then, the heart must be left there until sunrise where it is destroyed by first light. Vladimir von Drakken's minions do not stand idly whilst this happens, and launch a massive assault upon the grove with the desperate aim of retrieving his heart before it is destroyed by the sun.

Crypt-Starved Vladimir von Drakken

Before you stands an emaciated undead man. He looks downward, with sallow red-glowing eyes hidden behind a mass of long, matted black hair. His nose is rotted and gone, his flesh cracked and decayed, and his bent pose a far cry from the imperial majesty he possessed and lost so long ago. He is swathed only in an ancient burial shroud and wrappings worn like a robe. Across his neck, a prominent and wretched scar marks how his head was sewn back upon his shoulders. He drags an ancient obsidian greatsword behind him, holding the weapon by its blade as a thin trickle of blood seeps from his fingers. From his back emerge the broken stumps of clipped wings, now little more than useless limbs of tattered gore. Yet, there is a quiet, primal power thrumming within his form.

When returned to unlife via the Sanguine Rite, Vladimir von Drakken first manifests in this form. He remains in this form until he has fed on enough individuals of sufficient power, upon which he assumes his Reborn form.

Although he cannot be permanently destroyed in this form, Vladimir von Drakken is greatly weakened in this state and desires nothing more than returning to his full power.

EPIC

Crypt-Starved Vladimir von Drakken

Medium Undead

AC 17 **Initiative** +9 (19)
HP 76 (9d8 + 36) + 76 (9d8 + 36) per player character
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	19	+4	+9	**CON**	19	+4	+4
INT	17	+3	+8	**WIS**	15	+2	+7	**CHA**	20	+5	+10

Skills Athletics +10, Insight +7, Intimidation +10, Perception +7
Resistances Cold, Necrotic, Poison
Immunities Charmed, Frightened
Senses Truesight 120 ft.; Passive Perception 17
Languages Common, Draconic
Challenge 13 (XP 10,000; PB +5)

Traits

Aura of Dread. A creature that starts its turn within 30 feet of Vladimir von Drakken takes 10 (3d6) Necrotic damage.

Reborn Transformation. When Vladimir von Drakken consumes the blood of six living creatures of level or challenge rating 10 or higher, he transforms into **Reborn Vladimir von Drakken**. His Initiative doesn't change. If he is destroyed before he can feed sufficiently, he must begin the process again when he rejuvenates.

Regeneration. Vladimir von Drakken regains 30 Hit Points at the start of his turn if he has at least 1 Hit Point remaining.

Rejuvenation. If Vladimir von Drakken is destroyed in his crypt-starved form, he crumbles into ash and reforms 1d10 days later with all of his Hit Points. His new body appears within his crypt in the Brachenwald. Casting *Hallow* on the druidic shrine prevents his new body from returning so long as the spell remains in effect.

Vampire Weaknesses. The vampire has the traits described in the "Vampire Weaknesses" sidebar.

Epic Actions

Vladimir von Drakken always takes his turn on Initiative count 20. On his turn, Vladimir von Drakken can use his movement and interaction as normal. However, he does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, Vladimir von Drakken takes one of the following Epic Actions at the end of each player character's turn:

Bloodmourne. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 26 (6d6 + 5) Force damage, and the target has the Bleeding condition (4d4).

Claws. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 19 (4d6 + 5) Necrotic damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 18).

Bite (1/Round). *Constitution Saving Throw:* DC 18, one creature within 5 feet that is willing or has the Grappled, Incapacitated, or Restrained condition. *Failure:* 40 (10d6 + 5) Necrotic damage. The target's Hit Point Maximum decreases by an amount equal to the Necrotic damage taken, and Vladimir von Drakken regains Hit Points equal to that amount. A Humanoid killed by this effect and then buried in the ground rises the following night as a **Vampire Spawn** under Vladimir von Drakken's control.

Terrifying Glare. *Wisdom Saving Throw:* DC 18, one creature Vladimir von Drakken can see within 120 feet. *Failure:* 21 (6d6) Psychic damage, and the target has the Frightened condition until the end of its next turn. *Failure by 5 or More:* While Frightened, the target has the Paralyzed condition.

Shadow Step (1/Round). Vladimir von Drakken teleports to an unoccupied space he can see within 60 feet that is in Dim Light or Darkness. He has Advantage on the next melee attack he makes before the end of this round.

Epic Resistance. Vladimir von Drakken chooses one condition, spell, or other effect currently affecting him and rolls 1d20. On an **11+**, the effect ends on him. He can use this action even if he would otherwise be unable to take actions, his actions are being controlled by another creature, or if a spell or effect alters his game statistics.

Reborn Vladimir von Drakken

Vladimir von Drakken stands awash in mighty power. Standing nearly seven feet tall, he is armored head to toe in ornamented and blood-drenched plate mail. The breastplate bears the ancient sigil of House von Drakken. Draconic wings unfurl from his back, the membranes colored a deep red like a dying star. His snarling face has the chiseled features of a calculating predator. He growls, bearing his long, sharp fangs which dribble fresh blood around his perfectly trimmed salt-and-pepper beard. In a single hand, he holds a vicious greatsword, which he points towards you, issuing a mortal challenge.

This is Vladimir von Drakken's normal form, once he has regained his full strength. In this form, he is a cunning and strategic adversary.

Reborn Vladimir von Drakken

Medium Undead

AC 22 **Initiative** +11 (21)
HP 95 (10d8 + 50) + 95 (10d8 + 50) per player character
Speed 40 ft., Climb 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	**DEX**	21	+5	+11	**CON**	21	+5	+5
INT	19	+4	+10	**WIS**	17	+3	+9	**CHA**	22	+6	+12

Skills Athletics +12, Insight +9, Intimidation +12, Perception +9
Resistances Cold, Necrotic, Poison
Immunities Charmed, Frightened
Senses Truesight 120 ft.; Passive Perception 19
Languages Common, Draconic
Challenge 17 (XP 18,000; PB +6)

Traits

Ascendant Transformation. When Vladimir von Drakken drops to 0 Hit Points, his body explodes in a shower of gore and he reappears in an unoccupied space within 10 feet as **Ascendant Vladimir von Drakken**. His Initiative doesn't change.

Aura of Dread. A creature that starts its turn within 30 feet of Vladimir von Drakken takes 21 (6d6) Necrotic damage.

Bloodthirsty. Vladimir von Drakken has Advantage on attack rolls against a target with the Bloodied or Bleeding condition.

Daywalker. Vladimir von Drakken doesn't possess any Vampire Weaknesses.

Regeneration. Vladimir von Drakken regains 30 Hit Points at the start of his turn if he has at least 1 Hit Point remaining.

Spider Climb. Vladimir von Drakken can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Epic Actions

Vladimir von Drakken always takes his turn on Initiative count 20. On his turn, Vladimir von Drakken can use his movement and interaction as normal. However, he does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, Vladimir von Drakken takes one of the following Epic Actions at the end of each player character's turn:

Bloodmourne. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 27 (6d6 + 6) Force damage, and the target has the Bleeding condition (4d4). In addition, Vladimir von Drakken can apply one of the following martial maneuvers to the target:

- **Advance**. Vladimir von Drakken pushes the target 15 feet, then moves up to 15 feet to an unoccupied space within 5 feet of the target without provoking Opportunity Attacks.
- **Hamstring**. The target has the Immobilized condition until the end of its next turn.
- **Overpower**. The target has the Staggered condition until the end of its next turn.

Claws. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 20 (4d6 + 6) Necrotic damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 20).

Bite (1/Round). *Constitution Saving Throw:* DC 20, one creature within 5 feet that is willing or has the Grappled, Incapacitated, or Restrained condition. *Failure:* 49 (14d6) Necrotic damage, and the target has the Weakened condition (DC 20 Constitution save ends). Vladimir von Drakken regains Hit Points equal to the Necrotic damage dealt. A Humanoid killed by this damage rises on its next turn as a **Vampire Spawn** under Vladimir von Drakken's control.

Dominate (1/Round). *Wisdom Saving Throw:* DC 20, one creature Vladimir von Drakken can see within 120 feet. *Failure:* The target has the Charmed condition until the end of its next turn. While Charmed, the target obeys Vladimir von Drakken's commands and can't take Reactions. *Failure by 5 or More:* The Charmed condition lasts 24 hours or until Vladimir von Drakken is reduced to 0 Hit Points. Each time the target takes damage, it repeats the save, ending the effect on itself on a success. *Success:* The target has Disadvantage on its next attack roll against Vladimir von Drakken.

Wing Blast (1/Round). *Strength Saving Throw:* DC 20, each creature in a 15-foot Emanation originating from Vladimir von Drakken. *Failure:* 14 (4d6) Bludgeoning damage, and the target is pushed 10 feet away from Vladimir von Drakken and has the Prone condition. *Failure or Success:* Before or after using this Epic Action, Vladimir von Drakken can move up to half his Fly Speed without provoking Opportunity Attacks.

Shadow Step (2/Round). Vladimir von Drakken teleports to an unoccupied space he can see within 60 feet that is in Dim Light or Darkness. He has Advantage on the next melee attack he makes before the end of this round.

Shape-Shift (1/Round). Vladimir von Drakken shape-shifts into a Tiny bat (Speed 5 ft., Fly Speed 30 ft.) or a Medium cloud of mist (Speed 5 ft., Fly Speed 20 ft. [hover]), or he returns to his vampire form. Anything he is wearing transforms with him.

While in bat or mist form, Vladimir von Drakken can't speak. His game statistics, other than his size and Speed, are unchanged, but he can't use Epic Actions other than Shape-Shift and Epic Resistance. While in mist form, Vladimir von Drakken can't speak or manipulate objects, and loses his Aura of Dread. He is weightless and can enter an enemy's space and stop there. If air can pass through a space, the mist can do so, but it can't pass through liquid. He has Resistance to all damage.

Epic Resistance. Vladimir von Drakken chooses one condition, spell, or other effect currently affecting him and rolls 1d20. On an **11+**, the effect ends on him. He can use this action even if he would otherwise be unable to take actions, his actions are being controlled by another creature, or if a spell or effect alters his game statistics.

Reactions

Spell-Reflecting Strike. *Trigger:* Vladimir von Drakken makes a successful saving throw against a spell, or a spell attack misses him. *Response:* Vladimir von Drakken can choose another creature (including the spellcaster) he can see within 120 feet of him. The spell targets the chosen creature instead of Vladimir von Drakken. If the spell forces a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Ascendant Vladimir von Drakken

Covered in the gore exploded from his regal form, Vladimir von Drakken has become a hulking monstrosity. Now twelve feet tall, his upper frame is hunched over, and his arms support him like a gorilla. Spiked bones and frilled fins emerge from his arms and his clawed hands are large enough to crush skulls. Bladed scythes and spikes sprout from great batlike wings. The remains of his armor and cloak hang over his swelling new form. Bony protrusions jut from his head like a demonic crown. His once-imperial countenance is gone, replaced by a beastly face, a cross between wolf, bat, and dragon. Trickling blood and sweat, he breathes heavily between grunts, growls, and roars, barely uttering a sentence without howling.

In his Ascendant form, Vladimir von Drakken is truly a monster. Once he ascends to this form, he savagely attacks anyone he sees, including his own underlings.

EPIC

Ascendant Vladimir von Drakken

Large Undead

AC 21 **Initiative** +11 (21)
HP 125 (10d10 + 70) + 125 (10d10 + 70) per player character
Speed 40 ft., Climb 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	27	+8	+8	**DEX**	19	+4	+11	**CON**	25	+7	+14
INT	19	+4	+11	**WIS**	19	+4	+11	**CHA**	23	+6	+13

Skills Athletics +15, Insight +11, Intimidation +13, Perception +11
Resistances Cold, Necrotic, Poison
Immunities Charmed, Frightened
Senses Truesight 120 ft.; Passive Perception 21
Languages Common, Draconic
Challenge 21 (XP 33,000; PB +7)

Traits

Aura of Dread. A creature that starts its turn within 30 feet of Vladimir von Drakken takes 21 (6d6) Necrotic damage.

Daywalker. Vladimir von Drakken doesn't possess any Vampire Weaknesses.

Reborn Transformation. When he finishes a Long Rest, Vladimir von Drakken reverts to his **Reborn Vladimir von Drakken** form.

Regeneration. Vladimir von Drakken regains 30 Hit Points at the start of his turn if he has at least 1 Hit Point remaining.

Rejuvenation. If Vladimir von Drakken is reduced to 0 Hit Points or dies, he drops to 1 Hit Point instead unless he is killed by a creature with the blood of House von Drakken within them.

Spider Climb. Vladimir von Drakken can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Epic Actions

Vladimir von Drakken always takes his turn on Initiative count 20. On his turn, Vladimir von Drakken can use his movement and interaction as normal. However, he does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, Vladimir von Drakken takes one of the following Epic Actions at the end of each player character's turn:

Bloodmourne. *Melee Attack Roll:* +15, reach 5 ft. *Hit:* 35 (6d8 + 8) Force damage, and the target has the Bleeding condition (4d4).

Claws. *Melee Attack Roll:* +15, reach 5 ft. *Hit:* 26 (4d8 + 8) Necrotic damage, and if the target is a Large or smaller creature, it has the Grappled condition (escape DC 23).

Bite (1/Round). *Constitution Saving Throw:* DC 23, one creature within 5 feet that is willing or has the Grappled, Incapacitated, or Restrained condition. *Failure:* 70 (20d6) Necrotic damage, and the target has the Weakened condition (DC 22 Constitution save ends). Vladimir von Drakken regains Hit Points equal to the Necrotic damage dealt. A Humanoid killed by this damage rises on its next turn as a **Vampire Spawn** under Vladimir von Drakken's control.

Soul Rending (Recharge 5–6). *Constitution Saving Throw:* DC 23, each creature in a 60-foot Cone. *Failure:* 54 (12d8) Necrotic damage. *Failure by 5 or More:* Double damage. Success: Half damage.

Terrifying Glare. *Wisdom Saving Throw:* DC 23, one creature Vladimir von Drakken can see within 120 feet. *Failure:* 25 (6d6 + 4) Psychic damage, and the target has the Frightened condition until the end of its next turn. *Failure by 5 or More:* While Frightened, the target has the Paralyzed condition.

Wing Blast (1/Round). *Strength Saving Throw:* DC 23, each creature in a 15-foot Emanation originating from Vladimir von Drakken. *Failure:* 14 (4d6) Bludgeoning damage, and the target is pushed 10 feet away from Vladimir von Drakken and has the Prone condition. *Failure or Success:* Before or after using this Epic Action, Vladimir von Drakken can move up to half his Fly Speed without provoking Opportunity Attacks.

Aerial Maneuver (1/Round). Vladimir von Drakken moves up to his Fly Speed without provoking Opportunity Attacks.

Epic Resistance. Vladimir von Drakken chooses one condition, spell, or other effect currently affecting him and rolls 1d20. On an **11+**, the effect ends on him. He can use this action even if he would otherwise be unable to take actions, his actions are being controlled by another creature, or if a spell or effect alters his game statistics.

Reactions

Blood Rage (1/Day). *Trigger:* Vladimir von Drakken becomes Bloodied. He can use this Reaction even if he has the Incapacitated condition or is otherwise unable to take Reactions. *Response:* All conditions and spells on Vladimir von Drakken end unless he chooses to be affected by them, and he can move up to his Fly Speed without provoking Opportunity Attacks and ignoring Difficult Terrain. Vladimir von Drakken recharges and immediately uses Soul Rending.

Trolls

Chapter 7: Trolls

Ever-Present Threat

"What has two arms and I hate them? Trolls! They are stupid, violent creatures, and as a Caspian I would know! They come in many different forms, but the smell is pretty consistent. Before your empathy pours in, remember the countless Caspians I personally sent to deal with the trolls, who never returned to their families."

—Pluto Jackson

When the commonfolk think of monsters, trolls are often top of mind. Although slumbering dragons, hulking giants, and the eldritch horrors of Drakkenheim loom large in tales and imaginations alike, seldom do such terrors invade people's everyday lives. Trolls, however, roam far and wide throughout Caspia, Elyria, and Westemär. They are by far one of the most common and well-known monsters plaguing the continent; children hearing of trolls under bridges or as a cautionary tale to venturing into the woods at night. Indeed, those in rural villages, farmsteads, or unwary travelers taking the backroads, may sometimes run afoul of a hungry troll. Many such communities have their own stories about local run-ins with trolls, ranging from the comedic to the tragic and occasionally the terrifying.

Origins in the Faerie Otherworlds

Trolls tell few tales about their own origins, and so it falls to mortal scholars to speculate how they came to this world. Legend says that trolls came from the Faerie Otherworlds long before a great winter fell upon the world. Accounts vary on why and how; some tell of how they were driven from enchanted realms by fey tricksters. Other stories say that trolls are a curse sent by a vengeful Faerie King or Queen for some half-remembered trespass made by mortals millennia ago. Perhaps foolish warlocks accidentally summoned the trolls here in attempts to bargain with their patrons, opening rifts that allowed entities from the Otherworlds to enter the Material Plane. Perhaps the first few trolls simply got very, very lost searching for their next meal, and wandered through a Thin Place only to find that a local farm made for a fortuitous feast. The Faerie Otherworlds are after all the closest "neighbor" dimension to the Mortal World—creatures stumbling through the thin veil that separates these planes is more common than through any other.

Regardless of how they got here, trolls arrived so long ago that there is not a wild place on the continent that isn't home to some form of troll. Every major city and settlement has their stories of why you shouldn't traverse dark forests, old swamps, or deep caves alone, and the heroic deeds of great heroes who have rescued such wayward travelers from the clutches of these great beasts.

Caspian Legends

In the realm of Caspia, slaying a troll is considered a crucial test of valor and a rite of passage for proving one's worth as a warrior. Troll hunting has evolved into a sport among the Caspians, and many ale houses resound with tales of brave knights confronting fearsome trolls. Distinct varieties of trolls inhabit different parts of the region — the trolls of Trogrowth Forest, the cave dwellers of Caspian Canyon, the Storm Trolls of Bladeshatter Bay, and the Magma Trolls in the deep caverns beneath Dragon's Vault — each with their own legends deeply embedded in Caspian lore.

Caspians take great pride in recounting their battles with these formidable creatures. They decorate their keeps with the skulls of slain trolls, and confronting a troll is widely regarded as a fundamental milestone for those aspiring to be recognized as true Caspian warriors.

Appetites and Bargains

Trolls are creatures defined by their insatiable hunger, often driven by the pursuit of their next meal. This relentless appetite shapes their interactions, behaviors, and societal structures. Securing food is paramount in their daily existence. Despite their fearsome nature and formidable size, trolls typically avoid complex strategies in favor of straightforward approaches to satiating their hunger. This simplicity in motivation, however, does not mean they lack cunning or adaptability when opportunities to feed present themselves without substantial effort. Trolls have a particular craving for fresh meat, wealth, and captives, reveling in the manipulation and terror they can instill in those they encounter, aiming to extract as much as possible before brutally dispatching their victims.

Trolls often rely on their imposing stature, strength, and fearsome reputation to intimidate travelers into relinquishing goods, food, gems, or other valuables in exchange for safe passage. This method allows trolls to amass supplies without the need for hunting. When interacting with humans, trolls make demands they know will be unpalatable, such as threatening to devastate a

farm unless the farmers surrender their prized livestock or even a family member. They have been known to demand adventurers sacrifice an arm and a leg for safe conduct, resorting to violence against those who cannot meet their steep demands.

Trolls are largely solitary creatures, but occasionally form their own secluded communities, creating tight-knit groups that operate as small hunting packs. Strategically, they set up camps or outposts near pathways frequented by wagons or lone travelers, or at narrow passages like gates and bridges where travelers have little choice but to confront them.

Elemental Evolutions

Trolls inherently possess extraordinary regeneration. Their bodies rapidly heal any injury, even regrowing lost limbs and body parts in mere minutes. However, a troll's regeneration is somewhat flawed, prone to leaving behind scar tissue and imperfections which, over time, result in the knobby hide and thick outer skin of most trolls. However, in rare cases, a troll can develop bizarre mutations when they regenerate, such as sprouting additional limbs. Over time, this trait has driven rapid evolutionary developments among trollkin based on their environments. Trolls can adapt to thrive in remote and hazardous settings simply by surviving anything these places can throw at them, even taking on the elemental traits of their surroundings.

In the dense forests, **Oak Trolls** have evolved as a dominant species, while the overgrown brushlands and marshes are frequent havens for **Fungal Trolls**. **Winter Trolls** navigate the lofty peaks and the desolate expanses of Netherwind, while **Storm Trolls** roam along the shores of the Crystal Coast and Bladeshatter Bay. The fiery Drakeclaw Mountains are home to **Magma Trolls**, and the strange city of Drakkenheim has given birth to **Eldritch Trolls**. Importantly, these diverse types of trolls are not restricted to these areas alone and can be encountered throughout the continent in a variety of settings.

Locations and Lairs

Trolls build their burrows or camps in secluded, hard-to-reach areas such as great mountain caves, or deep within treacherous swamps. They often live in small groups and hunt the areas surrounding their homes for wildlife or wandering adventurers.

Traps and Hazards

Trolls know their environments well and often purposely build near natural hazards or outfit the areas surrounding their homes with traps formed of natural elements. They are smart hunters and know how to protect themselves. Use traps and hazards freely when designing troll environments.

Scavenged Goods

Trolls are collectors. They keep anything shiny or that they deem interesting from adventurers they have killed. They often have sacks filled with combinations of mundane trinkets and potential magical items. Almost anything can be found amongst a troll's collection.

Some items commonly found in a troll's bag are below. Choose 2–3 or roll a d12 twice.

1. A severed hand or foot
2. A gold ring
3. A large dead rodent
4. An uncommon potion or scroll
5. An ornate dagger
6. A common magic item
7. A ragged doll
8. An uncommon magic item
9. Spoiled food
10. A rare magic item
11. A human eyeball
12. A very rare magic item

Natural Networks

Trolls build their homes in natural environments, preferring lairs that have more than one exit, possible secret passages, and multiple ways for them to get the drop on any unwanted intruders. They may not be the smartest creatures around, but they are good at defending their homes, and eating humans who try to trespass in them.

Minions and Pets

Trolls are known for taming creatures to aid them in hunting. Oftentimes these creatures are beasts or monstrosities that they keep as pets. Dire Wolves, Owlbears, Giant Lizards, or more exotic creatures can be companions to a group of hunting trolls.

When it comes to their lairs, oftentimes trolls find habitats with natural wildlife that can act as guards to their own burrows and camps. Finding a cave with a gelatinous cube already residing in it, or a swamp filled with giant crocodiles is perfectly fine for a troll. They try to use these natural predators to deter unwanted guests.

Known Lairs

Trolls typically reside out of the way of humanoid civilizations, knowing very well that humans and trolls do not often get along, they tend to occupy less hospitable locations. Trolls have a rare ability to regenerate, and this regenerative gene has made them quick to evolve and adapt to almost any environment.

Trogrowth Forest

The Trogrowth forest of Caspia is one of the most well-known locations for Caspian sport troll hunting. The woods are filled with all manner of trolls. Many of the typical trolls reside there, but one of the most fearsome troll types to be discovered in the forests are the **Fungal Trolls**, whose numbers swell quickly and can easily overwhelm an unprepared Caspian hunt.

Elvenmire Wetlands

Many of the continent's swamps are home to **Fungal Trolls** as well. In any place where fungus is common, there is a chance of a **Troll Hag** starting a garden of **Trollings.** Swamps are seldom inhabited by humans, and so make prime locations for Fungal Troll farms, and burrows of all sorts of trollkin.

Ruins of Drakkenheim

It's well known that many trolls took up at King's Gate and Queen's Park Gardens when Drakkenheim fell. But these trolls are of lesser concern than the ones who got lost in the city itself. Several trolls who fell to contamination still roam the city streets as mindless **Eldritch Trolls**.

Hagatha's Lair

Between the sister lakes of the Eastern Vales, deep in the murky Shadow Fens, lies a little cottage made of old, moss-covered wood, a quaint cobblestone walkway leads up to its yellow oak door. A stone chimney spouts puffs of black-gray smoke, and a canopy of green leaves cover it from the sun. mushrooms big and small grow upon the wooden exterior, and cover the mossy roof, some as small as a gold piece, others as big as a wagon wheel. The crude wood fence around Hagatha's cabin has an old wooden sign pointing down the swampy road that reads "Snaggletooth Road." All manner of frogs, flies, gators, and other critters poke their faces out from the algae-covered waters surrounding the winding narrow path.

Hagatha is a **Troll Hag** who delights in growing mushrooms of all shapes and sizes, using her magic to imbue them with sentience to employ them as minions around her cottage. She makes occasional journeys north to the main road and small villages to offer villagers some of her fine brews. She's known for making dangerous propositions to folks in desperate situations, and many have lost children, wealth, or health to her bargains.

Combat Tactics

Trolls are aggressive hunters. They defend their territories, and often hunt in packs. It's likely that using trolls in groups of two or three is going to pose a great threat to most parties.

Regenerative Abilities

Trolls have the ability to regenerate. Depending on the type of troll, they have different vulnerabilities that stop their regeneration. Pay attention to what damage types are being used against the trolls. Some parties may be ill-equipped to take on some types of troll if they do not have the right spells, items, or abilities.

Harsh Environments

Trolls often look for an edge in battle by fighting in an environment that favors them and not their foe. Mucky swamps filled with toxic gases, burning volcanoes with falling magma, a treacherous storm with high winds. Keep environmental effects in mind when using trolls and think of the places they inhabit, and how they might use that to their advantage.

Aggressive Persistence

Unless a troll is facing foes who are using the proper damage types against it, they have no reason to let up. A troll who can regenerate is not afraid to die, as it will keep growing back and closing its wounds. They are territorial in nature, so as long as a threat remains in their territory, they defend it and continue their assault. A troll only flees if it receives damage it cannot regenerate and it has a chance to actually die.

> Trolls come in many shapes and sizes but they can all do one thing well; die.

Roleplaying Traits

Trolls may not be the brightest creatures roaming the wilderness, but they are cunning hunters with rudimentary social structures.

Angry and Hungry

Trolls are straight forward with their goals and demands. They sometimes let humanoids pass if they are offered good food, or something they see as valuable for their collections. If travelers or adventurers try to bargain with them, trolls may ask to eat one of them as payment, unless offered something tastier or more valuable than a delicious adventurer.

Trolls do not enjoy being fooled, ignored, or talked down to, and oftentimes those who try to converse with trolls soon find out the hard way what happens when they don't get their way. Although their requests are often simple, if they are not met, the troll will just as quickly club the lot of them for wasting its time.

Troll Bargains

1. "All you gotta do to pass is give up one of your arms or legs. We are reasonable folks, so it can be your left arm. You don't need it much."
2. "Give us your horses, all of them. We need to stock up on meat for the winter."
3. "If you give us a nice big gem, we won't squash you to jelly."
4. "Let us eat one of you, and the rest can go without question."
5. "Go get us a cow, or two goats, nice big ones. Bring them here and we'll let you through."
6. "Give us something nice, magical, and shiny and we'll let you carry on your way."

Different Trolls, Different Personalities

Not all trolls follow the same ideals or personalities. A troll who is heavily contaminated might be nothing more than a mindless monster, whereas the Fungal Trolls could care more about protecting the natural environments than clubbing and eating adventurers. Pay attention to the types of trolls in your adventure and think about what they might want to help them survive or what causes they may care about.

Adventure Hooks

Caspian Troll Hunt

A group of Caspian knights are hiring a hunting crew to go deep into the heart of the Trogrowth Forest in search of a massive **Humongous Fungus Troll**.

Grim Harvest

Fungal Trollings have been seen in larger numbers than usual on the outskirts of the woods. Someone needs to go in and find the hag responsible and destroy her troll farm.

Stormy Weather

A **Storm Troll** is causing all sorts of problems for a small village on the road.

Barren Hunters

A group of **Frost Trolls** have made hunting in the Barren Expanse of Netherwind problematic. Someone needs to clean them out.

Troll Hag Hut

Elemental Trolls

Trolls have a knack for being able to survive in otherwise inhospitable environments. Many trolls, thanks to their regenerative nature, have evolved quite quickly to suit their environments. They often hunt in groups. forming tight-knit families, and although prone to infighting and rivalry, they tend to stick together for life. Even in the remote places they call home, trolls gather in small groups and survive together.

Elemental Brethren. Trolls who adapt to their hostile environments share some qualities with elementals found in the same regions. Their forms change and adapt to take on the essence of the elemental surroundings they inhabit. Elemental Trolls gain abilities to manipulate or expel elemental powers matching their environments, and even take on qualities of those elements themselves.

Storm Troll

Its gray and white skin is stretched tightly over its muscular form. Its wide-set mouth shows rows of jagged teeth below beady, stormy, blue-black eyes set in the center of its large bald head. Ripples of electrical currents pulse through its body, its veins glowing electric-blue like a network of lightning bolts across its skin.

Storm Trolls can be found anywhere storms are common, such as the Rust Edge Mountains, along the coast in the Eastern Vales near Port Brynor, along the Crystal Coast, or down in Terene or the Southern Reach. Storm Trolls thrive in a raging storm, and often hibernate through sunny stretches. They are extremely sensitive to changes in the weather, emerging from their lairs when the winds change. They can sense an oncoming storm a day or two before it comes. Hunters and sailors that spot a Storm Troll know it's time to head back, as a storm is likely only a day away.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Storm Troll, learning the following information based on the result:

(5+) From Harsh Environments. You know the troll's Immunities.

(10+) Hard to Kill. You learn of the troll's Regeneration trait.

(15+) Special Weakness. You have insight into the troll's Vulnerabilities.

Combat Tactics

Storm Trolls hunt for food during heavy rainfall or bad storms. Often accompanied by cracks of thunder and flashes of lightning, they begin combat by hurling lightning at their foes before rushing in to maul them with their Claws and Bites.

If a Storm Troll takes Acid damage, it immediately flees and attempts to find a safe place to recuperate.

Harvestable Components (Rare)

Animus: Giant. **Fluid:** Monster Blood, Elemental Fluid. **Organs:** Eyes, Heart, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Elemental Dust.

Storm Troll

Large Giant

AC 15
HP 105 (10d10 + 50)
Initiative +1 (11)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	13	+1	+1	**CON**	20	+5	+5
INT	7	-2	-2	**WIS**	11	+0	+0	**CHA**	6	-2	-2

Vulnerabilities Acid
Immunities Lightning, Thunder; Shocked
Senses Darkvision 60 ft.; Passive Perception 10
Languages Giant
CR 7 (2,900 XP; PB +3)

Traits

Regeneration. The troll regains 10 Hit Points at the start of each of its turns. If the troll takes Acid damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Actions

Multiattack. The troll makes two Claw attacks and one Bite attack. It can replace its Bite attack with Hurl Lightning if available.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 9 (2d8) Thunder damage, and the target has the Staggered condition until the end of the troll's next turn.

Claws. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage plus 9 (2d8) Lightning damage, and lightning leaps from the target to a different creature of the troll's choice that it can see within 10 feet of the target. The second creature takes 18 (4d8) Lightning damage.

Hurl Lightning (Recharge 5–6). The troll hurls a magical lightning bolt at a point it can see within 300 feet of it. *Dexterity Saving Throw:* DC 16, each creature in a 10-foot-radius Sphere centered on that point. *Failure:* 18 (4d8) Lightning damage and has the Shocked condition until the end of the troll's next turn. *Success:* Half damage only.

Just when you think that a torch will be enough, it dawns on you that the troll is made of fire. Guess I'll swing at it.

Winter Troll

Its blue and white skin is encrusted with icicles that jut off its flesh at the elbows and knees, and form a mane of ice around its head. Even the creature's teeth look to be made of sharp icicles. Its breath, like a cold winter wind, is tinged with frost and snow.

Winter Trolls occupy the great mountain tops around the continent, but are especially persistent in the Giantfrost Mountains where they share their domain with their bitter rivals of the stone and frost giants. They hunt across the Barren Expanse in packs and have claimed a portion of the ruins of Glitter Peak. Winter Trolls rarely leave snowy environments. They pose a significant threat to settled lands in the dead of winter, when they leave their mountain tops to look for food.

Winter Troll

Large Giant

AC 15
HP 105 (10d10 + 50)
Initiative +4 (14)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	13	+1	+1	**CON**	20	+5	+5
INT	7	-2	-2	**WIS**	11	+0	+0	**CHA**	6	-2	-2

Vulnerabilities Fire
Immunities Cold; Frozen
Senses Darkvision 60 ft.; Passive Perception 10
Languages Giant
CR 6 (2,300 XP; PB +3)

Traits

Regeneration. The troll regains 10 Hit Points at the start of each of its turns. If the troll takes Fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Actions

Multiattack. The troll makes two Slam attacks and one Bite attack. It can replace its Bite attack with Freezing Breath, if available.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 9 (2d8) Cold damage, and the target has the Slowed condition until the end of the troll's next turn. *Critical Hit:* The target has the Frozen condition (escape DC 16).

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 9 (2d8) Cold damage.

Freezing Breath (Recharge 5–6). *Constitution Saving Throw:* DC 16, each creature in a 30-foot Cone. *Failure:* 18 (4d8) Cold damage and has the Frozen condition (escape DC 16). *Success:* Half damage only.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Winter Troll, learning the following information based on the result:

(5+) From Harsh Environments. You know the troll's Immunities.
(10+) Hard to Kill. You learn of the troll's Regeneration trait.
(15+) Special Weakness. You have insight into the troll's Vulnerabilities.

Combat Tactics

Winter Trolls hunt for food during heavy snowfall and long winters. Often accompanied by swirling snowstorms and freezing temperatures, they begin combat by unleashing their Freezing Breath before rushing in to maul foes with their Slams and Bites.

If a Winter Troll takes Fire damage, it immediately flees and attempts to find a safe place to recuperate.

Harvestable Components (Rare)

Animus: Giant. **Fluid:** Monster Blood, Elemental Fluid. **Organs:** Eyes, Heart, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Elemental Dust

Magma Troll

Its flesh is like molten rocks, accented by glowing veins of fire. Its eyes are two burning pools of lava. It lets out a roar that sounds like the grinding rock of an erupting volcano. Its steps leave behind pools of hot liquid magma, which drips from its hands and mouth as well.

Magma Trolls occupy the deep caverns of the earth, the vast Witherbleach desert, or the caldera of volcanoes such as the Dragon's Maw. They prefer places of sweltering heat and lava flows, and rarely leave these locations if they can help it. Naturally, the desire for food sometimes brings them out of hiding to attack mountainside communities or inhabited places near caverns and caves.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Magma Troll, learning the following information based on the result:

(5+) From Harsh Environments. You know the troll's Immunities.

(10+) Hard to Kill. You learn of the troll's Regeneration trait.

(15+) Special Weakness. You have insight into the troll's Vulnerabilities.

Combat Tactics

Magma Trolls hunt for food during the hottest days of summer or in places of extreme temperatures. Often accompanied by sweltering heat, they begin combat by unleashing their Sulfurous Belch before rushing in to maul foes with their claws and bites.

If a Magma Troll takes Cold damage, it immediately flees and attempts to find a safe place to recuperate.

Harvestable Components (Rare)

Animus: Giant. **Fluid:** Monster Blood, Elemental Fluid. **Organs:** Eyes, Heart, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hide:** Plates. **Dust:** Elemental Dust.

Magma Troll

Large Giant

AC 15
HP 105 (10d10 + 50)
Initiative +1 (11)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	13	+1	+1	**CON**	20	+5	+5
INT	7	-2	-2	**WIS**	11	+0	+0	**CHA**	6	-2	-2

Vulnerabilities Cold
Immunities Fire; Burning
Senses Darkvision 60 ft.; Passive Perception 10
Languages Giant
CR 7 (2,900 XP; PB +3)

Traits

Regeneration. The troll regains 10 Hit Points at the start of each of its turns. If the troll takes Cold damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Actions

Multiattack. The troll makes two Fiery Claw attacks and one Volcanic Bite attack. It can replace its Volcanic Bite attack with Sulphurous Belch, if available.

Volcanic Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 10 (3d6) Fire damage.

Fiery Claw. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 120 feet. *Hit:* 18 (4d6 + 4) Fire damage, and the target has the Burning condition (4d6 Fire).

Sulfurous Belch (Recharges 5–6). *Constitution Saving Throw:* DC 16, each creature in a 20-foot-radius Sphere centered on the troll. *Failure:* 14 (4d6) Fire damage and has the Blinded condition until it or another creature within 5 of it uses an action to clean the ash from their eyes. *Success:* Half damage only.

Eldritch Troll

The mottled faded purple skin of this massive creature is accented by erupting delerium crystals along its spine, shoulders, and forearms. Its large, frog-like octarine eyes glare at you. Its skin writhes and crawls as new appendages burst forth from it, in a constant state of mutation.

When a troll's innate ability to regenerate combines with the devastating mutating properties of delerium, it causes an Eldritch Troll to form. These creatures are near impossible to kill, regenerating from almost any attack thrown at them. They also seem to have some control over their mutations, which they can change at any moment to help them hunt their prey. Eldritch Trolls have been known to grow wings and fly, or grow extra arms to attack or to cover their body in crystalized delerium.

Unlike most other trolls, Eldritch Trolls do not travel in packs or form tight-knit family groups. They are corrupted abominations and lose much of their sentience in the process. They are more likely to be encountered alone, wandering the ruins of Drakkenheim, or the corrupted Thin Places of the continent.

Eldritch Trolls tend to wander the areas they became corrupted in, never straying too far away from the delerium that they crave. Their grotesque transformation gives them a hunger for more contamination, and to contaminate anything else that comes near. When they sense danger, a threat, or even just wandering prey, Eldritch Trolls attack aggressively, and without remorse.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study an Eldritch Troll, learning the following information based on the result:

(5+) From Harsh Environments. You know the troll's Immunities.

(10+) Hard to Kill. You learn of the troll's Regeneration trait.

(15+) Special Weakness. You have insight into the troll's Vulnerabilities.

Combat Tactics

Eldritch Trolls stalk the streets of the Inner City of Drakkenheim attempting to contaminate any creature they come across. They use Corrupting Blast to contaminate their foes, mutating to whatever best suits them in the battle, and then use their Claws and Bite.

If an Eldritch Troll takes Psychic damage, it immediately flees and attempts to find a safe place to recuperate.

Harvestable Components (Rare)

Animus: Giant. **Fluid:** Monster Blood, Elemental Fluid, Contaminated Ichor. **Organs:** Eyes, Heart, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Hair. **Hide:** Skin. **Dust:** Elemental Dust.

Eldritch Troll

Large Giant

AC 17
HP 105 (10d10 + 50)
Initiative +1 (11)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	**DEX**	13	+1	+1	**CON**	20	+5	+5
INT	7	-2	-2	**WIS**	11	+0	+0	**CHA**	5	-3	-3

Vulnerabilities Psychic
Immunities Necrotic, Poison; Poisoned, Stunned, Charmed
Senses Darkvision 60 ft.; Passive Perception 10
Languages Giant
CR 8 (3,900 XP; PB +3)

Traits

Regeneration. The troll regains 10 Hit Points at the start of each of its turns. If the troll takes Force or Psychic damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Actions

Multiattack. The troll makes two Claw attacks and one Bite attack. It can replace its Bite attack with Corrupting Blast if available.

Bite. *Melee Attack Roll:* +8, reach 5 ft. Hit: 8 (1d6 + 5) Piercing damage plus 9 (2d8) Necrotic damage, and the target is subjected to the following effect. *Constitution Saving Throw:* DC 16. *Failure:* The target gains one level of Contamination.

Claws. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 9 (2d8) Necrotic damage.

Corrupting Blast (Recharge 5–6). The troll blasts a corrupting beam at a point it can see within 300 feet. *Constitution Saving Throw:* DC 16, all creatures in a 10-foot-radius Sphere centered on that point. *Failure:* 18 (4d8) Necrotic damage and gains a level of Contamination. *Success:* Half damage only.

Bonus Actions

Forced Mutation. The troll is so contaminated that it changes form constantly, growing new appendages or exploding out of its old skin into a new form. The troll may manifest one of the following mutations. The mutation stays in effect until a new one is chosen.

1. **Grotesque Wings.** The troll gains a Fly Speed equal to is Speed, but it falls if it ends its turn in the air.
2. **Cyclopean Eye.** Corrupting Blast now recharges on a 4–6, and the troll gains Truesight 30 ft.
3. **Extra Arms.** The troll can make two additional Claw attacks as part of the Multiattack action.
4. **Spider Legs.** The troll gains a Climb Speed equal to its Speed and can climb difficult surfaces, including along ceilings, without needing to make an ability check.
5. **Reflective Flesh.** The troll has the Invisible condition until it makes an attack.
6. **Crystalized Carapace.** The troll's Armor Class becomes 20.

Trolls eat a lot of garbage but the ones that get into delerium remind you how stupid they really are.

Troll Hag

Massive mounds of rippling, warty flesh, covered in molds and fungal growths protrude from this troll's hunched back. Inky black scraggly hair frames her face and beady red eyes pierce through the darkness. The Troll Hag is covered in tattered burlap and decaying foliage that hide her features. She scurries about on swollen, stumpy limbs, carrying a massive cauldron and ladle as she stirs an acrid concoction.

Mothers of Mushrooms

The Troll Hags are the keepers of fungus in the Trogrowth Forest of Caspia, and swamps all around the continent. They tend to mushroom gardens and carry large iron cauldrons filled with strange brews that they use to turn ordinary fungus into Trollings. Their gardens are family, and they protect them with their lives. If you go tromping through mushroom patches in a swamp, you best be ready to face the wrath of these mothers of mushrooms.

Covens and Community

Some Troll Hags are happy to live out their days undisturbed in the deepest reaches of dark forests and smelly swamps. They infest the forests with mushrooms and mycelia and keep their Trollings as family. Troll Hags have, in rare cases, formed covens of three. When these covens form it is often a problem, as three Troll Hags will overflow their territory with fungal growths, causing entire swamps and forests to decay, spilling hordes of **Fungal Trolls** into nearby villages and towns.

Roleplaying Traits

The following traits can be used to inspire roleplaying a Troll Hag:

- **Personality Trait:** "I care for the fungal growths of the forest as if they were my own dear children. I speak to them, sing to them, and care for them as a mother would."
- **Bond:** "I will protect my mushroom children with my life, for they are the sole reason I am here"
- **Ideal:** "All things rot and decay. I am the one who aids the forest in that natural process."
- **Flaw:** "I will not tolerate those who do not respect the forests and swamps. I will seek vengeance on any who harm the fungus."

Troll Hag

Large Giant

AC 13
HP 133 (14d10 + 56)
Initiative +0 (10)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	10	+0	+0	**CON**	19	+4	+7
INT	13	+1	+1	**WIS**	17	+3	+6	**CHA**	15	+2	+5

Skills Deception +5, Perception +6
Senses Darkvision 120 ft.; Passive Perception 16
Languages Common, Giant
CR 6 (5,000 XP; PB +3)

Traits

Regeneration. The troll hag regains 10 Hit Points at the start of each of its turns. If the troll hag takes Acid or Fire damage, this trait doesn't function at the start of the hag's next turn. The troll hag dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Actions

Multiattack. The troll hag makes one Fungal Staff attack and one Slimeball attack. It can replace either attack with a use of Spellcasting.

Fungal Staff. *Intelligence Saving Throw:* DC 14, one creature within 5ft. *Failure:* 16 (3d8 + 3) Psychic damage and the target has the Addled condition (save ends).

Slimeball. *Ranged Attack Roll:* +6, range 30/120 ft. *Hit:* 19 (3d10 + 3) Acid damage and the target has the Burning condition (3d10 Acid).

Spellcasting. The troll hag casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 14):

At Will: *Druidcraft, Mage Hand, Minor Illusion*
2/Day Each: *Bestow Curse* (level 5 version), *Plant Growth*
1/Day: *Contact Other Plane, Scrying*

Bonus Actions

Spore Step. The troll hag magically teleports to an unoccupied space it can see within 60 feet of it.

Reactions

Spawn Troll. *Trigger:* The troll hag takes damage. *Response:* Create one Fungal Trolling in an unoccupied space within 5 feet of the troll hag. The fungal trolling acts immediately after the triggering creature's turn, then after the troll hag's turn on subsequent rounds.

Study the Foe

Characters proficient in Survival or with a Herbalism Kit gain Advantage on Intelligence (Nature) checks when Studying a Troll Hag.

(15+) Potent Spellcaster. You are aware of her Spellcasting and Spore Step actions, as well as her Regeneration trait.
(20+) Dangerous Equipment. You learn her Fungal Staff and Slimeball attacks and her ability to spawn Fungal Trollings.
(15+) Special Weakness. You have insight into the troll's vulnerabilities, as well as her low Armor Class.

Troll Hag Coven

It is rare for three Troll Hags to converge, but not unheard of. Often when three troll Hags find a secluded swamp to infest with their fungal growths, they work together to harness their powers and utterly change the nature of the heart of the swamp, causing the entire area to fill with their fungal delights.

A coven of Troll Hags often results in a small army of Fungal Trolls emerging and disrupting nearby villages, farms, and anyone unlucky enough to travel near their swamps. The trees and foliage change to fungal growths that confuse and disorient anyone attempting to navigate it.

If three Troll Hags form a coven, their AC becomes 15, and they are Challenge Rating 10

Troll Hag Coven

Shared Abilities and Traits

While all three hags are within 30 feet of one another they can use the following abilities.

Traits

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks).
2/Day Each: *Counterspell, Ray of Sickness*
1/Day: *Cloudkill, Greater Invisibility*

Fungal Aura. The ground in a 10-foot radius of any of the three hags is difficult terrain and grants the hags half cover as it is covered in constant fungal growths and clouds of spores unless the hag has the Incapacitated condition. *Constitution Saving Throw:* DC 16, any creature who ends its turn within the area. *Failure:* The target has the Staggered and Bewildered conditions (save ends)

Actions

The hag may replace either its Fungal Staff or Slimeball attack with the following:

Garden of Fungal Delights (Recharge 6). The coven pours their strange brew upon the mushroom patches around them, immediately spawning 7 (2d6) Fungal Trollings.

Rapid Growth (1/Day). If all three hags use their action to target the same fungal trolling within 60 feet of them with this ability, that trolling erupts in size and becomes a Humongous Fungus Troll. While the hags are using this ability, they must maintain Concentration. If any of the hags lose Concentration before the third hag takes its action, the ability is not wasted but they must start over. While being targeted by Rapid Growth, the targeted fungal trolling has the Paralyzed condition.

Vexing Curse. *Intelligence Saving Throw:* DC 16. *Failure:* 19 (3d10 + 3) Psychic damage and the target has the Jinxed (1d6) condition (save ends).

Combat Tactics

A Troll Hag prefers to keep her distance from her enemies, letting her fungal minions do the up-close work. If the hag finds herself in melee combat, she uses her Fungal Staff and then teleports away using Spore Step to hurl Slimeballs at her enemies.

Harvestable Components (Rare)

Animus: Giant. **Fluid:** Monster Blood, Acidic Bile. **Organs:** Eyes, Heart, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Spores. **Hair:** Hair. **Hide:** Skin. **Dust:** Elemental Dust.

Humongous Fungus Troll

Fungus Trolls are most prominently found in the Trogrowth Forest of Caspia but are also known to inhabit prominent wetlands and swamps within the continent. They are one of the most problematic troll groups known in the world. Their ability to produce new trolls en masse is staggering. Not only do the hags who tend to fungal gardens create hundreds of them at a time, but the Fungus Trolls can grow to such massive sizes, that their lumbering presence shakes the very trees of the swamps they inhabit. These massive fungal monstrosities rain down spores that grow into Fungal Trollings. These networks of Fungus Trolls travel together. When you see one Humongous Fungus Troll barreling towards you, be warned that there are likely more following.

Swampland Protectors. Humongous Fungus Trolls stand as the guardians of their swamps. They do not cater to trespassers of any kind. Loyal to their Troll Hag mothers, they defend their fungal farms and wander the swamps spreading their spores as they go.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) checks to Study a Humongous Fungus Troll, learning the following information based on the result:

(5+) From Harsh Environments. You know the troll's Spore Slam and Grasping Tendrils Actions.

(10+) Hard to Kill. You learn of the troll's Regeneration trait.

(15+) Special Weakness. You have insight into the troll's Vulnerabilities.

Combat Tactics

Humongous Fungus Trolls remain motionless and observe trespassers to see if they are a threat. If combat is initiated, the Humongous Fungus Troll uses its Grasping Tendrils to pull victims towards it, then use its Entangling Mycelia to entangle as many creatures as possible within its Rotting Aura.

Harvestable Components (Rare)

Animus: Giant. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Tentacles, Spores. **Hide:** Bark. **Dust.** Elemental Dust.

Spores and sponges standing tall like a tree.
One of the many reasons I have a mixed relationship with vegetables.

EPIC

Humongous Fungus Troll

Huge Giant

AC 18 **Initiative** +0 (10)
HP 54 (4d12 + 28) plus 54 (4d12 + 28) per player character
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	**DEX**	10	+0	+0	**CON**	25	+7	+11
INT	10	+0	+0	**WIS**	17	+3	+7	**CHA**	13	+1	+5

Skills Athletics +10, Perception +7
Vulnerabilities Fire
Senses Blindsense 60 ft.; Passive Perception 17
Languages Giant
CR 10 (5,900 XP; PB +4)

Traits

False Appearance. While the troll remains motionless, it is indistinguishable from a gigantic mushroom.

Regeneration. The troll regains 30 Hit Points at the start of each of its turns. If the troll takes Acid or Fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Rotting Aura. Any creature who starts its turn in a 30-foot Emanation originating from the troll takes 10 (3d6) Necrotic damage unless the troll has the Incapacitated condition.

Epic Actions

On its turn, the troll can move as normal. However, it does not take an action or bonus action on its turn unless forced to do so by a spell or other effect. Instead, the troll takes one of the following epic actions of its choice at the end of each player character's turn:

Spore Slam. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 33 (6d8 + 6) Bludgeoning damage.

Grasping Tendrils. *Melee Attack Roll:* +10, reach 60 ft. *Hit:* 22 (3d10 + 6) Slashing damage and if the target is Huge or smaller, the troll pulls the target up to 20 feet straight towards itself.

Entangling Mycelia (Recharge when Bloodied). *Strength Saving Throw:* DC 15, each creature of the troll's choice in a 30-foot radius centered on it. *Failure:* The target has the Restrained condition (save ends).

Spawn Trolling (1/Round). The troll creates a **Fungal Trolling** which appears in an unoccupied space within 10 feet of it. The fungal trolling acts immediately after the troll uses this action, then acts after the troll's turn on subsequent rounds.

Epic Resistance. The troll chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an 11+, the effect ends on it. A troll can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Trollblood Potion

Fungal Trolling

Resembling a large purple and white mushroom, Fungal Trollings throb and ooze with overcharged energy. They appear ready to burst as their grim little expressions whine and wail.

Fungal Trollings are grown from the strange concoctions of Troll Hags. A Troll Hag can grow hundreds of these creatures in their gardens within a very short amount of time. However, the trollings are prone to bursting if they get too excited. Only a small few ever grow to adulthood, becoming Humongous Fungus Trolls.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) check to Study a Fungal Trolling, learning the following information based on the result:

(5+) From Harsh Environments. You know the troll's Spore Slam action.

(10+) Explosive Death. You learn of its Death Burst trait.

(15+) Special Weakness. You have insight into the troll's Vulnerabilities.

Combat Tactics

Fungal Trollings emerge from patches of mushrooms and run screaming towards their enemies, lashing out with their tiny tendrils. When hit hard enough, they explode in a puff of spores that can weaken their enemies.

Harvestable Components (Common)

Animus: Giant. **Fluid:** Monster Blood. **Organs:** Eyes, Heart, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Spores. **Hide:** Bark. **Dust:** Elemental Dust.

I know how big they can get. So cut em down when they're small. Just hold your breath.

Fungal Trolling

Medium Giant

AC 13
HP 15 (2d8 + 6)
Initiative +2 (12)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	10	+0	+0	**CON**	17	+3	+3
INT	5	-3	-3	**WIS**	11	+0	+0	**CHA**	8	-1	-1

Vulnerabilities Fire
Senses Blindsight 30 ft.; Passive Perception 10
Languages Giant
CR 1 (200 XP; PB +2)

Traits

False Appearance. While the trolling remains motionless, it is indistinguishable from a patch of mushrooms.

Death Burst. When the trolling dies, it explodes in a burst of mind-affecting spores. *Wisdom Saving Throw:* DC 13, each creature that isn't a troll in a 10-foot Emanation originating from the troll. *Failure:* 9 (2d8) Psychic damage and has the Weakened condition (save ends). *Success:* Half damage only.

Actions

Spore Slam. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 13 (3d6 + 3) Necrotic damage.

Oak Troll

What at first appears to be a large pile of autumn leaves rises up and reveals a grotesque carved wooden face and gnarled oaken claws and feet. Its body is cloaked in a thick array of leaves all in hues of oranges, yellows, and reds. As it lurches forward it sounds like the autumn wind blowing through a lush forest, the sounds of its grunts and moans like creaking boughs of ancient trees, and its thumping footsteps like wooden branches hitting the forest floor.

The Oak Trolls wander the woods of the Achtungwald, Trogrowth, and many other forests of the continent. They tend and speak to the forests and trees. When outsiders come through their territory, the trolls defend their trees at all costs.

Study the Foe

Characters proficient in Nature or Survival gain Advantage on Intelligence (Arcana) check to Study an Oak Troll, learning the following information based on the result:

(5+) From Harsh Environments. You know the troll's Bite and Gnarled Claw actions.

(10+) Hard to Kill. You learn of the troll's Regeneration trait.

(15+) Special Weakness. You have insight into the troll's Vulnerabilities.

Oak Troll

Huge Giant

AC 17
HP 92 (8d12+ 40)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	**DEX**	15	+2	+2	**CON**	20	+5	+5
INT	11	+0	+0	**WIS**	12	+1	+1	**CHA**	5	-3	-3

Skills Perception +4
Vulnerabilities Fire
Senses Passive Perception 14
Languages Common, Giant
CR 6 (2,300 XP; PB +3)

Traits

Regeneration. The troll regains 10 Hit Points at the start of each of its turns. If the troll takes Fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Forest Sense. The troll can pinpoint the location of creatures and moving objects within 120 feet of it as long as both it and the anything it is detecting is in a natural forested area.

Shroud of Leaves. The troll is covered head to toe in a shroud of thick leaves. While it has this shroud it is immune to all damage except Fire damage. If the troll takes any Fire damage, the leaves all burn away revealing the gnarled oak wood body of the troll and it loses this trait.

Actions

Multiattack. The troll makes two Gnarled Claw attacks and one Bite attack

Gnarled Claw. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 12 (2d6 +5) Slashing damage.

Bite. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 23 (4d8 +5) Piercing damage and if the target is a creature, the target has the Bleeding condition (2d8) as thick splinters pierce and remain in the creature's flesh.

Bonus Actions

Abundant Growth. The troll regains its Shroud of Leaves trait.

Leaf Burst. As long as the troll has its Shroud of Leaves, it can shed its Shroud of Leaves in a burst, losing the trait in the process. *Dexterity Saving Throw:* DC 16, each creature within 15 feet of the troll. *Failure:* 7 (2d6) Slashing damage and has the Blinded condition until the end of their next turn.

Combat Tactics

With their thick shroud of leaves, Oak Trolls are well protected from their enemies. They always look for an opportunity to send their leaves bursting off to Blind their enemies.

Harvestable Components (Rare)

Animus: Giant. **Fluid:** Monster Blood, Sap. **Organs:** Eyes, Heart, Guts, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Teeth, Claws. **Hair:** Leaves. **Hide:** Bark. **Dust:** Elemental Dust.

Dwellers
of the
Space Between
Worlds

Chapter 8:
Dwellers of the Space Between Worlds

The Realms Beyond

"I knew something was wrong when I started smelling color. An old tea set grew to the size of a mountain, exploded into just letters like words from a page and dripped off into the ground before me. I don't know how to leave this place, I can't remember how I got here. I'm constantly looking at my feet to make sure they're still there. I'm probably gonna have to kill a creature with a bunch of limbs. I can hear distant screams that turn into birds that become the songs of my youth. I'm gonna just start swinging my sword at things and hope they weren't friendly."

—Pluto Jackson

Even the most learned sages and mightiest archmages of the Amethyst Academy understand little about the realms beyond the Mortal World. Through centuries of research, a few have gleaned scraps of knowledge, as scholars attempt to catalog the planes and discover the means to reach them. It is known that beyond the Mortal World are countless planes, side realms, and parallel dimensions: the verdant Faerie Otherworlds, the grim Shadowlands, the fuming Elemental Planes, and more. Though few mortals ever visit these other worlds, their influence permeates the material plane through magic and creatures that slip though the metaphysical veil that separates one reality from the next. However, sewn within the seams of the planar fabric is a realm unto itself, one more incomprehensible and bizarre than any other: the roiling non-place known as the Space Between Worlds.

The Space Between Worlds is a tumultuous expanse of raw magical potential, a surreal landscape where crystalline obelisks rise at bewildering angles beneath a sun shaped like a square circle setting into an endless horizon. This horizon never touches the psychedelic, octarine sky. Logic and reason fade from meaning and the paradoxical reigns — here chaos and order are one and the same.

Often thought of as the borderland between planes, or a void that collects the detritus of failed realities, broken timelines, annihilated universes, and collapsing dimensions, the Space Between Worlds is believed to be the source of all arcane magic, and metaphysically connected to every other plane. In this endless tundra of incomprehensible chaos, creatures beyond mortal understanding glide through the void or linger within pockets of semi-coherent reality. Void pirates navigate the cosmic seas, while elder beings traverse shattered dimensions. Sentient planets engage in celestial wars across a nebulous cosmic landscape, and inscrutable entities study and abduct mortals for obscure purposes. Within this tumultuous realm, various self-proclaimed gods manipulate mortal lives, viewing them as trivial playthings. To these beings, mortals represent mere ephemeral and erratic blips in the vast, ever-shifting expanse of the universe.

These few scraps of information are the totality known to mortal scholars in the World of Drakkenheim about the Space Between Worlds. The remaining information on the Space Between Worlds is for the heroes to discover themselves during play.

Conventional understandings of space, time, and causality do not necessarily apply in the Space Between Worlds. Indeed, the foundational laws of logic itself do not hold here. The entire Space Between Worlds is a contradiction unbound; the excluded middle made manifest; a place where whatever is, is not, and is also something else, and that which is not, is. The realm is spatially multi-dimensional, extending into the fourth, fifth, sixth, and potentially infinite spatial dimensions. Similarly, time flows freely forwards, backwards, stands still, accelerates, and slows down. Finite mortal creatures confined to three spatial dimensions and a linear timeline cannot experience the full spatial and temporal breadth of the Space Between Worlds in its utterly infinite potential. Within the Space Between Worlds, everything extends endlessly everywhere all at once, while being simultaneously compressed into a singularity.

The Amethyst Academy mages Adama Borgess and Killgar Copperpot as well as apothecary Mathias van Buskirk were leading minds in the study and understanding of the Space Between Worlds. The deeper these brilliant minds delved into the knowledge of the Space Between Worlds, the more they began to lapse from reality. Copperpot died after his breakthrough into understanding the entities of the realm. Borgess published multiple books on the topic, each more esoteric and confused than the last. In his final years, he became reclusive and isolated, speaking at length about dimensions and reality in an increasingly confounded manner. Van Buskirk is a modern practitioner and is still alive today. His study is focused on Thin Places, and the entities that emerge through them, dealing with the protection of our realm from such creatures.

Beyond these brilliant minds, other entities exist that have a firm grasp of the Space Between Worlds, but these entities are just as rare to encounter as the realm itself. What secrets these

incredible beings of vast intellect may know they care little to share with mortals. Three such entities have a deep understanding of the nature of the Space Between Worlds. The first is The Thing With The Writhing Tail. Second is He Who Laughs Last, the demon lord from the Hells speculated to have existed since the origin of time, and destined to be the last creature to exist at the end of all things. Last is Amaranthyst, The Ultraviolet, archmage of the Amethyst Academy Directorate, a being who transcends time and space. There might be other incomprehensible entities that traverse the Space Between Worlds and know it as no others could, but those entities are beyond a mortal's perception and understanding.

Order Out of Chaos

In the rare instances of communication between beings of the Space Between Worlds and mortals, very little has been gained. The gnome wizard Killgar Copperpot used a planar contact spell to communicate with a being from the Space Between Worlds. Upon making contact, his fellow mages witnessed a one-sided discussion that went as follows.

"I, Killgar Copperpot, reach out to you now to seek understanding."
"I do not understand."
"I do not understand."
"Oh…"
"I understand."

Which promptly ended with the mage standing up and walking to the edge of the sea ten miles away. For twelve days he spoke not a word and silently wept. None of his fellow mages could get him to communicate. After sunset on the twelfth day, during a full moon, the mage stood from his place in the sand. Witnesses transcribed what he said:

"The gibbering and entombed wretches, by the twinkled pointed stings of dusks settling, hark, cast ye into the sea so I shall be swept into foam upon the waves and be Killgar Copperpot no more."

The mage's eyes then melted into mush, and a strange octarine glow came from within the empty sockets. He then walked into the sea and was never seen again. Some who observed the act say that as the waves crashed over him, he slowly dissolved as if he was made of sand.

Many philosophers, mages, and priests have thus speculated that the void found within this chaotic realm is little more than incomprehensible nothingness, one that mortal minds were not meant to bear witness to, but simply is a space between the pockets of functioning realities that we are intended to exist within.

However, the mad mage Adama Borgess suggested that rather than existing between worlds as befits its name, the Space Between Worlds actually contains all of reality and existence itself. Under their utterly baffling model, the entire multiverse — all planes of existence, timelines, and worlds — are merely thought of as "islands of order within a sea of chaos." Borgess theorized that the fate of such islands is inevitably to be broken down and consumed, returning to primal chaos. To Borgess, order is merely a temporary state cast against the natural chaotic state of the multiverse, a chance snapping together of cogent components forming randomly within the ether.

Fundamentally Contaminated

The raw magic within the Space Between Worlds is intense and manifests as unrestrained eldritch contamination, transforming matter and energy into everything beyond imagination. The chaotic magical landscape produces constantly fluctuating arcane energy that forms a swirling nebula of contaminated energy.

Not dissimilar to the Haze found over Drakkenheim, the Space Between Worlds is a contaminated place; delerium crystals can be found in the Space Between Worlds in massive quantities. A form of concentrated raw arcane power turned into a solid form, delerium is an inevitable constant in a realm of churning arcane power. Growths of it dot every landscape and structure found in the realm, and in other regions it dominates the terrain, shaped like colossal mountains, crystalline forests, octarine obelisks, and strange edifices. Entire planetoids of delerium drift through the void. Delerium may have very well originated from the Space Between Worlds, shifting into the various realms and realities through Thin Places, or arcane gates.

The creatures that inhabit the realm are born from this contamination, and their alien physiologies and incomprehensible arrangements echo the horrible mutations occurring in Drakkenheim. Adama Borgess's theory suggests that delerium is the inevitable return to chaos that all realities will eventually suffer. The process of returning order to its natural state of chaos is caused by the swirling arcane void and delerium is simply a catalyst for this destruction caused by the inherent nature of magic itself. The realms floating within the Space Between Worlds are at all times deathly contaminated, and it is perhaps the epicenter of the chaotic whims of contamination.

Cats of the Moons

One of the strangest noted occurrences within the Space Between Worlds is the relative frequency in which cats occur. Multiple accounts from those who have traversed the Space Between Worlds and lived to tell about it mention cats, or similarly feline creatures, guiding them back to their mortal realms. No mortal being alive has been able to surmise how, or why, of all the possible creatures, within realms of unfathomable arrangements of possibilities, we have found multiple occasions of cats, or creatures closely resembling cats.

Speculation suggests perhaps all cats are from the Space Between Worlds, and have in fact infested our reality, observing humans for reasons we could never know. Others think the opposite may be true, that cats slipped from our reality into the Space Between Worlds, and somehow found a home there, multiplying and occupying the pockets of space within the chaotic realm.

Whatever the reason, cats have seemingly guided mortals through the twisted chaotic realms on multiple occasions, though their true nature is a mystery. It is unclear what dealings those who never made it home had with the cats, and whether they were nefariously involved in any way.

The problem with cats and their "owners" is discerning at any given time who is in charge. I would consider myself a dog person.

Roleplaying Traits

Creatures from the Space Between Worlds are often beyond comprehension. Many possess forms and consciousness so bizarre that mortals do not recognize them as creatures at all. They view mortals similarly, nothing more than inert matter and whose souls are little more than passing thoughts. Still, these otherworldly creatures interact with mortals in more cogent and physical ways. The plane's inscrutable inhabitants include sphinxes, gemstone dragons, and countless aberrations. Those humanoids who have been lost to this realm are forever changed by the arcane anomalies of the Space Between Worlds.

Paradoxical Physiology

The native creatures of the Space Between Worlds often have physical features that defy the laws of physics:

1. Features that change as they move, appearing as every person you've ever met.
2. Limbs and joints bend in unusual directions, at times completely altering the movement of the creature.
3. Appearing like a cubism painting, existing in both two, three, and seemingly four dimensions, impossible to fully grasp.
4. An excessive number of eyes—many forming as you watch.
5. Unsettling blends of insect, animal, and human traits.
6. Everchanging shapes and colors that are difficult to recall.
7. A faint, eerie glow that varies without pattern or source.
8. Body parts that vanish momentarily, only to reappear unexpectedly in a different form or location.
9. Shadows that behave independently, moving in ways that do not align with any light source.
10. Skin that shows swirling patterns and otherworldly landscapes, captivating and disorienting onlookers.

Inscrutable Minds

Dwellers of the Space Between Worlds behave and think in ways incomprehensible to mortals. Consider using the following mannerisms and traits to capture their bewildering nature:

1. It speaks in sounds that instantly induce headaches — sounds so foreign that they feel fundamentally wrong to hear.
2. The creature shows a complete disregard for mortal beings, casually passing by as it goes about its mysterious activities.
3. It communicates with patterns of light or color on its skin, conveying complex messages indecipherable to mortals.
4. Their thoughts, if telepathically intercepted, seem like chaotic storms or serene voids, with no in-between.
5. They recall events from multiple timelines or dimensions, discussing them as if they were a single coherent history.
6. It reacts to unknown events suggesting a perception of time and space that defies mortal understanding.
7. Sometimes, it pauses inexplicably, as if listening to or observing something invisible and inaudible to others.
8. It exhibits emotions that have no mortal equivalent, manifesting physically in bizarre and unexpected ways.
9. It exhibits a fascination with mundane objects, treating them with reverence or fear without apparent reason.
10. It repeats actions or phrases, as if stuck in a temporal anomaly or experiencing a reality glitch.
11. It demonstrates indifference to pain, injury, or the environment that would typically provoke strong reactions.
12. It occasionally creates complex geometric patterns in the air or on surfaces, which might be a form of art or communication.

Locations and Lairs

Mortal spellcasters are seldom able to physically travel between differing planes of existence; for in the entire world only a handful of tuning forks for the *Plane Shift* spell are known to exist, and only a few living people are able to cast unfathomable spells such as gate. Instead, most interplanar travel occurs via happenstance. Rifts in reality appear seemingly at random throughout the Mortal World and on occasion creatures have been known to slip through.

Travel to the Space Between Worlds

Physical travel to the Space Between Worlds is a deadly prospect for all but the most seasoned and powerful mortals. Rather, it is more common that the influence of the Space Between Worlds appears in the Mortal World in the form of Thin Places.

Thin Places

These are spots where the borders between worlds are especially weak. Emerging under extraordinarily rare magical circumstances, Thin Places form a connection between the Mortal World and another plane of existence. Thin Places often mark sites where creatures from the worlds beyond step into the Mortal World. Powerful planar magic can be harnessed here; Thin Places are characterized by a subtle influence of their corresponding plane.

Thin Places can wax and wane over time. An object such as a doorway, arch, stone circle, bridge, wardrobe, or looking glass can act as a fulcrum for a Thin Place, and even spontaneously form a planar portal. Animal burrows, lakes, and trees can act in the same manner, becoming places where mortals and extraplanar creatures slip between worlds. When Thin Places wane, they can leave planar travelers trapped in another dimension, unable to return home. Academy scholars claim this is how gnomes, goblins, and many anthropomorphic peoples came to the Mortal World, as well as monsters such as lycanthropes, trolls, and worse.

Most commonly, Thin Places connect to the Faerie Otherworlds or the Shadowlands, but the presence of delerium can trigger much more wild rifts that open to never-before-seen realms. Since the emergence of delerium, the Thin Places connected to the Space Between Worlds have appeared, mostly in and around Drakkenheim. These places are especially dangerous, as the monsters and wild magic that leak into the Mortal World from the Space Between Worlds are far more deadly and hostile than those of other realms. Worse, the eldritch contamination from the Space Between Worlds tends to slowly cause these conditions to worsen over time.

Plane Shift

There are only three known tuning forks that allow one to venture into the Space Between Worlds via *Plane Shift*. One is a tesseract, another a mobius strip, and the last is a melting pocket watch. The locations of these mythical items are known only to a select few. The Directorate of the Amethyst Academy knows of one. Another is said to be held by the great dragon Opularis the Wise, though none have ever been able to confirm this with the dragon. The third is a mystery. Some believe it was lost in Drakkenheim; others say the Divine Matriarch holds it in a secret vault; still others believe some great demonic entity houses it within the hells.

Temporal Disjunction

There is no meaningful concept of time in the Space Between Worlds beyond the perception of mortal creatures. Traveling through this place is a journey of eons which can unfold in mere minutes within the Mortal World. Many who find themselves lost in the Space Between Worlds have returned to the Mortal World having found the world completely changed. Although they believed themselves gone for months, they came home to a century of time passing. Other rare stories speak of an apothecary claiming they were lost in the Space Between Worlds for at least forty years, returning unaged only 42 minutes after they entered. With the absence of time within the realm, it has been observed that those who enter go through physical and mental changes that are disproportionate to the time spent in the realm. Where one creature might age, another may not. These inconsistencies continue to prove difficult to map or speculate upon due to their inherent lack of reason or consistency.

Visions of Madness

The sights of the Space Between Worlds are so bizarre and incomprehensible that few mortal minds can withstand beholding them. The landscapes leave those who witness them with severe headaches, dizziness, and in some cases have caused lasting bouts of madness, lethargy, and death. The Space Between Worlds is so utterly devoid of reason or logic that no mortal mind that dares imagine such a place could ever conceivably fathom the true reality of it. Those who have spied its landscapes and been coherent enough to document their findings have struggled to do so by any words or phrases of any language. The few recorded documentations are also wildly inconsistent amongst one another, further proving that there is no perceivable way to draw conclusions about the Space Between Worlds besides its utter chaotic incomprehensibility.

Impossible Vistas

The terrain of the Space Between Worlds varies greatly. Within it are some common groupings of matter that have been observed and mapped amongst the otherwise impossible to comprehend landscapes:

Desert of the Unreal

Trackless dunes of hourglass sands engulf the ruins of forgotten civilizations. Ancient bone-white monuments and half decayed structures jut out of the dunes along with strange jewel toned rocks that reach towards a purple sky. The rocks reshape at incoherent angles depending on how they are observed, and the howl of unnatural winds billow through the sands under an eternal blazing sun.

Hyperdimensional Caverns

A network of caves and dungeons extend past the third dimension, comprising chambers with four, five, six, or more spatial dimensions, all overlapping one another. With no consistent path to take or to map, the caverns seemingly reform and reimagine themselves at any given moment. Journeying down a straight corridor may very well lead you in a circle, and descending into a pit may lead you to the top of a mountain.

Void Sea

A great roiling mass of eldritch storms, the Void Sea is not quite outer space, not quite ocean, and not quite landless sky. Floating rocks drift through the sea in various shapes and forms, some as small as a pebble, others large enough to house entire structures or cities. Void Pirates roam the sea surviving off the drifting debris seeping in from the Thin Places of other realms. The Void Sea is a terrifying space where gravity is broken in illogical ways. Stepping off the edge of a cliff might cause you to fall in any direction, or float through the air gently, or even have gravity shift so you are still walking on solid ground in a new direction. Navigating this eternal sea is an art few can comprehend besides those born in the Space Between Worlds, or those forever altered by it.

Monolith Plains

The Monolith Plains are made up of vast fields of orange grass upon rolling hills that shift and move like waves upon an ocean caught in slow motion. Stretches of land are spotted with great monoliths of black obsidian stone formed in perfect geometric shapes. Scattered perfect cubes of rock orbit the largest of the great stones, giving off a slight ringing hum. The sky is a deep crimson, filled with churning green clouds that flash with purple lightning in an ever present storm. Occasional torrential downpours of contaminated rain cause flooding and form rivers and lakes along the landscape.

Temples of Ulthar

A series of vast islands within the Void Sea house ancient temples of white stone with bizarre architecture unlike that of any mortal creature's making. Great statues of cat-like creatures stand upon ancient pedestals or within carved vistas throughout the geometrically baffling hallways. The temples are both ancient and pristine, standing out of time, and oddly fathomable amongst the otherwise chaotic landscapes.

The Screaming Heads

Dead gnarled trees, some resembling bony human hands or petrified tentacles burst forth from a blackened marshland of wet ground. Trickling waterfalls flow upwards into a darkened sky. Amongst the dribbling black waterways, thousands of circular stone tablets jut out of the ground. Many are perfect circles and each one contains two smaller circles punched through the stone and one large circle towards the bottom, giving the strange stone monuments the appearance of screaming faces. The stone surfaces are perfectly smooth, as if it was polished and finely crafted.

Towers of Gears

Amongst the Void Sea are a collection of epic towers that stretch for eternity in length. These towers are composed entirely of metal mechanical workings: gears, belts, levers, buttons, wires, segmented tubes, bolts, and dials constantly turning like clockwork, grinding and clicking. The towers are alive with metal creatures of geometric shapes and shifting metal workings who continually rearrange and restructure the machine workings of the towers. The towers are pulled apart and its nodes and conduits powered up by great floating mechanical beings with wires and tubes flowing off of them like a squid. The purpose of these towers is completely unknown, and seemingly inconsequential. Nevertheless, the creatures are determined to continue their work.

Combat Tactics

The creatures of the Space Between Worlds do not engage in combat with the mentality, motives, or tactics of any mortal being. Some are motivated to simply consume and persist while others are driven by entirely alien goals. Their incomprehensible nature means that engaging in combat with these strange entities will often prove as chaotic and confusing as the landscapes they inhabit.

The beings of the Space Between Worlds often have utter disregard for the wellbeing of mortals. They see mortals as little more than another assortment of chaotic matter in their way to either be moved, destroyed, or studied. These aliens attack unfamiliar creatures simply to remove them from their presence and return them to the nothingness of the void. Others find the occurrence of mortals curious and take to abducting them and performing bizarre experiments in service to some otherworldly science for reasons that the helpless subjects could never understand.

When their physical forms are injured, creatures from the Space Between Worlds will often bend reality around them or alter space and time as a reaction to violence. It is unclear if this is a defensive measure, or simply the byproduct of physically harming a creature that exists within a multi-dimensional space that is beyond human comprehension. These alien creatures have been known to phase in and out of existence, split into multiple timelines, completely change shape and form, or slip through space and time to another location when attacked.

These alien creatures do not leave behind parts or organs that mortals might understand. Many of their remains are inconsistent with any grasp one might have on biology. On occasion, bones, organs, limbs, and fluid can be gathered all the same, but more often than not, the purpose of these remains and how they relate to the creature's physiology remain a complete mystery.

Aberrant Traits

Given the contamination and delerium present within the Space Between Worlds, all creatures who dwell there are the product of contamination and unaffected by the normal dangers of delerium. All creatures in this chapter benefit from the following traits.

Fully Contaminated. This creature is immune to Contamination and has Advantage on saving throws against contaminated spells. This creature may cast contaminated spells even though it does not gain Contamination levels.

Delerium Healing. As an action, a monster can touch a delerium shard to regain 10 (3d6) Hit Points. Once a monster has used a delerium shard in this way, the shard can't be used in this manner again for 24 hours.

Alien Intellect. The monster is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the creature's intentions or sincerity have Disadvantage.

Adventure Hooks

Pirates of the Void Sea

Captured by **Void Pirates**, you hear whispers from the crew of a great treasure hidden in temples beyond the Void Sea. If you escape and get their map, maybe you can find this ancient relic.

Dwellers Domain

A **Far Dweller Mastermind** and its **Far Dweller Abductors** and **Far Dwellers** have kidnapped someone close to you, intent on experimenting on them.

Star Warden

While lost within maze-like caverns, something follows you. It seems to navigate the labyrinth better than you. It may be a threat, but it may also be your only chance to find an escape.

Lost in Space

You find yourselves stuck in the Space Between Worlds trying to navigate your way home. A **Sentient Planetoid** has agreed to give you directions—sadly, they take you through multiple dimensional rifts that involve traversing several strange vistas of unfathomable creatures to get back to your plane of existence.

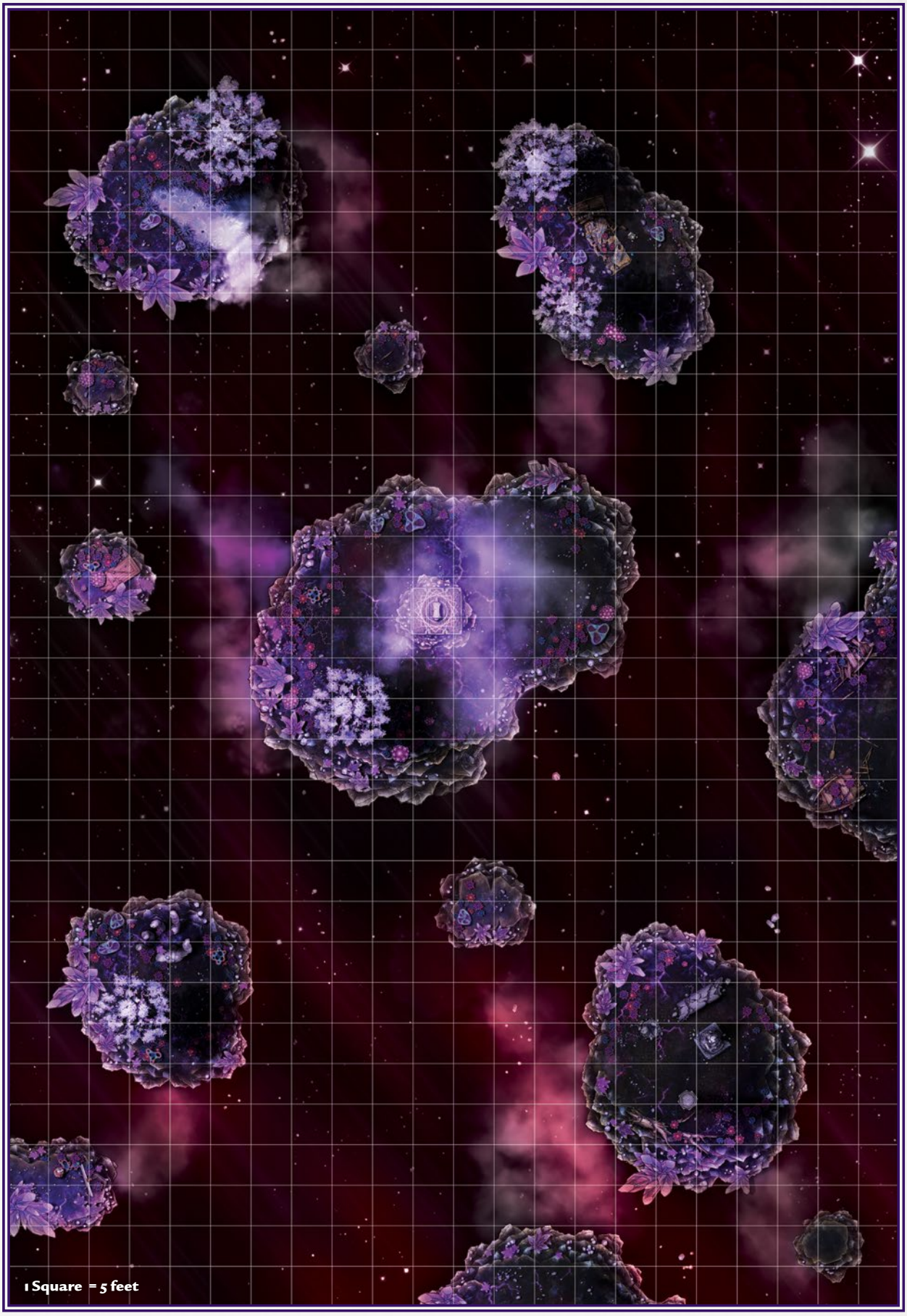
Blade Between Worlds

Within the islands of the Void Sea is an astral forge said to use stars to temper incredible weapons. There you can find plans for a sword that cuts through the very fabric of time and space.

Triumph of Order

The Space Between Worlds is the source of delerium. Seeking to prevent a disaster like that which befell Drakkenheim, the player characters embark on an epic quest to seal away the Space Between Worlds. This interdimensional odyssey takes them to the edge of reality, where they must defeat and bind elder beings such as **The Algorithm** and **The Thing with the Writhing Tail** to a locus of **Sentient Planetoids**, constructing a powerful planar matrix to separate the Space Between Worlds from the Mortal World. Opposing the players are **Far Dwellers** and **Delerium Dragons**, who wish to return the Material World to a state of primal chaos. Whether factions such as the Followers of the Falling Fire, the Amethyst Academy, and the Silver Order aid or oppose the characters may depend on their actions and knowledge of the consequences for their success. The repercussion this adventure would be cosmic in scale, fundamentally altering the fabric of the multiverse.

The cost for their success would be high indeed: the Space Between Worlds is the source of all magic, and magic cannot exist without delerium. Separating the Space Between Worlds from the Material Plane irrevocably banishes magic from the world and severs all forms of planar or interdimensional travel between the Material Plane and other planes. Mageborn and priest alike lose their spellcasting powers, and the pacts between warlocks and patrons are forever snuffed out. Any whispers from old gods, eldritch powers, celestial beings, and demons are silenced. Every thin place is destroyed, and magical creatures, such as trolls, giants, fey, and dragons slowly go extinct as the magic intrinsic to their nature fades from reality. The world of Drakkenheim would be safe from Delerium, but it would become a mundane place, utterly devoid of all magic.


1 Square = 5 feet

Agog

This horrific thing has no shape or body resembling anything from the Mortal World. It roughly resembles a tree stump with four root-like legs each ending in a misshapen hoof. It has a wet, mottled, bark-like hide, and sprouting from the side of it like branches are knobbly arms ending in sharp claws. The top of its body is a gaping, tooth-filled mouth. It is shoveling chunks of horse-flesh into itself, and giggling as it swallows the ripped flesh. Whatever passes for arms, on the inside of the palm are yellow eyes.

The Agog resembles what mortals might comprehend as a tree stump, and when the creature is motionless, it may even be passed by. However, when it springs to life its true form is something wholly bizarre. These creatures waddle along desert landscapes in the Space Between Worlds, or rest in the muck surrounding the screaming heads. They feed on corpses and have a seemingly endless appetite and a need to satiate it.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine an Agog, learning the following based on the result.

(5+) Climbing Aberration. You know the creature's type, and movement speeds.

(10+) Attack the Fallen. You are aware of the creature's Gobble Bonus Action.

(15+) Dim but Sturdy. You recognize the creature's highest and lowest ability scores.

Combat Tactics

The Agog barrels towards its enemies, flailing its arms towards them and attempting to grab them and toss them to the ground. If it knocks a creature down, it will immediately begin attempting to devour them.

Harvestable Components (Common)

Animus: Aberration. **Fluid:** Contaminated Ichor, Sap. **Organs:** Guts. **Natural Weapons:** Claws, Teeth. **Hide:** Bark. **Dust:** Aberrant Dust.

Agog

Medium Aberration

AC 13
HP 30 (4d8 + 12)
Initiative -2 (8)
Speed 10 ft., Climb 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	6	-2	-2	**CON**	16	+3	+3
INT	3	-4	-4	**WIS**	11	+0	+0	**CHA**	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 10
Languages Understands Deep Speech but can't speak
Challenge 1 (XP 200; PB +2)

Traits

Aberrant Traits. The agog has the traits described in the "Aberrant Traits" sidebar.

Actions

Multiattack. The agog makes one Claw attack and one Bite attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 3 (1d6) Acid damage.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage, and if the target is Medium or smaller, it has the Prone condition.

Bonus Actions

Gobble. The agog makes a Bite attack against a Prone creature.

Allopine

This creature has a gaunt and misshapen form, with the scaled body, tail, and head of an alligator, bony spikes covering its body like a porcupine, batlike wings, and long, spindly limbs.

The Allopine is a creature that defies logic, seemingly a shifting and confused array of various animals — its disjointed and bizarre arrangements make them a puzzle to look at. Flying through the Space Between Worlds, the creatures travel in swarms occupying the dark caverns and ruins found throughout the non-places. When making their way into the Mortal World, they will find old barns or caves to hide in.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine an Allopine, learning the following based on the result.

(5+) Flying Aberration. You know the creature's type, and movement speeds.

(10+) Shifty. You are aware of the creature's Nimble Escape Bonus Action.

(15+) Agile but Meek. They learn the creature's highest and lowest ability scores.

Combat Tactics

Allopines are not warriors, but they are hostile to creatures who enter their territory and will fire Quills at anyone who comes too close. They do not stick around in a fight by themselves, and if they are with a flock, they will prefer to take to the air and fire Quills from afar.

Allopine

Small Aberration

AC 12
HP 21 (6d6)
Initiative +4 (14)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	-2	-2	**DEX**	15	+2	+2	**CON**	10	+0	+0
INT	8	-1	-1	**WIS**	13	+1	+1	**CHA**	5	-3	-3

Skills Perception +3, Stealth +4
Senses Darkvision 60 ft.; Passive Perception 13
Languages Understands Deep Speech but can't speak
Challenge 1 (XP 200; PB +2)

Traits

Aberrant Traits. The allopine has the traits described in the "Aberrant Traits" sidebar.

Actions

Multiattack. The allopine makes three Quill attacks.

Quill. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Bonus Actions

Nimble Escape. The allopine takes the Disengage or Hide action.

Harvestable Components (Common)

Animus: Aberration. **Fluid:** Contaminated Ichor. **Organs:** Guts. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Needles. **Hide:** Scales, Webbed Membrane. **Dust:** Aberrant Dust.

Delerium Dragons

This unearthly dragon is a crystalline horror, its body formed from angular gem-like scales pulsing with octarine light. Its form is raw delerium. Each scale is a gleaming crystal refracting light into eerie hues of purple, yellow, and green, with an unnatural sharpness that feels both fragile and impossibly durable.

The dragon's wings are translucent and webbed with glowing crystal veins that shimmer, casting kaleidoscopic patterns as it moves. Each beat causes the air to hum, vibrating with a chaotic energy that overwhelms and distorts the senses. Each step the dragon takes leaves delicate motes of crystal growing into jagged formations, tainting the landscape. Its eyes are like multifaceted gems, swirling with chaotic magic pooling within their depths. The beast's crystalline horns and talons are razor-sharp, gleaming like polished jewels, yet crackling with eldritch energy.

Inscrutable beings of the Space Between Worlds, Delerium Dragons are order from chaos incarnate. How such creatures came to be is unknown, and few know of their existence. Some propose that they emerged spontaneously, hatching from crystalline eggs with octarine shells.

A Delerium Dragon is not simply contaminated, but a unique type of gemstone dragon with an otherworldly physiology. These dragons are literally made of the crystals: their claws, bones, and scales are refracting delerium shards. Their flesh and organs are incomprehensible organic matter, and their blood is delerium sludge. When unleashings its breath weapon, it exhales a storm of glittering shards that explode, causing madness, mutation, and wild magic to erupt in the area.

Delerium Dragons are amongst the most powerful beings born within the Space Between Worlds. Capable of perceiving dimensions imperceptible to mortals, these dragons often seem flighty or distracted, but this is because they experience layers of reality which humans cannot. They are thus strange intermediaries, able to interact with creatures on a transdimensional level. Indeed, Delerium Dragons are unstuck in time, unrestrained by the linear progression of past, present, and future. Some experience their entire lives simultaneously, whereas others live their lives non-sequentially. Most understand that even their own existences is beyond comprehension, and many contemplate the fundamental nature of existence, chaos, and the cosmos. Many are nihilistic solipsists who believe that nothing actually exists except themselves, and even then many doubt their own existence, believing they are merely half-remembered dreams caught betwixt a fleeting thought. Others instead revel in their chaotic existence, seeking new forms of art and untamed creation. Powerful mages and talented bards have sought their wisdom and knowledge.

Most Delerium Dragons find the Mortal World, and mortals, rather limited and boring. Throughout history, only one emerged in the Mortal World, the mighty Amaranthyst, archmage of the Amethyst Academy—the dragon's true nature known only to the other members of the Academy Directorate.

Delerium Dragons exert their force of will over the Space Between Worlds and make their lairs realms unto themselves. These lairs may open into a Thin Place, the yawning cavern of a normal dragon's lair instead leading to the madness of the Delerium Dragon's home. These dragons fill their lairs with treasures and secrets of mysterious significance and anachronistic origin, hoarding items which may have been valuable in the distant past, or of critical importance to the distant future. Like themselves, some of their greatest possessions may exist in a state mortals can't perceive or which are fundamentally hazardous, such as multidimensional art objects, miniature primordial black holes, degenerate matter taken from a neutron star, or magical vessels containing another universe or pocket dimension.

Study the Foe

Characters proficient in History gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Delerium Dragon, learning the following based on the result.

(15+) Empowered by Eldritch Magic. You understand the dragon's Resistances and senses.

(20+) Octarine Breath. You recognize the effects of the Delerium Dragon's breath weapon, as well as noting its Spellcasting capabilities.

(25+) Few Weaknesses. You learn its highest and lowest saving throws.

Combat Tactics

A Delerium Dragon views combat less as a violent encounter and more as a chance to change foes into a new form. It darts about using flight and teleportation, seldom remaining in the same place for more than a turn. Their movement makes it easy for the dragon to find the perfect place to catch many enemies with its breath weapon. Delerium Dragons love to spread contamination and cause arcane anomalies, and delight causing monstrous transformations with their contaminated attacks.

Delerium Dragons use their Bite, Contaminated Rend, and Tail attacks to tear opponents apart in between uses of their breath weapon. When they are unable to close the distance, they mentally assault their targets with Mindfire.

Harvestable Components (Rarity Varies)

Component rarities are as follows: Wyrmling: Uncommon; Young: Rare; Adult: Very Rare; Ancient: Legendary.

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Eyes, Heart, Brain, Guts, Glands, Flesh. **Bones:** Skull, Spine, Ribs. **Natural Weapons:** Claws, Teeth. **Hide:** Scales, Webbed Membrane. **Dust:** Aberrant Dust.

Delerium. In addition, characters can collect delerium crystals from its body: a wyrmling has 2d4 fragments, a young dragon has 2d8 shards, and an adult has 2d6 crystals. An Ancient Delerium Dragon's body has 1 delerium geode and 2d6 crystals.

Delerium Dragon Wyrmling

Playful and full of wonder, Delerium Dragon Wyrmlings do not stray far from where they hatch, as they still must contend with their multidimensional existence. A wyrmling usually does not yet fully understand their transtemporal senses, and experiences memories of their adulthood and future in dreams and visions.

Delerium Dragon Wyrmling

Medium Dragon

AC 18 **Initiative** +5 (15)
HP 90 (12d8 + 36)
Speed 30 ft., Climb 30 ft., Fly 60 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	15	+2	+5	**CON**	17	+3	+6
INT	16	+3	+3	**WIS**	13	+1	+4	**CHA**	15	+2	+5

Skills Arcana +6, Perception +7, Stealth +5
Resistances Necrotic, Psychic
Senses Blindsight 10 ft., Darkvision 120 ft.; Passive Perception 17
Languages Common, Draconic; telepathy 30 ft.
Challenge 5 (XP 1,800; PB +3)

Traits

Aberrant Traits. The dragon has the traits described in the "Aberrant Traits" sidebar.

Actions

Multiattack. The dragon makes one Bite attack and uses Contaminated Rend twice.

Bite. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 15 (2d10 + 4) Force damage.

Contaminated Rend. *Constitution Saving Throw:* DC 15, one creature within 5 feet of the dragon. *Failure:* 14 (4d6) Necrotic damage, and the target gains one Contamination level.

Octarine Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 30-foot Cone. *Failure:* 10 (3d6) Necrotic damage plus 10 (3d6) Psychic damage plus 10 (3d6) Radiant damage. *Success:* Half damage.

Bonus Actions

Dimension Hop. The dragon teleports to an unoccupied space it can see within 30 feet.

Young Delerium Dragon

Explorers of many worlds and vistas, Young Delerium Dragons venture throughout the Space Between Worlds, ranging far and wide in search of meaning among meaninglessness, form amongst formlessness.

EPIC

Young Delerium Dragon

Large Dragon

AC 19 **Initiative** +6 (16)
HP 52 (5d10 + 25) + 52 (5d10 + 25) per player character
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	**DEX**	15	+2	+6	**CON**	21	+5	+9
INT	18	+4	+4	**WIS**	15	+2	+6	**CHA**	18	+4	+8

Skills Arcana +8, Perception +10, Stealth +6
Resistances Necrotic, Psychic
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 20
Languages Common, Draconic; telepathy 60 ft.
Challenge 11 (XP 7,200; PB +4)

Traits

Aberrant Traits. The dragon has the traits described in the "Aberrant Traits" sidebar.

Haze Aura. A creature that starts its turn within 30 feet of the dragon takes 10 (3d6) Necrotic damage.

Epic Actions

The dragon always takes its turn on Initiative count 20. On its turn, the dragon can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the dragon takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 17 (2d10 + 6) Force damage, and if the target is a Medium or smaller creature, it has the Grappled condition (escape DC 18). While Grappled, the target has the Restrained condition.

Contaminated Rend. *Constitution Saving Throw:* DC 18, one creature within 5 feet of the dragon. *Failure:* 14 (4d6) Necrotic damage, and the target gains one Contamination level.

Tail. *Strength Saving Throw:* DC 18, one creature within 20 feet of the dragon. *Failure:* 14 (4d6) Force damage, and if the target is a Medium or smaller creature, it has the Prone condition.

Octarine Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 30-foot Cone. *Failure:* 14 (4d6) Necrotic damage plus 14 (4d6) Psychic damage plus 14 (4d6) Radiant damage. *Success:* Half damage.

Dimension Hop (1/Round). The dragon teleports to an unoccupied space it can see within 30 feet.

Mage Hand. The dragon casts *Mage Hand* using Charisma as the spellcasting ability. The hand created by the spell is invisible.

Epic Resistance. The dragon chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The dragon can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Adult Delerium Dragon

A fully mature Delerium Dragon establishes its own domain within the Space Between Worlds, finding a place suitable to its temperament. There it seeks to understand itself and the world around it.

EPIC

Adult Delerium Dragon

Huge Dragon

AC 20 **Initiative** +8 (18)
HP 95 (7d12 + 49) + 95 (7d12 + 49) per player character
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	27	+8	+8	**DEX**	14	+2	+8	**CON**	25	+7	+13
INT	23	+6	+6	**WIS**	17	+3	+9	**CHA**	23	+6	+12

Skills Arcana +12, Perception +15, Stealth +8
Resistances Force, Necrotic, Psychic, Radiant
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 25
Languages Common, Draconic; telepathy 120 ft.
Challenge 18 (XP 20,000; PB +6)

Traits

Aberrant Traits. The dragon has the traits described in the "Aberrant Traits" sidebar.

Haze Aura. A creature that starts its turn within 30 feet of the dragon takes 14 (4d6) Necrotic damage.

Epic Actions

The dragon always takes its turn on Initiative count 20. On its turn, the dragon can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the dragon takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 34 (4d12 + 8) Force damage, and if the target is a Large or smaller creature, it has the Grappled condition (escape DC 22). While Grappled, the target has the Restrained condition.

Claw. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 15 (2d6 + 8) Force damage.

Tail. *Strength Saving Throw:* DC 22, one creature within 20 feet of the dragon. *Failure:* 14 (4d6) Force damage, and if the target is a Large or smaller creature, it has the Prone condition.

Mindfire. *Wisdom Saving Throw:* DC 20, one creature the dragon can see within 120 feet. *Failure:* The target takes 22 (4d10) Psychic damage and has the Burning condition (2d8 Psychic). *Success:* Half damage only.

Terrifying Roar (Recharges after a Short Rest). *Wisdom Saving Throw:* DC 21, each creature in a 120-foot Emanation originating from the dragon that can hear it. *Failure:* 18 (4d8) Thunder damage, and the target has the Frightened condition (save ends).

Breathe Deep (1/Round). The dragon's Breath Weapon recharges. The dragon can only use this Epic Action if it's the first Epic Action it has taken this round.

Breath Weapon (Special Recharge). The dragon can only use this Epic Action if it's the last Epic Action it takes this round. It chooses one of the following effects:

- **Mutation Breath.** *Constitution Saving Throw:* DC 21, each creature in a 120-foot Cone. *Failure:* 72 (16d8) Necrotic damage, and the target gains one Contamination level. Instead of rolling to determine if it gains a mutation, the target automatically gains a mutation. *Success:* Half damage only.
- **Madness Breath.** *Intelligence Saving Throw:* DC 21, each creature in a 120-foot Cone. *Failure:* 66 (12d10) Psychic damage, and the target has the Dazed condition (save ends). *Failure by 5 or More:* 132 (24d10) Psychic damage, and the target instead has the Incapacitated condition (save ends). *Success:* Half damage only.
- **Wild Magic Breath.** *Dexterity Saving Throw:* DC 21, each creature in a 120-foot long, 5-foot wide Line. *Failure:* 55 (10d10) Radiant damage, and the target triggers an Arcane Anomaly centered on itself. *Success:* Half damage only.

Spellcasting (1/Round). The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20):
At Will: *Dimension Door, Telekinesis*
2/Day Each: *Dispel Magic*
1/Day Each: *Contact Other Plane, Plane Shift (self only), Scrying*

Epic Resistance. The dragon chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The dragon can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Reactions

Draconic Rebuke. *Trigger:* The dragon becomes Bloodied. It can use this Reaction even if it has the Incapacitated condition or is otherwise unable to take Reactions. *Response:* All conditions and spells on the dragon immediately end unless it chooses to be affected by them, and it can move up to its Fly Speed without provoking Opportunity Attacks and ignoring Difficult Terrain. The dragon recharges and immediately uses its Terrifying Roar.

Ancient Delerium Dragon

Perhaps older than the cosmos itself, Ancient Delerium Dragons possess knowledge and memories of worlds and eons which have past, many more which never were, and countless which cannot be. Their very presence warps the world around them according to their whims.

EPIC

Ancient Delerium Dragon

Gargantuan Dragon

AC 23 **Initiative** +10 (20)
HP 136 (7d20 + 63) + 136 (7d20 + 63) per player character
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	30	+10	+10	**DEX**	15	+2	+10	**CON**	29	+9	+17
INT	26	+8	+8	**WIS**	19	+4	+12	**CHA**	23	+6	+14

Skills Arcana +16, Perception +20, Stealth +10
Resistances Force, Necrotic, Psychic, Radiant
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 30
Languages Common, Draconic; telepathy 1 mile
Challenge 25 (XP 75,000; PB +8)

Traits

Aberrant Traits. The dragon has the traits described in the "Aberrant Traits" sidebar.

Haze Aura. A creature that starts its turn within 30 feet of the dragon takes 21 (6d6) Necrotic damage.

Order Over Chaos. Whenever the dragon is present when a roll is made on the Arcane Anomaly, Drakkenheim Madness, or Mutations table, the dragon makes an additional roll on the table and chooses which result applies.

Epic Actions

The dragon always takes its turn on Initiative count 20. On its turn, the dragon can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the dragon takes one of the following Epic Actions at the end of each player character's turn:

Bite. *Melee Attack Roll:* +18, reach 10 ft. *Hit:* 36 (4d12 + 10) Force damage, and if the target is a Huge or smaller creature, it has the Grappled condition (escape DC 26). While Grappled, the target has the Restrained condition.

Claw. *Melee Attack Roll:* +18, reach 10 ft. *Hit:* 17 (2d6 + 10) Force damage.

Tail. *Strength Saving Throw:* DC 26, one creature within 20 feet of the dragon. *Failure:* 24 (4d6 + 10) Force damage, and if the target is a Huge or smaller creature, it has the Prone condition.

Mindfire. *Wisdom Saving Throw:* DC 25, one creature the dragon can see within 120 feet. *Failure:* The target takes 22 (4d10) Psychic damage and has the Burning condition (2d8 Psychic). *Success:* Half damage only.

Wing Blast (1/Round). *Strength Saving Throw:* DC 25, each creature in a 30-foot Cone. *Failure:* 20 (3d6 + 10) Bludgeoning damage, and the target is pushed up to 20 feet away from the dragon. *Success:* Half damage only.

Terrifying Roar (Recharges after a Short Rest). *Wisdom Saving Throw:* DC 25, each creature in a 120-foot Emanation originating from the dragon that can hear it. *Failure:* 18 (4d8) Thunder damage, and the target has the Frightened condition (save ends).

Breathe Deep (1/Round). The dragon's Breath Weapon recharges. The dragon can only use this Epic Action if it's the first Epic Action it has taken this round. After using this Epic Action, the dragon can't use its Bite or Terrifying Roar until the start of the next round.

Breath Weapon (Special Recharge). The dragon can only use this Epic Action if it's the last Epic Action it takes this round. It chooses one of the following effects:

Octarine Breath. The dragon breathes a 120-foot cone of prismatic rays. Each ray is a different color and has a different power and purpose. Choose one ability score, then choose Cold, Fire, Lightning, Necrotic, Psychic, or Radiant damage. Each target must succeed on a DC 25 saving throw using the chosen ability score; it takes 105 (30d6) damage of the chosen type on a failed saving throw, or half as much on a successful one.

Mutation Breath. *Constitution Saving Throw:* DC 25, each creature in a 120-foot Cone. *Failure:* 90 (20d8) Necrotic damage, and the target gains one Contamination level. Instead of rolling to determine if it gains a mutation, the target automatically gains a mutation. *Success:* Half damage only.

Madness Breath. *Intelligence Saving Throw:* DC 25, each creature in a 120-foot Cone. *Failure:* 83 (15d10)Psychic damage, and the target has the Dazed condition (save ends). *Failure by 5 or More:* 165 (30d10) Psychic damage, and the target instead has the Incapacitated condition (save ends). *Success:* Half damage only.

Wild Magic Breath. *Dexterity Saving Throw:* DC 25, each creature in a 120-foot long, 5-foot wide Line. *Failure:* 83 (15d10) Radiant damage, and the target triggers an Arcane Anomaly centered on itself. *Success:* Half damage only.

Spellcasting (1/Round). The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 22, +14 to spell attacks):
At Will: *Dimension Door, Telekinesis*
2/Day Each: *Dispel Magic*
1/Day Each: *Contact Other Plane, Plane Shift (self only), Scrying, Wish*

Epic Resistance. The dragon chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The dragon can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Reactions

Draconic Rebuke. *Trigger:* The dragon becomes Bloodied. It can use this Reaction even if it has the Incapacitated condition or is otherwise unable to take Reactions. *Response:* All conditions and spells on the dragon immediately end unless it chooses to be affected by them, and it can move up to its Fly Speed without provoking Opportunity Attacks and ignoring Difficult Terrain. The dragon recharges and immediately uses its Terrifying Roar.

Far Dweller Mastermind

Far Dweller Abductor

Far Dwellers

This tall, gangly creature hovers ominously, levitating inches above the ground. Its arms hang loosely at its sides and thin legs dangle below its body. Shifting motes of otherworldly energy dance between its long, gnarled fingers. Its purple-gray skin stretches tightly over its emaciated frame. Instead of a head, a mass of thick, writhing tentacles sprouts from its neck, reaching out into the air. The atmosphere around it vibrates with chittering whispers, slurping and the hoarse mumbles of maddening truths and incomprehensible realities.

Known as Far Dwellers, these enigmatic beings are among the most persistent and terrifying entities encountered in the Space Between Worlds. They traverse dimensions and Thin Places, abducting victims to perform alien experiments on them. However, their motives and purposes remain utterly obscure, and their objectives beyond human understanding. Nevertheless, Far Dwellers demonstrate uncanny understanding of the psychic forces and wild magic of the Space Between Worlds, and perhaps have an interest in spreading the influence and contamination of that dimension. None possess greater mastery over delerium and contaminated magic than these creatures. They weave their spells to create eldritch machines with unknown purposes, dominate their victims, evade harm, and complete their esoteric research.

It is evident from the limited interactions Far Dwellers have had with mortals that they pose a grave threat and harbor malicious intentions towards humanoids. Far Dwellers perceive humanoids much as a person might view an insect or perhaps a stray animal — sometimes with indifferent disregard, other times with evident disgust or disdain. They rarely communicate with mortals and seem unwilling or disinterested in explaining themselves or their goals. Far Dwellers show scant concern for their captives' desperate pleas for help or cries for mercy as they secure them to stone slabs and invade their minds with countless probing tendrils.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Far Dweller, learning the following based on the result.

(10+) Psychic Fortress. You learn the creature's Resistances and Immunities.

(15+) Mental Control. You are aware of the creature's Pluck the Puppet Strings Bonus Action.

(20+) Otherworldly Intellect. They learn the creature's highest and lowest ability scores.

Far Dweller

Far Dweller

Medium Aberration

AC 16
HP 113 (15d8 + 45)

Initiative +7 (17)
Speed 30 ft., Fly 30 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	19	+4	+4	**CON**	17	+3	+6
INT	21	+5	+8	**WIS**	17	+3	+6	**CHA**	15	+2	+5

Skills Arcana +11, Deception +5, Perception +6, Persuasion +5, Stealth +7
Resistances Cold, Necrotic
Immunities Psychic; Charmed, Frightened
Senses Blindsight 120 ft.; Passive Perception 16
Languages Understands all languages but can't speak; telepathy 120 ft.
Challenge 8 (XP 3,900; PB +3)

Traits

Aberrant Traits. The far dweller has the traits described in the "Aberrant Traits" sidebar.

Actions

Tentacle. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 15 (2d10 + 4) Force damage, and the target has the Dazed condition until the end of its next turn.

Contaminate. *Constitution Saving Throw:* DC 16, one creature within 120 feet of the far dweller. *Failure:* 36 (8d8) Necrotic damage, and the target gains one Contamination level. *Success:* Half damage only.

Mind Scramble (Recharge 5–6). *Intelligence Saving Throw:* DC 16, each creature in a 60-foot Cone (creatures maintaining Concentration have Disadvantage). *Failure:* 28 (8d6) Psychic damage, or 48 Psychic damage if the target was maintaining Concentration. *Success:* Half damage.

Spellcasting (Psionics). The far dweller casts one of the following spells, requiring no components and using Intelligence as the spellcasting ability (spell save DC 16):

At Will: *Magic Missile*
3/Day Each: *Detect Thoughts, Misty Step*
1/Day Each: *Hypnotic Pattern, Maze, Plane Shift* (self only), *Slow, Telekinesis*

Bonus Actions

Pluck the Puppet Strings. *Wisdom Saving Throw:* DC 16, one creature within 60 feet of the far dweller. *Failure:* 14 (4d6) Psychic damage, and the target must immediately use its Reaction to move up to its Speed toward a creature of the far dweller's choice. If it ends this movement within reach of the creature, it must make a melee weapon attack against the creature with Advantage. *Success:* Half damage only.

Reactions

Vanish to the Space Between Worlds (3/Day). *Trigger:* The far dweller takes damage. *Response:* The far dweller takes no damage and vanishes to the Space Between Worlds. At the start of its next turn, the far dweller reappears in an unoccupied space of its choice within 60 feet of the space it left.

Combat Tactics

A Far Dweller often disregards creatures it deems lesser than itself until it is outwardly threatened, often outright ignoring nearby mortals like one might ignore a passing insect or rodent. However, when provoked they are intelligent, efficient, and ruthless. Thanks to its great intellect, a Far Dweller rapidly assesses the capabilities of its attackers and responds to methodically dismantle them accordingly.

Far Dwellers begin combat by casting *Maze*, *Hypnotic Pattern*, or *Slow* to incapacitate as many foes as possible. On subsequent turns, it uses Contaminate and Mind Scramble to launch a contaminated psychic assault, preferring to target spellcasters and physically weak targets, while choosing physically strong but easily manipulated targets for Pluck the Puppet Strings.

When attacked, a Far Dweller disappears temporarily using Vanish to the Space Between Worlds. Note that this ability functions normally on the Space Between Worlds itself, as the Far Dweller momentarily travels to a different spatial dimension on that plane.

A Far Dweller is always willing to abandon a fight and its projects if it is sufficiently threatened, and will flee to the Space Between Worlds using *Plane Shift* if it is Bloodied.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Contaminated Ichor, Mucus. **Organs:** Heart, Brain, Guts. **Bones:** Spine. **Natural Weapons:** Tentacles. **Hide:** Skin. **Dust:** Aberrant Dust.

Far Dweller Abductor

The being appears humanoid in shape, but much taller and more slender than would seem natural, with long spindly arms and elongated fingers. Their heads are large for their lank bodies, coming to a point where their chin would be, and round and bulbous at the top. They have no features upon their face but as their head tilts and shutters, there is a seemingly vast perception. The creature moves without making a sound and seems engulfed in blinding light from an unknown source.

Some folk have told tales of wandering travelers alone at night who saw strange lights in the sky, or through the trees of thick woods, or incomprehensible beings that wandered into their camps through rifts between worlds. The most horrifying are those who speak of the creatures effortlessly entering their homes and taking them somewhere else, only to awake with a hazy memory and no signs that anyone was ever there.

Their motives are completely unknown, but they arrive from the Space Between Worlds to observe, and experiment upon mortals. When one encounters a Far Dweller Abductor, they are left with no memory of ever having experienced the creature in the first place. The abducted are left with strange and bizarre dreams, confused visions, and blurred concepts of what may have occurred. This has led to doubt and discourse over the very existence of these creatures. For those who share stories are often met with disbelief, as witnesses and victim share conflicting tales of their experience.

Study The Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Far Dweller Abductor, learning the following based on the result.

(10+) Psychic Fortress. You learn the creature's Resistances and Immunities.

(15+) Confounding Existence. You are aware of the creature's Unfathomable Presence trait.

(20+) Malign Brilliance. They learn the creature's highest and lowest ability scores.

Combat Tactics

The Far Dweller Abductors are not fighters, and simply wish to gather specimens and study them. When Abductors appear, they usually do so when a creature is resting or asleep. They rely on their Unfathomable Presence to confuse and dismantle their target. They use use Mind Warp or Devour Thoughts to weaken the mind of their target before attempting to Abduct them.

The Far Dweller Abductors do not wish to be observed or remembered, and do not want even their dead left behind to be discovered and known to the creatures they are researching. A Far Dweller Abductor will teleport away and use *Plane Shift* if it has lost the upper hand, is outnumbered, or feels in any way threatened. If a Far Dweller Abductor dies, any Far Dwellers still engaged in battle attempt to take their bodies and vanish as quickly as possible, attempting to leave no trace of their presence.

Far Dweller Abductor

Medium Aberration

AC 15
HP 90 (12d8 + 36)
Initiative +6 (16)
Speed 30 ft., Fly 30 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	16	+3	+3	**CON**	17	+3	+6
INT	18	+4	+7	**WIS**	17	+3	+6	**CHA**	15	+2	+5

Skills Arcana +10, Deception +5, Perception +6, Persuasion +5, Stealth +6
Resistances Cold, Necrotic
Immunities Psychic; Charmed, Frightened
Senses Blindsight 120 ft.; Passive Perception 16
Languages Understands all languages but can't speak; telepathy 120 ft.
Challenge 5 (XP 1,800; PB +3)

Traits

Aberrant Traits. The far dweller has the traits described in the "Aberrant Traits" sidebar.

Unfathomable Presence. A creature that starts its turn within 120 feet of the far dweller and can see it is subjected to the following effect. *Intelligence Saving Throw:* DC 15. *Failure:* The target has the Blinded and Immobilized conditions until the start of its next turn. *Success:* The target is immune to the Unfathomable Presence of all far dweller abductors for 24 hours.

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 has Disadvantage on attack rolls against the far dweller until the start of its next turn. If the creature looks at the far dweller in the meantime, that creature must immediately make the saving throw.

Actions

Mind Warp. *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 27 (4d10 + 5) Psychic damage, and the target must roll 1d4 and subtract the result from the next saving throw it makes before the end of the far dweller's next turn.

Devour Thoughts. *Intelligence Saving Throw:* DC 15, one creature within 30 feet of the far dweller. *Failure:* 19 (4d6 + 5) Psychic damage, and the target's Intelligence score is reduced by 1d4. If this effect reduces the target's Intelligence to 0, it has the Paralyzed condition. The reduction lasts until the target finishes a Short or Long Rest.

Abduct. The far dweller casts *Plane Shift* without components, targeting itself and each Incapacitated creature within 10 feet of it.

Spellcasting (Psionics). The far dweller casts one of the following spells, requiring no components and using Intelligence as the spellcasting ability (spell save DC 15, +7 to spell attacks):

At Will: *Detect Thoughts, Dispel Magic*
2/Day Each: *Scrying, Sleep, Telekinesis*
1/Day Each: *Dominate Person, Modify Memory*

Bonus Actions

Psychic Step. The far dweller magically teleports to an unoccupied space it can see within 60 feet.

Reactions

Counterspell (1/Day). The far dweller casts *Counterspell* in response to that spell's trigger, using the spellcasting ability in Spellcasting (Psionics).

Far Dweller Mastermind

Draped in ancient robes and carrying a staff made of otherworldly material, the creature observes you with cold disregard. It holds out a hand, bending the very fabric of time and space around it. It hovers above the ground, its head a mass of writhing tentacles, and its gangly pale body pulsing with octarine energy.

Especially ancient and terrible, these powerful Far Dwellers have wandered existence for untold eons.

Contaminated Spell List

For those that own *Sebastian Crowe's Guide to Drakkenheim*, here is an alternative spell list for the Far Dweller and Far Dweller Mastermind:

At Will: *Comet Shards* (replaces *Magic Missile*)
1/Day Each: *Banish to the Space Between Worlds* (replaces *Maze*), *Weave the Elder Sign* (replaces *Hypnotic Pattern*), *Siphon Time* (replaces *Slow*)

EPIC

Far Dweller Mastermind

Medium Aberration

AC 18 **Initiative** +10 (20)
HP 60 (8d8 + 24) + 60 (8d8 + 24) per player character
Speed 30 ft., Fly 30 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	21	+5	+5	**CON**	17	+3	+8
INT	23	+6	+11	**WIS**	19	+4	+9	**CHA**	19	+4	+9

Skills Arcana +16, Deception +9, Perception +9, Persuasion +9, Stealth +10
Resistances Cold, Necrotic
Immunities Psychic; Charmed, Frightened
Senses Blindsight 300 ft.; Passive Perception 19
Languages Understands all languages but can't speak; telepathy 120 ft.
Challenge 15 (XP 13,000; PB +5)

Traits

Aberrant Traits. The far dweller has the traits described in the "Aberrant Traits" sidebar.

Eldritch Aura. A creature that starts its turn within 30 feet of the far dweller takes 10 (3d6) Psychic damage.

Magic Deflection. The far dweller has Advantage on saving throws against spells and other magical effects. If the far dweller is targeted by a spell of level 4 or lower, the caster must succeed on a DC 19 Intelligence saving throw or the spell fails and the caster takes 18 (4d8) Psychic damage.

Epic Actions

The far dweller always takes its turn on Initiative count 20. On its turn, the far dweller can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the far dweller takes one of the following Epic Actions at the end of each player character's turn:

Tentacle. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 22 (3d10 + 6) Force damage, and the target has the Dazed condition until the end of its next turn.

Contaminate. *Constitution Saving Throw:* DC 19, one creature within 120 feet of the far dweller. *Failure:* 45 (10d8) Necrotic damage, and the target gains one Contamination level. *Success:* Half damage only.

Mind Scramble (Recharge 5–6). *Intelligence Saving Throw:* DC 19, each creature in a 60-foot Cone (creatures maintaining Concentration have Disadvantage). *Failure:* 42 (12d6) Psychic damage, or 72 Psychic damage if the target was maintaining Concentration. *Success:* Half damage.

Pluck the Puppet Strings (1/Round). *Wisdom Saving Throw:* DC 19, one creature within 120 feet of the far dweller. *Failure:* 28 (8d6) Psychic damage, and the target must immediately use its Reaction to move up to its Speed toward a creature of the far dweller's choice. If it ends this movement within reach of the creature, it must make a melee weapon attack against the creature with Advantage. *Success:* Half damage only.

Phase Out (1/Round). The far dweller teleports to an unoccupied space within 120 feet of it. Each creature within 10 feet of the far dweller when it arrives is subjected to the following effect. *Intelligence Saving Throw:* DC 19. *Failure:* 21 (6d6) Psychic damage, and the target has the Defenseless condition until the end of its next turn. *Success:* Half damage only.

Spellcasting (Psionics) (1/Round). The far dweller casts one of the following spells, requiring no components and using Intelligence as the spellcasting ability (spell save DC 19, +11 to spell attacks):

At Will: *Detect Thoughts, Magic Missile* (level 5 version)
1/Day Each: *Dominate Monster, Hypnotic Pattern, Mass Suggestion, Maze, Plane Shift* (self only), *Scrying, Slow, Telekinesis*

Epic Resistance. The far dweller chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The far dweller can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Reactions

Step Through Time and Space. *Trigger:* The far dweller takes damage. *Response:* The far dweller takes no damage and teleports to an unoccupied space within 60 feet. The next attack roll made against the far dweller has Disadvantage.

Sometimes you have to improvise. for example, when a sword doesn't work, try throwing a javelin. if that doesnt work I am out of ideas.

Entropic Watcher

This floating mass of wet flabby flesh drifts through the air, its many long spindly tendrils dangling down like an incomprehensible jellyfish. Appearing in strange hues of pale pinks, purples, and whites, its large single eye in the middle of its fleshy mass glows with octarine hues, weakening body and mind. The soft sound of thrumming and suckling follows it as it assaults minds with insane chattering in unknown languages.

Many of the creatures inhabiting the Space Between Worlds are aberrant and primordial in nature. The Entropic Watcher is one such incomprehensible creature. To look upon it is like looking at an abstract painting, the forms and shapes of it body painful to observe by the mortal mind. It silently drifts through the Space Between Worlds, drawn to Thin Places where it observes the places beyond, as if analyzing or calculating some unknown concepts as it stares through like a cat at a window. For this reason, Entropic Watchers are one of the more common occurrences in the Mortal World, as they tend to congregate around Thin Places, and often slip through.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine an Entropic Watcher, learning the following based on the result.

(10+) Guarded Existence. You learn the creature's Resistances and Immunities.

(15+) Imperiling Stare. You recognize the creature's Withering Gaze feature.

(20+) Physically Resilient. You know the creature's highest and lowest ability scores.

Combat Tactics

The Entropic Watcher is a keen hunter who, by its very gaze, can cause a creature to grow weak and leave it open for annihilation. The Entropic Watcher focuses its gaze upon its prey and unleashes its eye beams towards it, knowing that if it can hold its gaze, the creature will succumb to the watcher's blasts much easier. It will use its Force Barrier and Shadow Crash to force its victims into an optimal position for it to strike, and grab them with its tendrils, holding them readily in its Withering Gaze.

If the Entropic Watcher is reduced to less than 50 Hit Points, it attempts to flee.

Harvestable Components (Very Rare)

Animus: Aberration. **Fluid:** Contaminated Ichor, Goopy Ooze, Mucus. **Organs:** Eyes, Guts, Glands, Flesh. **Natural Weapons:** Tentacles. **Hide:** Skin. **Dust:** Aberrant Dust.

EPIC

Entropic Watcher

Large Aberration

AC 18 **Initiative** +9 (19)
HP 73 (7d10 + 35) + 73 (7d10 + 35) per player character
Speed 0 ft., Fly 50 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	20	+5	+5	**CON**	20	+5	+5
INT	17	+3	+8	**WIS**	15	+2	+7	**CHA**	20	+5	+10

Skills Perception +12
Resistances Cold, Necrotic, Poison
Immunities Charmed, Frightened, Prone
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 22
Languages Understand all languages but can't speak; telepathy 120 ft.
Challenge 15 (XP 13,000; PB +5)

Traits

Aberrant Traits. The entropic watcher has the traits described in the "Aberrant Traits" sidebar.

Corrupting Aura. A creature that starts its turn within 30 feet of the entropic watcher takes 14 (4d6) Necrotic damage.

Magic Resistance. The entropic watcher has Advantage on saving throws against spells and other magical effects.

Withering Gaze. The entropic watcher's eye creates a 150-foot long, 10-foot wide Line of withering magic. At the start of each of its turns, the entropic watcher decides which way the line faces and whether the line is active. Creatures in the Line have Vulnerability to Necrotic damage and can't regain Hit Points.

Epic Actions

The entropic watcher always takes its turn on Initiative count 20. On its turn, the entropic watcher can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the entropic watcher takes one of the following Epic Actions at the end of each player character's turn:

Tendrils. *Melee Attack Roll:* +10, reach 40 ft. *Hit:* 17 (3d8 + 4) Bludgeoning damage plus 9 (2d8) Necrotic damage, and if the target is a Huge or smaller creature, it has the Grappled condition (escape DC 18). While Grappled, the target has the Restrained condition. The entropic watcher has ten tendrils, each of which can grapple one creature.

Insanity Beam (1/Round). *Ranged Attack Roll:* +10, range 60 ft. *Hit:* 22 (4d10) Necrotic damage, and the beam leaps to another target. The entropic watcher makes another Insanity Beam attack against a new target within 30 feet of the first. A creature can be targeted by only one Insanity Beam per turn. For each additional creature the beam hits, its damage increases by 5 (1d10).

Dimensional Glide. The entropic watcher moves up to its Speed without provoking Opportunity Attacks.

Shadow Crash (Recharge 5–6). *Constitution Saving Throw:* DC 18, each creature in a 30-foot radius Sphere centered on a point the entropic watcher can see within 150 feet. *Failure:* 36 (8d8) Necrotic damage. *Success:* Half damage. *Failure or Success:* The Sphere's area is filled with magical Darkness for 1 minute or until the entropic watcher uses Shadow Crash again. A creature that ends its turn in the area takes 36 (8d8) Necrotic damage.

Contaminated Grasp. *Constitution Saving Throw:* DC 18, one creature Grappled by the entropic watcher. *Failure:* 16 (3d10) Necrotic damage, and the target gains one Contamination level. *Success:* Half damage.

Force Barrier. The entropic watcher creates a shimmering octarine 10-foot-by-10-foot wall of force centered on a point within 150 feet. The wall lasts for 1 minute or until the entropic watcher has the Incapacitated condition or dies. The wall appears in any orientation it chooses, and can be free floating or resting on a solid surface. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (the entropic watcher's choice).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by *Dispel Magic*. A *Disintegrate* spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

Epic Resistance. The entropic watcher chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The entropic watcher can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Fractal Lepidoptera

Fluttering in midair is a cavalcade of color, of rushing energy and indecipherable movement, a tessellating fractal impossible to follow with your eyes. With a rush, it brushes past you, tossing you as a leaf on the wind. As you crash to the ground, your confused mind grapples with the creature's unfathomable form. A perpetually unfolding butterfly of vibrant color is the best your mind can interpret from the nonsensical imagery you see.

I keep waking from a dream thinking I am a butterfly that dreams they are Pluto. Polymorph screws with your head, man.

—Pluto Jackson

To look upon a lepidoptera confounds the mind, as its essence extends into multiple dimensions and the patterns of its form tessellate and refract. Once mesmerized by the spiral of its wings, one is lost in the unformed realms of infinity of the Space Between Worlds. The lepidoptera is simultaneously present in both the known world and the world beyond, bridging the borders between, confounding all on both sides of the divide.

Fractal lepidoptera emerge in Thin Places, or in areas where the northern and southern lights flutter across the sky. These places are a chrysalis to the lepidoptera in which it waits until its pattern infiltrates a realm so it can take flight. Slowly it extends the range of its pattern until all around it exists within the lines of its fractal. And yet it is not truly malevolent. The lepidoptera merely is, living and growing in more dimensions than humans can comprehend. In the dance of its motif and the flutter of a butterfly's wing, mortal lives are set in motion on a path outside of their own will.

The presence of a lepidoptera is recognizable when creatures start behaving repetitively and against their nature. A conspiracy of ravens sings together in syncopated rhythm; streams flow in unnatural direct paths up and down hills; children speak in haikus; hunting animals perpetually circle their prey that has long since died of hunger.

Lair effect

Fractal Lepidoptera transform reality around them, manifesting the following effect:

Quantum Entanglement. Creatures taking a long rest within 1 mile of the lepidoptera must succeed on a DC17 Charisma saving throw or gain a pattern effect. Creatures can repeat the saving throw at the end of each Long Rest once they are outside the range of Quantum Entanglement. Casting *Lesser Restoration* or similar spells of higher level on an affected creature can remove the pattern effect.

Fractal Lepidoptera Patterns

1d6	Effect
1	Something unseen hampers you. You gain the Staggered condition.
2	On each of your turns, you can only walk in straight lines in the direction of either north, south, east, or west.
3	Your hands start to flutter uncontrollably. You gain the Clumsy condition.
4	You can only speak in haikus, rhyming couplets, or iambic pentameter.
5	You float an inch above the ground. Your walking Speed is unchanged and Difficult Terrain does not affect you.
6	You gain the ability to see polarized light and the ultraviolet spectrum. You see invisible objects and creatures, and you can see into the Ethereal Plane.

Study the Foe

Characters proficient in Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a lepidoptera, learning the following based on the result.

(5+) Mothlike Features. You recognize its Phototaxis trait.

(10+) Chaotic Patterns. You learn the lepidoptera's Quantum Entanglement and Tessellation features.

(15+) Multidimensional. You know of the creature's Multidimensional Presence and Incomprehensible Vision features.

(20+) Creature of Energy. You are aware of its Vulnerabilities and Energy Form trait.

Combat Tactics

The lepidoptera flies through creatures while making Fractal Wing attacks, scattering foes with its Energy Form trait. If at least one enemy is Staggered, it targets them with Tessellation. The lepidoptera uses Criss Cross to protect itself from attacks on the border Ethereal Plane.

Harvestable Components (Rare)

Animus: Elemental. **Dust:** Elemental Dust.

Getting lost in the Border Ethereal Plane

When encountering a Fractal Lepidoptera, characters can get stranded in the Border Ethereal Plane. This has the potential to derail a campaign. Here are a few suggestions on how to run this scenario instead:

- When the lepidoptera dies, the fabric of reality temporarily weakens and everyone can safely return to the Prime Material Plane.
- Immediately after the lepidoptera dies, the party needs to succeed in a skill challenge to traverse the veil between the planes. Each character can contribute to the skill challenge by suggesting actions that they take to help find the veil, withstand the pull of the Ethereal Plane, and open a gate. The group succeeds if they make 4 successful DC 15 skill checks before 3 failures.
- The characters must harvest the animus of the lepidoptera and craft a *fractal key*.

Fractal Key

Wondrous Item, Rare

This spiral bone key allows the user to traverse the planes. As an action, a creature in a Thin Place can create a gate to the Ethereal Plane for 1 minute, after which the key crumbles to dust

Creating the Fractal Key requires a Rare forge and the following components:

- [Animus] from a Fractal Lepidoptera.
- [Bones] of any Rare creature.

A wise me once thought to myself, the longer you can go without getting hit, the better. that's free advice for you.

Fractal Lepidoptera

Huge Elemental

AC 17
HP 172 (23d12 + 23)
Initiative +11 (21)
Speed 0 ft., Fly 40 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	9	-1	-1	**DEX**	25	+7	+7	**CON**	13	+1	+1
INT	16	+3	+7	**WIS**	11	+0	+4	**CHA**	20	+5	+9

Resistances Acid, Cold, Fire, Lightning, Thunder
Vulnerabilities Force
Immunities Psychic; Grappled, Paralyzed, Petrified, Prone, Restrained
Senses Truesight 60 ft.; Passive Perception 10
Languages None
Challenge 11 (XP 7,200; PB +4)

Traits

Aberrant Traits. The entropic watcher has the traits described in the "Aberrant Traits" sidebar.

Energy Form. The lepidoptera can move through a space as narrow as 1 inch without expending extra movement to do so, and it can enter a creature's space and stop there. The first time it enters a creature's space on a turn, that creature is moved 20 feet in a random direction.

Incomprehensible Vision. A creature that starts its turn within 30 feet of the lepidoptera and can see it is subjected to the following effect. *Wisdom Saving Throw:* DC 13. *Failure:* The target has the Staggered condition until the start of its next turn. *Success:* The target is transported to the Border Ethereal. If the target is already on the Border Ethereal, they are transported to the Material Plane instead.

Unless surprised, a creature can avert their eyes to avoid the saving throw at the start of their turn. If the creature does so, it can't see the lepidoptera until the start of its next turn. If the creature looks at the lepidoptera in the meantime, that creature must immediately make the saving throw.

Multidimensional Presence. If the lepidoptera is reduced to 0 Hit Points but hasn't taken damage from a source on both the Material Plane and the Border Ethereal in the last round, it drops to 1 Hit Point instead.

Phototaxis. If a source of Bright Light is within 100 feet of the lepidoptera, it attempts to move closer to the light on its turn.

Unraveling Reality. *Charisma Saving Throw:* DC 13, each creature in a 60-foot Emanation originating from the lepidoptera when it dies. *Success:* The target is transported from the Material Plane to the Border Ethereal, or vice versa.

Actions

Multiattack. The lepidoptera makes two Fractal Wing attacks.

Fractal Wing. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 35 (5d10 + 7) Force damage.

Tessellation (Recharge 5–6). *Constitution Saving Throw:* DC 17, each creature in a 30-foot Emanation originating from the lepidoptera that doesn't have Total Cover. *Failure:* 44 (8d10) Force damage, and the target begins its next turn by moving up to its Speed in a random direction.

If the target has the Staggered condition, it instead takes no damage, that condition ends, and the target has the Incapacitated condition (save ends). While Incapacitated, the target mutters rhymes in a singsong voice and dances to an unheard rhythm, moving up to its Speed in a random direction at the start of each of its turns.

Reactions

Criss Cross. *Trigger:* A creature within 60 feet of the lepidoptera touches it or hits it with an attack. *Response—Charisma Saving Throw:* DC 17, the attacker. *Failure:* The attack deals no damage and the attacker is transported from the Material Plane to the Border Ethereal, or vice versa.

Interloper

A creature of nearly impossible proportions and colors steps through a tear in the fabric of reality. It has spindly limbs that end in three sharp digits, attaching to a tubular stalk of a body. Opening within its form is a long, toothy maw lined with tiny undulating tentacles. A faint gurgling sound emanates from the creature. You feel hunger, but strangely, you realize it is not your own hunger, but that of the creature clattering towards you.

Within the Space Between Worlds, creatures exist that feed on arcane power, craving magic of all sorts, but particularly power that extraplanar patrons grant to mortals. One such creature identified by the Amethyst Academy has been classified simply as an Interloper.

Drawn to Magic. Interlopers crave magic, especially delighting in extracting the arcane power wielded by warlocks. They latch onto the connection between a warlock and their patron, attempting to follow that connection into the Material plane where they lie in wait for their victim.

Clustered Predators. Interlopers seldom appear alone, preferring to attack in groups of three or more. Occasionally, they have been observed to bicker, fighting each other for the largest share of the spoils.

Spell Snatchers. Interlopers are feared by spellcasters because of their ability to Siphon Spells thrown at them. Once spellcasters recognize an area is infested with these creatures, they often commission Paladins of the Silver Order or grizzled monster hunters to hunt them down.

Study the Foe

Characters proficient in Arcana gain Advantage on Wisdom (Insight) or Intelligence (Investigation) checks to study an Interloper, revealing the following based on their result:

(10+) Multidimensional Senses. You recognize the creature's Blindsight trait.

(15+) Magical Entity. You are aware of its Siphon Spell ability.

(20+) Agile and Cunning. You know the Interloper's highest and lowest ability scores and saving throws.

Combat Tactics

An Interloper has only one objective, to feast on the spellcaster's magic that attracted it, and then to return to whence it came. It pursues the nearest spellcaster, prioritizing warlocks, assailing them until they are dead, or the caster's magic is spent It Teleports to evade physical attacks. If an Interloper drops below 10 Hit Points, it will *Plane Shift*, retreating into the Space Between Worlds to recover, seeking to return to feast again, likely in greater numbers.

Harvesting Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Organs:** Guts, Flesh. **Natural Weapons:** Claws. **Hide:** Skin. **Dust:** Aberrant Dust.

Interloper

Small Aberration

AC 15
HP 70 (20d6)
Initiative +3 (13)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	16	+3	+6	**CON**	10	+0	+0
INT	17	+3	+6	**WIS**	14	+2	+2	**CHA**	18	+4	+4

Skills Arcana +6, Investigation +6, Perception +5, Stealth +6
Resistances Force, Necrotic, Psychic
Immunities Charmed, Frightened, Jinxed
Senses Blindsight 90 ft.; Passive Perception 15
Languages Understands all languages but can't speak; telepathy 90 ft. (conveys simple emotions)
Challenge 5 (XP 1,800; PB +3)

Traits

Aberrant Traits. The entropic watcher has the traits described in the "Aberrant Traits" sidebar.

Fully Contaminated. The interloper is immune to Contamination and has Advantage on saving throws against contaminated spells. The interloper may cast contaminated spells even though it does not gain Contamination levels.

Pack Tactics. The interloper has Advantage on attack rolls against a creature if at least one of the interloper's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The interloper makes one Spindly Claw attack and one Suckered Bite attack. If the interloper has used Siphon Spell since the end of its last turn, it can instead make three Spindly Claw or Suckered Bite attacks.

Spindly Claw. *Constitution Saving Throw:* DC 11, one creature within 5 ft. *Failure:* 14 (4d6) Necrotic damage and the target gains one Contamination level. *Succes:* half damage only.

Suckered Bite. *Charisma Saving Throw:* DC 15, one creature within 5ft. *Failure:* 14 (4d6) Psychic damage and the target has the Bewildered condition (save ends) and the interloper regains 10 (3d6) Hit Points. *Success:* half damage only.

Delerium Healing. The interloper touches a delerium shard and regains 10 (3d6) Hit Points. Once the interloper has used a delerium shard in this way, that shard can't be used in this manner again for 24 hours.

Plane Shift (1/Day). The interloper casts *Plane Shift* targeting only itself, requiring no components and using Charisma as its spellcasting ability.

Bonus Actions

Teleport. The interloper teleports to an unoccupied space it can see within 30 feet.

Reactions

Siphon Spell. *Trigger:* A spell is cast by a creature within 60 feet of the interloper. *Response - Intelligence Saving throw:* DC 14, that creature. *Failure:* 11 (2d10) Psychic damage and the spell fails, but no resources are expended by the spell's casting.

Some mage waves his hands, a portal opens and this thing eats him. Now I gotta kill you because that was my ride home!

Liminal Herald

The amorphous form of the Liminal Herald quivers and ripples as it drifts through the air. Its many spider-like eyes glowing with incomprehensible colors, its flesh changing shape and color in dizzying displays. It whispers in the minds of those who approach it, telling them great truths of unknown worlds, and announcing the coming of its nameless masters.

Liminal Heralds are the scouts and messengers of unknown ancient entities that exist in the furthest reaches of the Space Between Worlds. Whatever the purpose is, their galactic information gathering remains a mystery. Liminal Heralds uncover unfathomable truths and whispered echoes of shattered realities as they seek out realms to beckon the coming of their masters.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Liminal Herald, learning the following based on the result.

(10+) Guarded Existence. You learn the creature's Immunities.

(15+) Psychic Retribution. You know of the creature's Reflect Pain Reaction.

(20+) Weak but Perceptive. They learn the creature's highest and lowest ability scores.

Combat Tactics

The Liminal Herald is a contaminated entity from the deepest corners of the Space Between Worlds. It undoes creatures atom by atom with its Eldritch Beams. It targets the intellect of other creatures with its Mind Scramble, especially spellcasters concentrating on spells. The Liminal Herald harnesses the very fabric of magic itself and uses that force against mortals who would attempt to dabble in it.

When targeted by an attack, the Liminal Herald bends space and time around it using its Reflect Pain feature, causing the creature who attacked it to take on a mental payload of pain felt by the creature.

If it is reduced below half its Hit Points, the Liminal Herald attempts to flee.

Liminal Herald

Medium Aberration

AC 15
HP 78 (12d8 + 24)
Initiative +2 (12)
Speed 0 ft., Fly 30 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	16	+3	+3	**CON**	15	+2	+2
INT	13	+1	+1	**WIS**	16	+3	+3	**CHA**	11	+0	+0

Skills Perception +7
Immunities Charmed, Frightened, Prone
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 17
Languages Understands all languages but can't speak; telepathy 120 ft.
Challenge 4 (XP 1,100; PB +2)

Traits

Aberrant Traits. The liminal herald has the traits described in the "Aberrant Traits" sidebar.

Actions

Multiattack. The liminal herald makes two Eldritch Beam or contaminated touch attacks. It can also use Mind Scramble or Warp Call.

Contaminated Touch. *Constitution Saving Throw:* DC 13, one target within 5 ft. *Failure:* 10 (3d6) Necrotic damage and the target gains one Contamination level. *Success:* half damage only.

Eldritch Beam. *Ranged Attack Roll:* +5, range 120 ft. *Hit:* 12 (3d6 + 2) Force damage.

Mind Scramble (Recharge 5–6). *Intelligence Saving Throw:* DC 13, each creature in a 30-foot Cone (creatures maintaining Concentration have Disadvantage). *Failure:* 10 (3d6) Psychic damage, or 28 (8d6) Psychic damage if the target is maintaining Concentration.

Warp Call. *Charisma Saving Throw:* DC 13, one creature the liminal herald can see within 90 feet. *Failure:* 10 (3d6) Psychic damage, and the target is teleported into an unoccupied space the liminal herald can see within 60 feet. The chosen space must be on a surface or in a liquid that can support the target without the target having to squeeze.

Bonus Actions

Dimension Hop. The liminal herald teleports to an unoccupied space it can see within 30 feet.

Reactions

Reflect Pain. *Trigger:* The liminal herald takes damage from an attack or spell that only targets it. *Response:* The attacker or spellcaster takes Psychic damage equal to the damage dealt by the triggering attack or spell.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Contaminated Ichor, Goopy Ooze, Mucus. **Organs:** Eyes, Guts, Glands, Flesh. **Natural Weapons:** Tentacles. **Hide:** Skin. **Dust:** Aberrant Dust.

Lurker on the Threshold

Latching onto the Thin Places between realities, a cackling chorus of chaotic laughter in hysterical and dissonant tones tears through the minds of those who bear witness to the cosmic being. As it peers out with its three unblinking dark pools of eyes, it observes and surveys the realities as its mass of fleshy tendrils dangle from its slimy form. It ripples with black voidlike hues and splashes of deep purples and blues as if its flesh was a moving image of the cosmos.

The Lurker on the Threshold is a vile and maniacal being, drifting into our realm through Thin Places and screaming in the minds of those it witnesses. It wanders the Space Between Worlds and feeds on the raw arcane energy found in the rifts between realities, and on the shattered atoms of dead realms. It is a creature who exists on the threshold between places and non-places, between time and eternity. It exists as a personification of the roiling unfathomable nothing that is the stitches between the fabric of all things.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Lurker on the Threshold, learning the following based on the result.

(10+) Baleful Resistance. You know the creature's Immunities.

(15+) Arcane Beams. You learn the creature's Cosmic Rays attack action.

(20+) Enduring. You know the creature's highest and lowest ability scores.

Combat Tactics

The Lurker on the Threshold is a creature of pure arcane energy and twisted realities. It fires Cosmic Rays at mortal creatures,warping their minds, showing truths that drive them mad, or undoes their very existence on a cellular level. It grabs creatures with its Tendrils and blasts its beams while holding them in place, undoing the creatures from the inside out, before tossing them aside and moving on to the next.

The Lurker on the Threshold only flees if it is reduced to under half its Hit Points, not because of any sense of fear, but because it finds specific enemies a nuisance.

Lurker on the Threshold

Large Aberration

AC 16
HP 168 (16d10 + 80)
Initiative +2 (12)
Speed 0 ft., Fly 30 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+8	**DEX**	15	+2	+2	**CON**	20	+5	+5
INT	10	+0	+0	**WIS**	11	+0	+0	**CHA**	8	-1	+3

Skills Perception +8
Immunities Cold, Necrotic; Charmed, Frightened, Prone
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 18
Languages Understands all languages but can't speak; telepathy 120 ft.
Challenge 10 (XP 5,900; PB +4)

Traits

Aberrant Traits. The lurker has the traits described in the "Aberrant Traits" sidebar.

Eldritch Blood. A creature that deals Piercing or Slashing damage to the lurker while within 5 feet of it takes 5 (1d10) Necrotic damage.

Magic Resistance. The lurker has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The lurker makes three Tendril attacks. It can replace each Tendril attack with a use of Cosmic Rays.

Tendril. *Melee Attack Roll:* +8, reach 30 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 9 (2d8) Necrotic damage, and if the target is a Huge or smaller creature, it has the Grappled condition (escape DC 16). While Grappled, the target has the Restrained condition. The lurker has ten tendrils, each of which can grapple one creature.

Cosmic Rays. The lurker randomly shoots one of the following magical rays at a target it can see within 120 feet (roll 1d4; reroll if the lurker has already used that ray this turn):

1: Disintegrating Ray. *Dexterity Saving Throw:* DC 16. *Failure:* **27** (6d8) Force damage. If this damage reduces the target to 0 Hit Points, it disintegrates into dust.

2: Memory Lapse Ray. *Intelligence Saving Throw:* DC 16. *Failure:* The target's memories become distant for 1 minute. While its memories are distant, the target can't take the Magic action, use class features, or understand language, and has Disadvantage on ability checks. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

3: Contaminating Ray. *Constitution Saving Throw:* DC 16. *Failure:* 16 (3d10) Necrotic damage, and the target gains one Contamination level. *Success:* Half damage only.

4: Existential Dread Ray. On the target's next turn, each time it takes an action other than the Dodge action, moves more than 5 feet, or takes a Bonus Action, it takes 14 (4d6) Psychic damage.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Contaminated Ichor, Goopy Ooze, Mucus. **Organs:** Eyes, Guts, Glands, Flesh. **Natural Weapons:** Tentacles. **Hide:** Skin. **Dust:** Aberrant Dust.

Eldritch Crawler

Amidst a web of fractured realities and glimpsed timelines sits an arachnid creature with twisted features. Its elongated form writhes and shivers as it clambers across its broken glass mosaic of possibilities. Its fanged maw gnashes and chomps. Within its movements one can make out faint resounding reverberations of possible movements and reactions that did not occur, as if with every step the creature takes, an infinite ghost of possible movements it may have taken glimmer and fade.

These strange arachnid-like creatures seem to weave together partial realities, parallel dimensions, and alternate timelines like a spider spinning its web. They have features that resemble that of a large spider, but their twisted forms, elongated torsos, fanged maws, and spiny hides give them an otherworldly guise that makes them hard to distinguish as anything from this plane of existence.

Those who have faced one have commented on the broken sense of reality that occurs when attempting to attack an Eldritch Crawler. In response Eldritch Crawlers shift realities, and whether the attack hits or misses, a glimpse through time and space shows all possible outcomes of the attack at once. Even when an Eldritch Crawlers is defeated, it's debatable if they are truly dead, or if it was simply observed in a single timeline in which it was killed—the monster may still exist in every other possible reality. This could mean Eldritch Crawlers transcend human concepts of time and space and can't actually be killed, only removed from one instance of time and space amongst an infinite sea of them.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine an Eldritch Crawler, learning the following based on the result.

(5+) Uncontainable. You know the creature's Resistances and Immunities.

(10+) Escape Reality. You are aware of the creature's Void Walker Bonus Action.

(15+) Dull and Diffident. You recognize the creature's highest and lowest ability scores.

Combat Tactics

The Eldritch Crawlers weave together fractured timelines, and slip in and out of the Space Between Worlds with ease. They create their own Thin Places and travel through them back and forth as needed. When under attack, Eldritch Crawlers bend and alter the realities they exist in to shift to one where they are more likely to survive. They teleport around the battlefield and vanish into the Space Between Worlds as they need to, using Void Walker and their Fractured Reality Reaction, only to reemerge and attack their prey with Contaminated Venom.

Harvestable Components (Uncommon)

Animus: Aberration. **Fluid:** Contaminated Ichor, Goopy Ooze, Mucus, Venom. **Organs:** Eyes, Guts, Glands, Flesh. **Natural Weapons:** Mandibles, Needles. **Hair:** Hair. **Hide:** Carapace. **Dust:** Aberrant Dust.

Eldritch Crawler

Medium Aberration

AC 14
HP 66 (12d8 + 12)
Initiative +6 (16)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	15	+2	+2	**CON**	12	+1	+1
INT	6	-2	-2	**WIS**	11	+0	+0	**CHA**	2	-4	-4

Skills Stealth +6
Resistances Necrotic
Immunities Grappled, Restrained
Senses Darkvision 60 ft.; Passive Perception 10
Languages None
Challenge 3 (XP 700; PB +2)

Traits

Aberrant Traits. The eldritch crawler has the traits described in the "Aberrant Traits" sidebar.

Insectoid Limbs. The eldritch crawler can climb difficult surfaces, including along ceilings, without needing to make an ability check. It ignores movement restrictions caused by webbing.

Actions

Bite. *Constitution Saving Throw:* DC 12, one target within 5 ft. *Failure:* 18 (4d8) Necrotic damage, and the target gains one Contamination level. *Success:* Half damage only.

Contaminated Venom. *Constitution Saving Throw:* DC 12, one target within 40 feet. *Failure:* 18 (4d8) Necrotic damage, and the target gains one Contamination level. *Success:* Half damage only.

Bonus Actions

Void Walker. The eldritch crawler climbs through a tear in reality, traveling from the Material Plane to the Space Between Worlds or vice versa.

Reactions

Fractured Reality. *Trigger:* A creature misses the eldritch crawler with an attack. *Response:* The eldritch crawler teleports to an unoccupied space it can see within 30 feet, briefly leaving behind a fractured image of itself being hit by the attack.

Phage

You glimpse a region of space that seems warped, as if something that doesn't belong in this existence is trespassing here. A glint of strange anatomy appears, a wilted sack of flesh propelled upon four leg-like appendages. Within the center of its form opens a large baleen mouth, gleefully gurgling as it shuffles towards you.

The Space Between Worlds is home to alien bottomfeeders known as phages, consuming any magical energy they can find. The barriers between realities become thin near Drakkenheim's Haze-filled areas allowing these creatures to leak through, hungry for mortal magic. They consume spells, storing some of this arcane energy for later ingestion. Sometimes spellcasters can recapture the arcane energy of undigested spells upon the death of a Phage.

On rare occasions, intelligent creatures have tamed Phages, using them as guardians against spellcasting threats. However, they can never be fully controlled and are nearly as likely to consume it's master's spells as any others.

Study the Foe

Characters proficient in Insight and Investigation gain Advantage on Intelligence (Arcana) checks when they examine a Phage, revealing the following based on their result:

(5+) Interdimensional Intruder. You are aware of its Warped Space trait.

(10+) Magic Eater. You understand its Consume Spell Reaction and Bite attack.

(15+) Stored Energy. You learn of the Phage's Spell Vessel trait.

Phage

Medium Aberration

AC 15
HP 61 (11d8 + 11)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	14	+2	+2	**CON**	12	+1	+1
INT	2	-4	-4	**WIS**	12	+1	+3	**CHA**	8	-1	-1

Senses Blindsight 120 ft.; Passive Perception 11
Languages None
Challenge 3 (XP 700; PB +2)

Traits

Spell Vessel. After using its Consume Spell Reaction, the phage stores the spell until the spell is digested or the phage dies. When the phage dies, the spell takes effect. If the original caster of the spell sees the phage die, it can choose the area or target(s) of the spell as if they had cast it from the phage's space. Otherwise, the spell affects a random area or target(s) from those within range.

Warped Space. The phage magically warps space in a 10-foot Emanation. Attacks targeting the phage from outside the Emanation have Disadvantage, and the phage has Advantage on saving throws against spells and effects that originate from outside the Emanation.

Actions

Bite. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the phage isn't storing a spell, it makes this attack with Advantage and deals an extra 14 (4d6) Piercing damage on a hit.

Spit. *Ranged Attack Roll:* +4, range 60/120 ft. *Hit:* 14 (3d6 + 3) Acid damage.

Digest Spell. The phage digests the spell it has stored, teleporting to an unoccupied space it can see within 30 feet and making a Spit attack with Advantage.

Reactions

Consume Spell. *Trigger:* A creature within 120 feet of the phage casts a spell while the phage isn't storing a spell. *Response:* The spell has no effect and is stored in the phage.

Combat Tactics

Phages are compelled by their hunger for magic. They use their Consume Spell Reaction at the first opportunity, regardless of the spell being cast.

Unfed phages stalk their prey, harassing them with Bites but attacking nonlethally as a dead spellcaster cannot provide them with magical energy. Sated phages often become docile, only using Bite or Spit in defense, disengaging to escape if given the opportunity. When their lives are threatened, Phages digest stored spells to reposition in hopes of getting an even tastier morsel.

Harvesting Components (Uncommon)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Bones:** Baleen. **Organs:** Guts, Flesh. **Hide:** Skin. **Dust:** Aberrant Dust.

Psychophant

It begins in the eyes. A glistening veneer of tears that coagulate against the surface of the eye and begins to ooze. The white sclera dribbles in gelatinous rivulets down sagging cheeks. Its flesh is mottled. Browns, tans, greens, and purples color the unseemly visage. One side of the face twists downward in a cruel sneer, the other side, expressionless. Slack jawed, the mouth opens into a gaping expanse. It's quiet weeping turns into pleas for its life, frenetic cries, a cacophony of voices. The chorus of agony rises to a crescendo, culminating with an ear-splitting scream as its arms reach for you.

The earliest stories of this realm tell of a great winter when the desperate cried out to anyone who may hear their pleas. These calls echoed in the vastness of the Space Between Worlds, attracting the attention of things from beyond. Psychophants, scavengers drawn to misery, fear, and despair, entered the mortal world through Thin Places and learned to mimic their prey. These adaptive creatures integrate themselves among the vulnerable to feed upon their emotions.

Even now, Civil War veterans of Westemär, huddled in smoky bars recount scouring battlefields for their fallen allies, following distressed cries, only to be set upon by the wounded themselves. In the overwhelmed hospitals of Toddsfeld, contaminated patients insist they are being preyed upon by their nurses, only to have these accusations dismissed as madness. The wretched trenches of war, the blighted lands of natural disasters, the reeking sick beds of convalescent homes, and now, the ruins of Drakkenheim, have all fallen victim to these creature's appetites.

Psychophants are shifters, able to disguise themselves with ease. Some assume the guise of caretakers; such as clerics of the Sacred Flame and Falling Fire, apothecaries and their assistants, and even members of the Hooded Lanterns who watch infirmaries. None are safe from their nefarious infiltration. Psychophants seek positions where they can feed on the vulnerable, ensuring easy access to their victims.

One may quietly stalk a target for weeks, absorbing its mannerisms, and learning its speech, preparing for an opportunity to supplant them. Even when a Psychophant has time to prepare, their ability to deceive is limited. Only able to repeat phrases it has heard spoken by others, their speech is stunted and uncomfortable, their responses terse, or only loosely related to the subject being discussed. While their adopted form is indistinguishable from the original, they lack the skills a target may have possessed.

Pyschophants without the time or impetus to supplant an individual often create an amalgamated identity, combining personal lore overheard from many and pairing it with a stranger's shape. These patchwork creatures are unable to avoid scrutiny for long, frequently moving from town to town. In the ruins of Drakkenheim false pretense lasts only moments. In the ruins, they prey on wounded adventurers posing as an unfortunate survivor of a doomed expedition, begging for help and wailing in despair. Approaching rescuers usually realize too late that the screams coming from this woeful figure are the cries of its most recent victims.

Study the Foe

Characters proficient in Insight or Investigation gain Advantage on Intelligence (Arcana) checks to study a Psychophant, revealing the following based on their result:

(5+) Feeding on Despair. You are aware of its Life Siphon ability.
(10+) Resistant Form. You know its Resistances and Immunities.
(15+) Escape with Prey. You learn of the creature's Teleport Bonus Action.

I don't trust anyone in a place where everything tries to mind-control you. There's no more room. My head is full!

Psychophant

Medium Aberration

AC 15
HP 117 (18d8 + 36)
Initiative +3 (13)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	12	+1	+1	**DEX**	16	+3	+3	**CON**	14	+2	+2
INT	13	+1	+1	**WIS**	14	+2	+2	**CHA**	17	+3	+3

Skills Deception +6, Persuasion +6
Resistances Necrotic, Poison
Immunities Psychic; Charmed, Frightened
Senses Darkvision 60 ft.; Passive Perception 12
Languages Common (only repeats phrases it has heard)
Challenge 6 (XP 2,300; PB +3)

Actions

Multiattack. The psychophant makes two Psychic Grasp attacks.

Psychic Grasp. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage plus 7 (2d6) Psychic damage and the target has the Immobilized condition (Wisdom saving throw DC 14 save ends).

Final Scream (Recharge 5–6). *Wisdom Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* 40 (9d8) Psychic damage, and the target has the Frightened condition (save ends). *Success:* Half damage, and the target is immune to this psychophant's Final Scream for 24 hours.

Shape-Shift. The psychophant shape-shifts into a Small or Medium Humanoid it has seen or reverts to its true form. Its game statistics are the same in each form.

Bonus Actions

Life Siphon. The psychophant deals 7 (2d6) Necrotic damage to a creature it damaged this turn with Psychic Grasp, then regains Hit Points equal to the Necrotic damage dealt.

Teleport. The psychophant teleports to an unoccupied space it can see within 30 feet. It can bring one creature Immobilized by its Psychic Grasp, which teleports to an unoccupied space within 5 feet of the psychophant's destination space.

Combat Tactics

A Psychophant feeds on the weak and will avoid a fight with competent adventurers unless the right opportunity presents itself, or its true nature is discovered. In combat it will attempt to subdue aggressors with its Final Scream, then target the bloodiest opponent with its Psychic Grasp. Victim in hand, it will attempt to flee using Teleportation, repeatedly feeding on the target with its Life Siphon until the creature falls unconscious.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Monster Blood, Contaminated Ichor. **Bones:** Skull, Spine, Ribs. **Organs:** Eyes, Heart, Flesh, Guts. **Hair:** Hair. **Hide:** Skin. **Dust:** Aberrant Dust.

Warp Marauder

The creature has a lupine body composed of swirling energy that constantly shifts and changes, creating a visual effect that is disorienting and dizzying upon its sharp fine fur. The energy appears to be a mix of different colors and patterns, as if it is drawing on the chaotic magic of the Space Between Worlds. The beast has eight legs and no visible eyes or mouth, but in place of a head or tail, a mass of tentacles emerge from its body. The tentacles extend to great lengths, and along its back its spine splits open revealing a great maw of jagged bone and teeth that gives way to a temporal rift in space and time.

The Warp Marauder is a fearsome predator that lurks within the Space Between Worlds, preying on unsuspecting travelers who stumble into this realm. It is a creature with a body composed of swirling energy and tentacles, able to move freely between dimensions, planes, and realities.

A creature of pure instinct, driven solely by the desire to hunt and feed, these skilled hunters use their ability to navigate between dimensions to stalk prey before launching a surprise

attack, and often preys on creatures that wander along Thin Places near the Space Between Worlds, drawing them into its own dimension where it can feast on their life force.

A Warp Marauder can detect dimensional portals and Thin Places, and will often wait near them for creatures to pass through before pouncing. Its tentacles are incredibly strong, able to crush bones and rend flesh with ease. It can also release blasts of eldritch energy, which can tear through matter and energy alike.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Warp Marauder, learning the following based on the result.

(10+) Mentally Tough. You learn the creature's Resistances and Immunities.

(15+) Reality Distortion. You are aware of the creature's Swirling Color Field trait.

(20+) Strong and Nimble. You know the creature's highest and lowest ability scores.

Combat Tactics

The Warp Marauder has control over the reality around it. It grabs creatures and drags them into extraplanar realities where it feeds on them. The lupine alien isn't afraid to be hit, relying on its ability to alter time and space from an incoming attack, directing an essence of chaotic circumstance back towards the creature.

Warp Marauders flee if they are reduced below half their Hit Points.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Contaminated Ichor, Goopy Ooze, Mucus. **Organs:** Eyes, Guts, Glands, Flesh. **Natural Weapons:** Tentacles, Teeth. **Hide:** Skin. **Dust:** Aberrant Dust.

> Nimble creatures that dodge without movement.
> Just plant your feet, dont end up in the gullet
> and you'll be fine.

Warp Marauder

Medium Aberration

AC 16
HP 97 (13d8 + 39)
Initiative +6 (16)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	17	+3	+3	**CON**	16	+3	+3
INT	12	+1	+1	**WIS**	16	+3	+3	**CHA**	15	+2	+2

Skills Perception +9
Resistances Psychic
Immunities Charmed
Senses Blindsight 120 ft.; Passive Perception 19
Languages None
Challenge 5 (XP 1,800; PB +3)

Traits

Aberrant Traits. The warp marauder has the traits described in the "Aberrant Traits" sidebar.

Extraplanar Gullet. The warp marauder's back opens into a large mouth that leads to an extradimensional gullet. Anything it swallows is transported into this extraplanar space, which manifests as a rhizomatic network of slurping tunnels and fleshy passages. This space can hold any number of creatures of any size, and nothing inside the space can harm the warp marauder.

A creature within the gullet can take an action to attempt to escape, making a DC 15 Intelligence saving throw. On a success, it reappears in the nearest unoccupied space within 5 feet of the warp marauder. On a failure, it takes 10 (3d6) Psychic damage. If the warp marauder dies, everything inside the extraplanar gullet appears in the nearest unoccupied spaces to its corpse.

Grasping Tentacles. The warp marauder can have up to four tentacles at a time. Each tentacle has AC 20, 10 Hit Points, and Immunity to Poison and Psychic damage. Destroying a tentacle deals no damage to the warp marauder, which can extrude a replacement tentacle on its next turn. A creature within 5 feet can take an action to break a tentacle with a successful DC 15 Strength check.

Swirling Color Field. A field of shimmering color reverberates around the warp marauder, distorting reality. A creature that hits the warp marauder with an attack suffers one of the following effects, determined randomly (roll 1d6). A creature Grappled and adjacent to the warp marauder isn't affected by the Swirling Color Field.

1-2: Blue. The attacker is teleported to an unoccupied space the warp marauder can see within 20 feet. The chosen space must be on a surface or in a liquid that can support the target. The attacker is then subjected to the following effect. *Charisma Saving Throw:* DC 15. *Failure:* The target has the Immobilized condition (save ends).

3-4: Yellow. Dexterity Saving Throw: DC 15. Failure: 21 (6d6) Lightning damage. Success: Half damage.

5-6: Red. Wisdom Saving Throw: DC 15. Failure: The target has the Staggered condition (save ends).

Actions

Multiattack. The warp marauder makes four Tentacle attacks, uses Reel, and makes one Bite attack.

Tentacle. *Melee Attack Roll:* +7, reach 60 ft. *Hit:* The target has the Grappled condition (escape DC 15). While Grappled, the target has the Restrained condition and has Disadvantage on Strength checks and saving throws, and the warp marauder can't use this tentacle against another target.

Bite. *Melee Attack Roll:* +7, reach 5 ft, one creature Grappled by the warp marauder. *Hit:* 16 (2d10 + 5) Piercing damage, and the warp marauder swallows the target. The target, along with everything it is wearing and carrying, appears in the warp marauder's Extraplanar Gullet.

Reel. The warp marauder pulls each creature Grappled by it up to 30 feet straight toward it.

Bonus Actions

Dimensional Jump. The warp marauder teleports to an unoccupied space within 120 feet. Alternatively, it travels from the Material Plane to the Space Between Worlds or vice versa.

Reactions

Reality Hunter. *Trigger:* A creature Grappled by the warp marauder attempts to teleport. *Response—Intelligence Saving Throw:* DC 15. *Failure:* 21 (6d6) Force damage, and the teleport fails. *Success:* The teleport fails, but no resources are wasted.

Void Pirates

The humanoids that stand before you appear wrong. The longer you look at them, the more unsettling they become. Although they resemble humanoid creatures, their features are twisted in peculiar ways. One is completely faceless, with nothing more than a smooth fleshy patch on its head. Another has arms that are too long, with two budding elbows, and insectoid eyes. Another still moves in a gaunt, sporadic pattern, leaving behind momentary blips of itself as if for the briefest of moments it exists in two places at once. All look pale, their skin taking on a faded bluish-purple tone, and those that have eyes have glowing octarine irises.

Many humanoids from the Mortal World, and even creatures from the Faerie Otherworlds, the Dreamlands, and beyond have slipped through Thin Places into the Space Between Worlds, and have been unable to return. Many of these unfortunate souls slowly succumb to contamination, eventually disintegrating into contaminated dust that drifts back into the churning ether of the void. However, some survive the prolonged exposure to contamination, and find themselves in an altered state, becoming one with the Space Between Worlds and mutating into a being that resembles their former self, only changed.

Stronger Together

These altered survivors can no longer return to the Mortal World and need the chaotic contaminated environment to survive, but they are also regarded as foreign entities within the Space Between Worlds. Thus, many of the alien creatures inhabiting the twisted landscapes will attack, abduct, or obliterate them on sight.

These survivors have banded together into roving groups of scavengers, pirates, or gangs. They traverse the Void Sea upon scraped-together starships powered by elemental magics. These Void Pirates search and plunder the ancient ruins, caverns, and debris fields looking for anything that will help them survive. They wage war against alien entities and feed on the flesh of their kills, further inducing the never-ending descent into madness and contamination.

When they encounter mortals from another plane, Void Pirates are unpredictable. Sometimes they help lost sailors navigate the sea, hoping the dangerous voyage fails, and a new recruit can join their company. Other times, the pirates are less outwardly kind, kidnapping newcomers and holding them in cells upon their vessels. They use them as a distraction when they come across some horrible entity looking to eat, or as a bargaining chip amongst the other pirates, or even as payment to Far Dwellers for safe passage. A mortal life seems to be of value to many of the strange creatures, so having a few in reserve is often a key to survival.

Ships of the Void Sea

The vessels used by Void Pirates vary from group to group. They range from a small skiff with a sail and winged oars, housing a few pirates, to massive floating castles with elementally fueled propulsion systems housing hundreds.

Some void pirate ships resemble traditional pirate ships, while others appear as floating rafts with makeshift homes, or a series of roped together platforms drifting along. All these ships are bound together in a crude construction made up of junk and debris that has formed randomly in the Space Between Worlds or drifted into the void through Thin Places. Pirates hunt for better parts, or stronger materials to upgrade their vessels to defend against threats, or to exploit the other gangs of the sea.

Void Pirate ships are often equipped with extra nets, and sometimes ballistae or canons. Some even have more bizarre weaponry befitting the Space Between Worlds

Myriad Forms of Chaos

Void Pirates take on all manner of unusual quirks and physical attributes that represent their prolonged exposure to the shifting chaos of the Space Between Worlds.

1. **No Face.** It has no face, only a smooth fleshy surface.
2. **Eyes!** Either not enough, or far too many, glow with an octarine haze.
3. **Twinsies.** Two of these creatures are identical in every way. They in fact are the same creature fractured in time.
4. **Disjointed.** The creature's limbs have extra joints, or its joints bend the wrong way.
5. **Cosmic Flesh.** The creature's flesh is a fractal distortion of light and energy.
6. **Phasing.** The creature moves in and out of space, sometimes briefly appearing in two places at once as they walk around.
7. **Impossible Dimensions.** The creature cannot be viewed from any perspective except straight on. Attempts to move around them fail as they seem to move with you, as if they are simply two-dimensional in a three-dimensional space.
8. **Ventriloquist.** The sound of the creature's echoing voice seems to come from anywhere except their mouth.
9. **Inside Out.** This creature appears to be inside out, their veins and organs exposed.
10. **Insectoid.** This creature has taken on qualities of insects in their physical appearance, forming insect eyes, limbs, or mandibles.
11. **Octarine Lamp.** This creature has a single eyeless socket, but instead of an eye, it emits a glowing octarine light.
12. **Does this look infected?** This creature is swollen and leaking puss and ooze from various open sores upon its body, at times bubbling or spurting with neon colored goop.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Void Pirate, learning the following based on the result.

(5+) Mortal Survivors. You learn the creature's type.

(10+) Battle Readiness. You recognize the creature's Bonus Action.

(15+) Varied Abilities. They learn the creature's highest and lowest ability scores.

Combat Tactics

Void Pirates often attempt to abduct creatures rather than kill them. They fight without honor, aiming to quickly outnumber and out maneuver opponents. Many target threatening enemies with ship-mounted weapons, or they move in close to use nets and shackles to capture other humanoids. They nearly always take prisoners unless forced to kill a target. If a creature persistently attacks or breaks free, they may decide to slit their throat and use them as bait. They flee if risking defeat. Their lives are more valuable to them than prisoners or treasure.

Harvestable Components

Due to their humanoid origins, these creatures cannot be harvested.

Void Pirate Squib

Medium Humanoid

AC 15
HP 66 (12d8 + 12)
Initiative +4 (14)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	18	+4	+4	**CON**	12	+1	+1
INT	10	+0	+0	**WIS**	11	+0	+0	**CHA**	8	-1	-1

Gear Leather Armor, Scimitar
Senses Passive Perception 10
Languages Common
Challenge 3 (XP 700; PB +2)

Traits

Captain's Orders. While within 60 feet of a void pirate captain, the void pirate has Advantage on saving throws to avoid or end the Charmed and Frightened conditions.

From Another World. The void pirate doesn't have the standard Aberrant Traits other creatures in the Space Between Worlds have.

Actions

Multiattack. The void pirate makes two Void Cutlass attacks or uses its Sturdy Net.

Void Cutlass. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 13 (2d8 + 4) Slashing damage.

Sturdy Net. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 15/30 ft. *Hit:* The target has the Restrained and Defenseless conditions. A creature can take an action to free itself or another creature in a net with a successful DC 14 Strength check. Dealing 10 Slashing damage to the net (AC 12) frees the target without harming it and destroys the net.

Bonus Actions

Man the Cannons. The void pirate loads an artillery weapon, such as a cannon or ballista.

Void Pirate Quartermaster

Medium Humanoid

AC 17
HP 84 (13d8 + 26)
Initiative +3 (13)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	16	+3	+3	**CON**	14	+2	+2
INT	10	+0	+0	**WIS**	12	+1	+1	**CHA**	8	-1	-1

Senses Passive Perception 11
Languages Common
Challenge 5 (XP 1,800; PB +3)

Traits

Captain's Orders. While within 60 feet of a void pirate captain, the void pirate has Advantage on saving throws to avoid or end the Charmed and Frightened conditions.

Duel to the Death. Once per turn, if the Void Pirate is within 5 feet of an enemy, and no other creatures are within 5 feet of them, the void pirate can deal an extra 10 (3d6) Slashing damage with their Voidblade attack.

From Another World. The void pirate doesn't have the standard Aberrant Traits other creatures in the Space Between Worlds have.

Actions

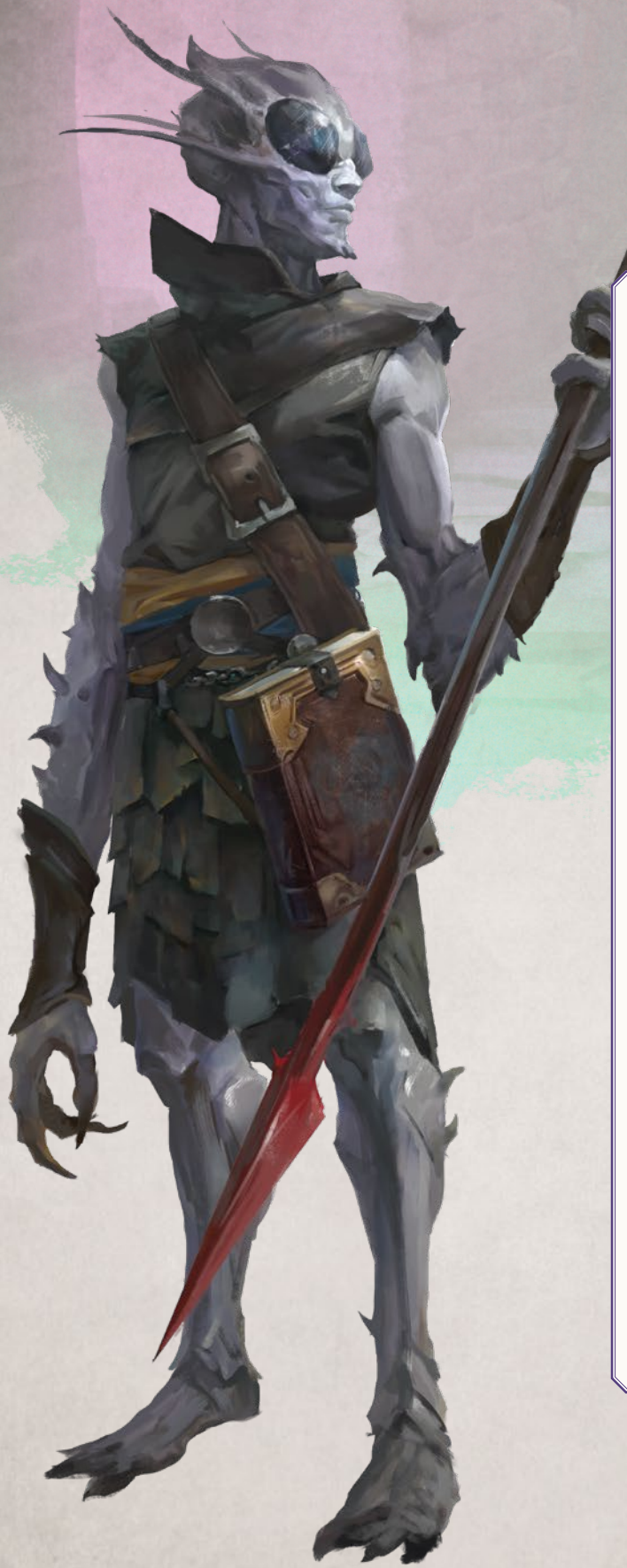
Multiattack. The void pirate makes two attacks.

Voidblade. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 18 (3d8 + 4) Force damage.

Boltgun. *Ranged Attack Roll:* +6, range 150/600 ft. *Hit:* 13 (3d6 + 3) Piercing damage, and the target has the Slowed condition until the end of its next turn.

Bonus Actions

Bark Orders. One void pirate squib within 60 feet of the void pirate can use its Reaction to move up to half its Speed or make an attack.



Void Pirate Herald

Medium Humanoid

AC 15
HP 113 (15d8 + 45)

Initiative +3 (13)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	16	+3	+3	**CON**	16	+3	+6
INT	17	+3	+6	**WIS**	12	+1	+4	**CHA**	10	+0	+0

Skills Arcana +6, Perception +4
Senses Passive Perception 14
Languages Common
Challenge 6 (XP 2,300; PB +3)

Traits

From Another World. The void pirate doesn't have the standard Aberrant Traits other creatures in the Space Between Worlds have.

Magical Chaos. When the void pirate or a creature within 30 feet of it is targeted by a spell, roll a d6. On a **4–5**, an Arcane Anomaly triggers on the caster. On a **6**, the spell fails and an Arcane Anomaly triggers on the caster.

Actions

Multiattack. The void pirate makes three Void Blast attacks.

Void Blast. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 19 (3d10 + 3) Force damage, and the target is knocked 10 feet away from the void pirate.

Spellcasting. The void pirate casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 14, +6 to spell attacks):

At Will: *Mage Armor* (included above), *Mage Hand, Prestidigitation*
2/Day Each: *Chromatic Orb, Faerie Fire, Heat Metal*
1/Day Each: *Arcane Eye, Black Tentacles, Fly*

Bonus Actions

Summon Elemental (1/Day). The void pirate magically summons an **Entropic Flame, Walking Geode, Living Deep Haze,** or **Animated Delerium Sludge**. The elemental appears in an unoccupied space within 60 feet of the void pirate, whom it obeys. It takes its turn immediately after the void pirate. It lasts for 1 hour, until it or the void pirate dies, or the void pirate dismisses it as a Bonus Action.

If it bleeds, it can die!
Oh no, I'm bleeding!

Void Pirate Captain

Medium Humanoid

AC 17
HP 150 (20d8 + 60)

Initiative +9 (19)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	**DEX**	20	+5	+9	**CON**	17	+3	+3
INT	10	+0	+4	**WIS**	11	+0	+4	**CHA**	15	+2	+2

Skills Perception +8, Sleight of Hand +9, Stealth +9
Senses Passive Perception 18
Languages Common
Challenge 9 (XP 5,000; PB +4)

Traits

From Another World. The void pirate doesn't have the standard Aberrant Traits other creatures in the Space Between Worlds have.

Keen Eye, Sharp Wit. The void pirate has Advantage on Initiative rolls.

Actions

Multiattack. The void pirate makes three attacks.

Void Longsword. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 21 (3d10 + 5) Force damage.

Pirate Pistol. *Ranged Attack Roll:* +9, range 30/120 ft. *Hit:* 14 (2d8 + 5) Piercing damage.

Bonus Actions

Bark Orders. One void pirate squib or quartermaster within 60 feet of the void pirate can use its Reaction to move up to half its Speed or make an attack.

Reactions

Captain's Command (2/Day). *Trigger:* A Friendly creature within 30 feet of the void pirate fails an attack roll. *Response:* If the creature can hear the void pirate, it can reroll the attack roll and use the higher result.

I have yet to face a problem I couldnt solve by bragging and swinging a sword.

Star Warden

A massive twelve-foot-tall creature stands before you draped in ragged and tattered cloth. The cloth covers its form except for four gnarled and gangly gray arms. Its twisted hands end in four long fingers. They clutch a wooden staff that sparkles with radiating cosmic energy. Two spindley gray legs stick out from under the cloak exposing three-toed feet. Its hunched form leans its weight onto the staff. The bulbous mass of cloth implies a massive head below the cloak, tilted forward. The cloth is filled with writhing tentacles, which dangle out from its depths, poking and prodding about.

The Star Wardens are ancient creatures who have traversed the cosmos for centuries. They care little for the multiple realities and their squabbles, nor the relevance of a mortal life. They are eternal beings who exist out of space and time. To them, relativity and dimensions are broken concepts which they can bend to their whims. They exist in multiple dimensions and times at once. They move and age in counterintuitive ways that no mortal can fully comprehend. To a mortal eye, they may appear to phase in and out of existence, or teleport from place to place, at times appearing more ancient, or more youthful. The Star Wardens may not be teleporting at all, but simply experiencing the interaction with a mortal at multiple points in time and space simultaneously. Their existence is wholly outside the standard flow of time or the movement of spatial reasoning. A Star Warden may exist within the past present and future of a mortal being all at the same time.

Their physiology and bizarre existence is utterly baffling to a mortal observer. The few who have witnessed a Star Warden have gone mad by the sheer incomprehensibility of their existence. One such academy mage, Randolf Carter, who practiced entering the Space Between Worlds via Dreamland, said that at several points throughout his life, he has spoken to a Star Warden. From the Star Warden's perspective, their conversation was a singular event, yet for Randolf, it happened in tiny dream-like snippets over the course of 50 years.

The Star Wardens shepherd the cosmos, observing and aiding in the flow of space and time. They view reality as a wavelength of interdimensional strands, and they see to the various timelines and branches of infinite realities. It is impossible to know the full scope of their purpose, but they seem to be protectors of timelines, and ensure no cataclysmic events cause the universe to collapse on itself.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Star Warden, learning the following based on the result.

(10+) Mentally Tough. You know the creature's Immunities.
(15+) Transposition. You recognize the creature's Outside Time and Space Reaction.
(20+) Otherworldly Intellect. You learn the creature's highest and lowest ability scores.

Combat Tactics

Star wardens exist in multiple times and dimensions at once. A creature that tries to fight a star warden is at a loss for where and how the star warden exists before it. Both the Star Warden and the creatures facing it are constantly shifted around the battlefield, unable to grasp their sense of reality. The Star Warden uses its Outside Time and Space Reaction to let two creatures attack one another instead of landing a blow upon itself. It can force the truth of all reality into a creature's mind or have it experience the cold vastness of space. Star Wardens are clever and always flee a losing fight.

Harvestable Components (Rare)

Animus: Aberration. **Fluid:** Contaminated Ichor, Goopy Ooze, Mucus. **Organs:** Guts, Glands, Flesh. **Natural Weapons:** Tentacles. **Hide:** Skin. **Dust:** Aberrant Dust.

Star Warden

Huge Aberration

AC 15
HP 189 (18d12 + 72)
Initiative +6 (16)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	15	+2	+2	**CON**	18	+4	+4
INT	20	+5	+9	**WIS**	18	+4	+8	**CHA**	15	+2	+6

Skills Arcana +9, History +9, Perception +12
Immunities Psychic; Charmed, Frightened
Senses Truesight 120 ft.; Passive Perception 22
Languages All; telepathy 120 ft.
Challenge 10 (XP 5,900; PB +4)

Traits

Aberrant Traits. The star warden has the traits described in the "Aberrant Traits" sidebar.

Cosmic Aura. A creature that starts its turn within 30 feet of the star warden is subjected to the following effect. *Charisma Saving Throw:* DC 17. *Failure:* The target is hurled through time and space, witnessing every moment of existence in a single second. It takes 17 (5d6) Psychic damage and is teleported to an unoccupied space it can see within 30 feet.

Lords of Time and Space. When the star warden is reduced to 0 Hit Points, roll a d20. On a **1** or **20**, the star warden regains all of its Hit Points and another creature of its choice within 30 feet is reduced to 0 Hit Points instead.

Actions

Multiattack. The star warden makes two attacks.

Staff of Stars. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 60/120 ft. *Hit:* 22 (5d6 + 4) Radiant damage plus 10 (3d6) Force damage.

Nebulae Grasp. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 27 (5d8 + 4 Piercing damage, and the star warden can teleport the target to an unoccupied space the star warden can see within 120 feet.

Stardust. *Dexterity Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 18 (4d6 + 4) Radiant damage and the target has the Burning condition (4d6 Radiant).

Bonus Actions

The Cold Void of Space. *Constitution Saving Throw:* DC 17, one creature within 120 feet of the star warden that teleported this turn. *Failure:* The target has the Frozen condition. *Success:* 10 (3d6) Cold damage.

Reactions

Outside Time and Space. *Trigger:* A creature hits the star warden with an attack. *Response:* The star warden switches places with another creature within 30 feet, and the attack hits that creature instead.

> Everything in this dimension is there one minute and gone the next. Always challenging reality. Swing your sword wide.

Sentient Planetoid

The surface of the planet drifting before you suddenly begins to swirl and shift, mirroring the human features of a face within the canyons and ridges of its form. A telepathic voice booms in your ears as it leers at you with a cold stare glistening with curiosity and mild disdain.

Drifting through the void of the Space Between Worlds are planetoids which possess a well of knowledge about the cosmos. They silently float through the void on an endless pursuit of understanding. Their eternal quest for ultimate comprehension of the meaning of all things is an impossible and foolhardy errand, but nonetheless they carry on, observing and learning all they can.

Study the Foe

Characters proficient in History or Nature gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine a Sentient Planetoid, learning the following based on the result.

(10+) Mental Fortress. You are aware of the creature's Resistances and Immunities.

(15+) Panoptic Arcanist. You learn of the creature's All-Knowing Magic action.

(20+) Unfathomable Strength. You know the creature's highest and lowest ability scores.

Combat Tactics

Sentient Planetoids are not all hostile creatures. Some of them, who have knowledge of mortals deem them a pest or a problem, especially if traversing the Space Between Worlds. Like a mortal who finds a rat in their home, a sentient planetoid will attempt to remove the creature or kill it.

Some planetoids might wish to converse with mortals, wanting to learn information from them about simple concepts of mundane life, or ask questions they think a mortal would know, only to confuse them with esoteric concepts and broad ideas of the universe. This can sometimes frustrate a planetoid who may react by simply wanting to eradicate the creature who bothered it.

Harvestable Components (Legendary)

Animus: Aberration. **Fluid:** Contaminated Ichor. **Hide:** Plates. **Dust:** Aberrant Dust.

Would you believe that giant rock is alive? I would, because everything seems to have an agenda now. Can't sit anywhere.

Sentient Planetoid

Gargantuan Aberration

AC 20
HP 330 (20d20 + 200)
Initiative +1 (11)
Speed 0 ft., Fly 300 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	30	+10	+10	**DEX**	1	-5	-5	**CON**	30	+10	+10
INT	27	+8	+14	**WIS**	21	+5	+11	**CHA**	23	+6	+12

Skills Arcana +14, History +14, Insight +11, Nature +14, Perception +11
Resistances Acid, Cold, Fire, Lightning, Poison, Thunder
Immunities Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 1 mile; Passive Perception 21
Languages All; telepathy 1 mile
Challenge 17 (XP 18,000; PB +6)

Traits

Aberrant Traits. The sentient planetoid has the traits described in the "Aberrant Traits" sidebar.

Beyond Space and Time. The sentient planetoid always acts on Initiative count 20. Additionally, it can't be moved, teleported, or sent to another plane of existence against its will.

Gravitational Pull. The sentient planetoid exerts its own force of gravity in a 100-foot Emanation. A creature that starts its turn in the Emanation falls towards the sentient planetoid, taking falling damage as appropriate if it collides with the planetoid. A creature can make a DC 22 Dexterity saving throw to grab onto a fixed object it can reach, avoiding the fall on a success.

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

Magic Resistance. The sentient planetoid has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The sentient planetoid makes four attacks, only one of which can be an Unfathomable Knowledge attack.

Unfathomable Knowledge. *Melee or Ranged Attack Roll:* +14, reach 5 ft. or range 250 ft. *Hit:* 39 (6d12) Psychic damage, and the target has the Addled and Weakened conditions until the end of its next turn.

Crashing Comet. *Ranged Attack Roll:* +14, range 150 ft. *Hit:* 27 (6d8) Bludgeoning damage, and the target has the Burning condition (3d8 Fire).

All-Knowing Magic (Recharge 5–6). The sentient planetoid casts any spell of level 5 or lower, using Intelligence as its spellcasting ability (spell save DC 22, +14 to spell attacks).

Appendix A: Ancient Entities

Extraplanar Powers

Described herein are a few of the mightiest extraplanar beings known in the World of Drakkenheim. Although they are not gods, their vast powers and incredible knowledge often allows them to masquerade as such to naive or unwitting mortals. Indeed, these entities can seal eldritch pacts with those who seek their favor and patronage; some of their warlocks even revere and worship these patrons. Other spellcasters may seek forbidden lore from them via magic like the *Contact Other Plane* spell. Perhaps some of these entities may have come to mortals in ancient days and made some of the first warlock pacts which brought magic to the Mortal World.

Promising and ambitious mortals, such as courageous adventurers, often attract the interest and ire of these ancient beings. Their plans and machinations stretch on for countless mortal lifetimes, and so these ancient entities often appear to adventurers as patient patrons, offering information, aid, magical powers, and insights. However, they extract their own costs, for these entities seldom share human values, instead following their own amoral principles and alien perspectives. Often, they demand a service performed at a perpendicular purpose to the heroes' own objectives — their reasons or purposes may not become apparent until years, decades, or centuries have passed.

Inscrutable Origins

These ancient entities are intrinsically connected to their planes of origin. The metaphysical tethers mean that such beings normally cannot travel physically into the Mortal World without extraordinary amounts of magical energy. However, their planar connection also makes them nearly impossible to permanently destroy. Since they are part of the essence of their planes of origin, they will re-form if their physical forms are slain, although it could take centuries before they regain their full forms. Nevertheless, even in this disembodied state, it is still possible to interact with their consciousness via magic or their intermediaries. Instead, mortals who wish to end these otherworldly threats investigate ways to bind or imprison them indefinitely, as their complete destruction is impossible.

If these beings possess any true knowledge regarding the fundamental nature of the cosmos or the existence of the gods, it is not clear. They only speak to mortals of such topics in a cryptic manner, and often in metaphorical or figurative language which deliberately obfuscates their meaning.

> I have killed a lot of weird monsters in my day, but these things eat my toughest foes for breakfast. Still, I'd love to mount one of their heads in the halls of Jackson's Keep some day.

Using the Ancient Entities in Your Campaign

Although presented here with their game statistics as Epic Bosses, these Ancient Entities should **not** be cast in the role of the ultimate villain in a Drakkenheim campaign! These beings care little for mortal affairs, and who triumphs in the contest between the embattled factions of the Continent matters very little to them. They do, however, have a profound interest in delerium, but only because its chaotic influence creates fertile ground for their own schemes.

While player characters may speculate as such — and you should certainly feed into this suspicion — none of these ancient entities are responsible for sending the meteor that annihilated Drakkenheim. They did not create delerium; the crystals are a much more fundamental property of the way magic works in the Drakkenheim cosmos. However, some are entertained by what that notion prompts in mortals. Others, such as the Thing with the Writhing Tail and the Whispered Promise, seek to use delerium to advance their agendas and power. Other beings ultimately desire the destruction or domination of the Mortal World—such as He Who Laughs Last and the Rat God—but those plans are centuries from fruition and will come at a time when no heroes live to oppose them. Even if the player characters manage to slay one of these beings, such an event is ultimately an insignificant setback to their longstanding plans.

Instead, these beings are best involved in the campaign as patrons, manipulators, and puppetmasters, orchestrating schemes far beyond the comprehension of the player characters. Not only do they make excellent patrons for warlocks of all stripes and great targets for the *Contact Other Plane* spell, roleplaying interactions with the Ancient Entities are also delightful opportunities to test the principles and desires of the player characters. These Ancient Entities can offer the player characters shortcuts to knowledge and power if the characters are willing to make bargains or pacts with terrifying eldritch creatures. These entities could offer characters the chance to "correct" a past mistake, or a direct path to achieve a key objective related to their personal quests — but the possible cost and consequences should give the heroes pause.

All you need to do is place a statue, shrine, mysterious portal, or magic circle along the adventurers' path to facilitate a telepathic interaction between the entity and the player characters. Play to the characters' desires, fears, ambitions, and regrets. Cryptically offer them everything they want and more, but without answers or explanations. Take delight in playing the entities with a sense of alien distance, nonchalant superiority, and arrogant assurance. After all, the heroes are but insignificant pawns in a grand game for them — and all the characters' struggles and victories aren't even a key play in the overall strategy for these enigmatic beings.

Thing with the Writhing Tail

He Who Laughs Last

The bloated demon lord descends, his wings unfurling like a curtain falling at the end of a tragedy. Holding a skull in one clawed hand, he is garbed in black-and-white checkered patterns, featuring a great belt of skulls and a frilled doublet made from finger bones. The skin upon his leering face has peeled away, revealing a mask-like goat skull beneath which frowns on one side and grins on the other. His appearance is almost like that of a great, macabre clown. His bellowing laughter resounds in your ears, stirs the blood, shakes the bones, and chills the soul.

He Who Laughs Last is a primordial demon of death and decay. Profoundly nihilistic yet strangely mirthful, this archfiend revels in the drama and theatrics of mortal existence, seeing life itself as a cosmic joke. To him, each moment is merely a meaningless scene in the grand tragicomedy of the universe. His spiteful laugh echoes through the corridors of time and space. Legend tells it will be the final sound at the end of all things — when the curtain falls on existence itself. He Who Laughs Last believes this to be his perverse destiny, and this purported knowledge fuels his interactions with mortals, who he regards as powerless pawns in the great play of life and death.

Many undead creatures are believed to be his designs, mocking curses the demon lord has lain upon humanity for his own sick entertainment. Given his mastery over such dark magic, He Who Laughs Last is often sought by necromancers, warlocks, and other arcane practitioners alike as an instructor or patron. Furthermore, He Who Laughs Last often makes eldritch pacts offering power, knowledge, and the promise of escape from mortality. In particular, the demon lord is believed to know the blasphemous rituals required to transform a mortal spellcaster into an abhorrent lich.

Rather than bargain for the souls of his petitioners, however, He Who Laughs Last demands they collect the souls of others instead. He cares not for the method, only that the quota is fulfilled. The demon lord hungers for mortal souls not for the power they contain — although that is certainly a factor — but because he enjoys keeping soul-puppets to entertain himself by replaying the tragedies of their lives.

The Theatre of the Danse Macabre is the domain of He Who Laughs Last. Located in the dark pits of the abyss, this fiendish citadel resembles a great theatre-in-the-round made from bone and blood. There, the collected souls of He Who Laughs Last are bound eternally among the shadowy players and audience members, where they must continually perform tragic stories and watch the dark circus play out.

Although the demon lord's followers are a common target for Knights of the Silver Order, the fiend himself has a particular enmity amongst worshippers of the Old God Morrigan, the goddess of death and magic. He Who Laughs Last often appears to desperate penitents and heretical priests of the Old God, occasionally even impersonating the deity to trick and deceive her devoted followers into creating undead creatures and participating in his schemes.

Roleplaying Traits

Adventurers who interact with He Who Laughs Last must endure his mocking laughter and jeering comments, as he remarks on the futility of their actions, the dramatic irony of their mistakes, and the meaninglessness of their quests. In doing so, He Who Laughs Last carefully offers an escape or solution—if the adventurers will offer him service in exchange, one that is almost certain to have unforeseen consequences.

- **Personality Traits.** In conversation, I cannot contain my dark mirth, which manifests from a low chuckle to a belly-bursting guffaw. Most of all, I love the moment when mortals realize the cost of their terrible mistakes and poor decisions.
- **Ideal.** Mortals fear death. I play upon that fear, and with it I can catch the conscience of any soul.
- **Bond.** I harvest of souls at life's curtain call, binding them to my cast of players in my Theatre of the Danse Macabre.
- **Flaw.** I oft direct the play too long, delighting in extending the final act. My patience is as deep as the grave, allowing me to savor each move in the mortal game, though sometimes to the detriment of a timely demise.

He Who Laughs Last loves nothing more than when mortal heroes attempt to outmaneuver him. As befitting his name, there is almost always some unfortunate upset or surprise twist the demon has in store. Even when he is seemingly defeated, he is always sure to remind his foes who will have the last laugh.

Study the Foe

Characters proficient in Arcana or History gain Advantage on Intelligence (Religion) checks when they take the Study action to examine He Who Laughs Last, learning the following based on the result:

(20+) Powerful Demonlord. You are aware of his Truesight and telepathy, his Resistances and Immunities, and his Epic Resistance. You also know this eldritch entity is beyond life and death and can reform years later if killed.

(25+) Killing Aura. You know of his Mortal Coil aura, and his spellcasting Epic Actions.

(30+) Powerful Presence. You know his highest and lowest ability scores and saving throws.

Combat Tactics

He Who Laughs Last approaches battle lazily, as his mere presence causes mortals to die in short order from his Mortal Coil aura. Nevertheless, he casually ends lives using Sleep No More, Dusty Death, and Out Brief Candle, trapping another foe in a Cage of Sorrows so they must bear witness to the death around them before they expire to his Mortal Coil.

He Who Laughs Last does not fear his own destruction, confident that he will reappear if his corporeal form is destroyed. He is certain of his fate to watch the end of the universe, and even when slain his echoing laughter remains as a grim reminder of his power.

Harvestable Components (Legendary)

Animus: Fiend. **Fluid:** Monster Blood. **Organs:** Heart, Eyes. **Bones:** Skull, Spine, Ribs. **Natural Weapons**: Teeth, Claws. **Hide:** Skin, Wing Membranes.

EPIC

He Who Laughs Last

Gargantuan Fiend (Demon)

AC 21 **Initiative** +11 (21)
HP 125 (7d20 + 49) + 125 (7d20 + 49) per player character
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	27	+8	+8	**DEX**	17	+3	+3	**CON**	25	+7	+15
INT	23	+6	+14	**WIS**	20	+5	+13	**CHA**	27	+8	+16

Skills Deception +24, Insight +13, Perception +13, Persuasion +24
Resistances Cold, Fire, Lightning
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Poisoned
Senses Truesight 120 ft.; Passive Perception 23
Languages All; telepathy 1 mile
Challenge 27 (XP 105,000; PB +8)

Traits

Inscrutable. He Who Laughs Last is immune to any effect that would sense his emotions or read his thoughts, as well as any divination spell that he refuses. Wisdom (Insight) checks made to ascertain the demon lord's intentions or sincerity have Disadvantage.

Mortal Coil. He Who Laughs Last projects a 150-foot Emanation of death and decay. A creature that ends its turn in the Emanation suffers an Exhaustion level and ages 10 (3d6) years. The creature removes an Exhaustion level gained in this way at the end of its turn, but only if it ends its turn outside the Emanation. A creature's original age can be restored with *Greater Restoration* or similar magic.

Epic Actions

He Who Laughs Last always takes his turn on Initiative count 20. On his turn, He Who Laughs Last can use his movement and interaction as normal. However, he does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, He Who Laughs Last takes one of the following Epic Actions at the end of each player character's turn:

Scornful Whip. *Melee Attack Roll:* +16, reach 120 ft. *Hit:* 30 (5d8 + 8) Force damage, and if the target is Large or smaller, it is pulled 30 feet toward He Who Laughs Last.

Walking Shadow (1/Round). He Who Laughs Last moves up to half his Speed.

Sleep No More (1/Round). He Who Laughs Last casts *Power Word Kill*.

Out Brief Candle (1/Round). He Who Laughs Last casts *Finger of Death* (save DC 24).

Dusty Death (1/Round). He Who Laughs Last casts *Disintegrate* (save DC 24).

Spellcasting (1/Round). He Who Laughs Last casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 26):

At Will: *Animate Dead* (level 9 version), *Speak with Dead*
3/Day Each: *Create Undead* (level 9 version), *Dispel Magic, Dream, Project Image, Scrying, Teleport*
1/Year: *Wish*

Cage of Sorrows (1/Round). He Who Laughs Last creates a wall of bone on a solid surface it can see within 120 feet of himself. The wall appears as a flat surface made up of one 10-foot-square panel. The wall is 1 foot thick and lasts for 1 minute or until the wall is destroyed (AC 15, 20 Hit Points, Immunity to Poison and Psychic damage, Vulnerability to Bludgeoning and Thunder damage).

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (GM's choice) and subjected to the following effect. *Dexterity Saving Throw:* DC 16. *Failure:* 10 (3d6) Piercing damage.

Epic Resistance. He Who Laughs Last chooses one condition, spell, or other effect currently affecting him and rolls 1d20. On an **11+**, the effect ends on him. He Who Laughs Last can use this action even if he would otherwise be unable to take actions, his actions are being controlled by another creature, or if a spell or effect alters his game statistics.

Thing with the Writhing Tail

This eldritch housecat possesses a sleek, undulating body that stretches out, impossibly long and sinuous, covered in a coat that swirls in blue and purple like the midnight cosmos, speckled with tiny flickering stars. Its fur seems to absorb light, creating a silhouette that shifts and wavers, as if its true form is utterly incomprehensible to your mind. The creature's striking eyes are large, luminous orbs that resemble nebulae, surging with vibrant colors that no earthly cat's eyes would possess. Its paws are tipped with claws made of a material resembling a dark, glassy substance, capable of tearing through the fabric of reality itself. Each step it takes resonates with a soft, eerie echo, as if it walks not just on the physical ground, but also treads through the layers of time and space. Its tail is elongated and flexible, flickering through the air like a dark, wraithlike appendage, constantly moving in patterns that defy the bounds of physical space.

This esoteric cat-like entity is known by many names and wanders the realms of Dreamland and the Space Between Worlds. It was the scholar Killgar Copperpot who realized its multitudinous identities were one and the same and named it the Thing with the Writhing Tail.

Almost every warlock of the Thing with the Writhing Tail was approached by the creature as a child, appearing before them in the form of a common housecat, though one marked by some strange coloration, demeanor, or smell. It seems to favor those in unfortunate, neglectful, or powerless situations, such as street-wandering orphans or the mistreated offspring of narcissistic aristocrats. It casts itself in the role of their imaginary friend and confidant, sharing reassuring stories, protecting them from danger, and spurring them to precociously seek knowledge and adventure.

Its eldritch pact occurs with a seemingly harmless promise to keep their bond an important secret. In turn, the Thing with the Writhing Tail grants its warlocks a special familiar in the form of a cat, which acts as a direct proxy for the entity itself. The familiar accepts any name the child-warlock chooses, often becoming known by names typical of a household pet, such as Bruce, Dinah, Felix, and others. Since the Thing with the Writhing Tail acts through these familiars, its warlocks are able to converse with the entity on a regular basis through their telepathic bond. As such, the warlocks often exhibit the strange behaviors of having one-sided conversations with their cats.

Although it has appeared throughout history to countless mortals, the motivations of this creature are uncertain, even to its warlocks. It oscillates between agent of chaos and custodian of secret lore known only to cats and may be metaphysically connected to all felines. The Thing with the Writhing Tail is utterly indifferent to the human constructs of morality or duty and observes the Mortal World with a detached curiosity and occasional boredom. While most of the time its desires are guided by hungry impulses, it may suddenly fixate its attention on seemingly innocuous or strange patterns or magical phenomena incomprehensible to its human warlocks.

The Thing with the Writhing Tail rests in places defying logic. It basks within cosmic rays shed by dying suns, languishes atop a shifting nebula, and curls up in the dark corners of reality, where time and space convolute into impossible geometries. Its slumber is deep and filled with dreams of ancient chaos.

It is said that a strange place known as Ulthar, where no one may kill a cat, is especially sacred to the Thing with the Writhing Tail. The Thing with the Writhing Tail is not without its rivals, however. It seems utterly obsessed with one day consuming the Rat God.

Since it goes by so many names, two warlocks who are both pactbound may not realize it at first, believing them to serve different beings. The Thing with the Writhing Tail seems to enjoy this state of affairs, even though it means its warlocks often act against one another. This may in fact be a strange way of weeding out the weak or seeking the most promising and talented warlock amongst its servants.

Roleplaying Traits

This cosmic entity's interactions are marked by caprice and whimsy.

- **Personality Trait.** One moment, I might bestow affectionate purrs and nuzzles; the next, I display utter aloofness or sudden ire, swiping with claws of dark matter that rend the veil between sanity and madness.
- **Ideal.** My actions are neither cruel nor kind. Mortals cannot know my unfathomable perspective, and that is why they will always be inferior.
- **Bond.** I am endlessly entertained by the unpredictability of mortals; their fears, their surprises, and their schemes are like strings of yarn I cannot resist batting at with my cosmic paws.
- **Flaw.** My boundless curiosity and the mere whim to explore the forbidden often lead me to stir chaos in realms both mortal and divine, sometimes unraveling threads better left untouched.

Study the Foe

Characters proficient in History or Religion gain Advantage on Intelligence (Arcana) checks when they take the Study action to examine the Thing with the Writhing Tail, learning the following based on their result:

(20+) Eldritch Aberration. You are aware of its Truesight and Telepathy, its Immunities, and its Epic Resistance. You also know this eldritch entity is beyond life and death and can reform years later if killed.

(25+) Fear and Madness. You learn of its Purring Aura, as well as its spellcasting Epic Actions.

(30+) Brilliant and Nimble. You know the Thing with the Writhing Tail's highest and lowest ability scores and saving throws.

Combat Tactics

In battle, the Thing with the Writhing Tail uses Manifest Duplicate to create numerous copies of itself. It teleports and swaps places with its duplicates as its rends its foes apart. The many duplicates vastly expand the range of its Purring Aura, sowing terror and madness in any who try to oppose them.

The Thing with the Writhing Tail may grow suddenly bored in the middle of combat, deciding to inexplicably flee or change tactics to a new fixation. Other times, it plays cat and mouse with its foes, toying with them like living balls of yarn.

Harvestable Components (Legendary)

Animus: Aberration. **Fluid:** Monster Blood. **Organs:** Heart, Eyes. **Natural Weapons:** Teeth, Claws. **Hide:** Fur.

> I know one that holds his cat above all others. Putting that much faith into anything beyond yourself can only lead to problems.

EPIC

Thing with the Writhing Tail

Huge Aberration

AC 20 **Initiative** +15 (25)
HP 125 (7d20 + 49) + 125 (7d20 + 49) per player character
Speed 60 ft., Fly 120 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	**DEX**	27	+8	+8	**CON**	21	+5	+12
INT	29	+9	+16	**WIS**	25	+7	+14	**CHA**	23	+6	+13

Skills Deception +20, Insight +14, Perception +14, Persuasion +13
Immunities Psychic, Necrotic; Charmed, Exhaustion, Frightened
Senses Truesight 120 ft.; Passive Perception 24
Languages All; telepathy 1 mile
Challenge 24 (XP 62,000; PB +7)

Traits

Avoidance. If the Thing with the Writhing Tail is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Incorporeal Movement. The Thing with the Writhing Tail can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Inscrutable. The Thing with the Writhing Tail is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the being's intentions or sincerity have Disadvantage.

Purring Aura. The Thing with the Writhing Tail projects a 30-foot Emanation of madness and dread. A creature that ends its turn in the Emanation has the Frightened condition for 1 hour. A creature can take an action to attempt to overcome its fear, making a DC 25 Wisdom saving throw. *Failure:* The target takes 27 (5d10) Psychic damage. *Success:* The Frightened condition ends for that creature, and it becomes immune to the Purring Aura of the Thing with the Writhing Tail for 24 hours.

Quantum Displacement. The Thing with the Writhing Tail shifts between realities and timelines. Attack rolls against it have Disadvantage, and it has Advantage on saving throws. If it is hit by an attack or fails a saving throw, this trait is disrupted until it uses Phase Displacement. This trait is also disrupted while the Thing with the Writhing Tail has the Incapacitated condition or a Speed of 0.

Epic Actions

The Thing with the Writhing Tail always takes its turn on Initiative count 20. On its turn, The Thing with the Writhing Tail can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, The Thing with the Writhing Tail takes one of the following Epic Actions at the end of each player character's turn:

Cosmic Claw. *Melee Attack Roll:* +15, reach 10 ft. *Hit:* 29 (4d10 + 8) Force damage.

Tail Whip. *Intelligence Saving Throw:* DC 26, one creature the Thing with the Writhing Tail can see within 30 feet. *Failure:* 35 (10d6) Psychic damage, and the target has the Dazed condition (save ends). *Failure by 5 or More:* 70 (20d6) Psychic damage, and the target instead has the Stunned condition (save ends). *Success:* Half damage only.

Manifest Duplicate (1/Round). The Thing with the Writhing Tail creates a perfect visual illusion of itself in an unoccupied space it can see within 300 feet. The illusion is intangible and doesn't occupy its space. The duplicate lasts for 1 minute, but it ends early if the Thing with the Writhing Tail dismisses it (no action required) or has the Incapacitated condition. The Thing with the Writhing Tail can have a up to eight illusory duplicates at a time. While it has one or more duplicates, it has the following benefits:

Attacks and Spells. The Thing with the Writhing Tail can cast spells, use Tail Whip, and make Claw attacks as if was in an illusory duplicate's space.

Aura Expansion. Each illusory duplicate emanates a Purring Aura. The effects of multiple overlapping auras do not stack; a creature is only affected once by the Purring Aura even if it is within range of multiple Emanations.

Move. Each time the Thing with the Writhing Tail takes this Epic Action, it can move any number of illusions up to 60 feet to unoccupied spaces within 300 feet of itself.

Distract. When both the Thing with the Writhing Tail and one of its illusory duplicates are within 10 feet of a creature that can see them, the Thing with the Writhing Tail has Advantage on attack rolls against that creature.

Sense. The Thing with the Writhing Tail can see and hear through each of its illusory duplicates.

Phase Displacement. The Thing with the Writhing Tail teleports, swapping places with one of its illusory duplicates. If its Quantum Displacement trait was disrupted, it is no longer disrupted.

Spellcasting (Psionics; 1/Round). The Thing with the Writhing Tail casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 26):

At Will: *Detect Thoughts, Dominate Beast, Suggestion*
3/Day Each: *Black Tentacles, Dream, Greater Invisibility, Major Image (level 4 version), Mirror Image, Project Image, Scrying, Sending, Telekinesis*
1/Day Each: *Maze, Teleport*
1/Year: *Gate, Wish*

Epic Resistance. The Thing with the Writhing Tail chooses one condition, spell, or other effect currently affecting it and rolls 1d20. On an **11+**, the effect ends on it. The Thing with the Writhing Tail can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

The Whispered Promise

Blossoming tendrils of chaotic shadow-stuff dart and weave through the air along with a chorus of whispers, like the sultry hum of sweet nothings lulling in your ears. Coalescing into a briefly coherent form, the being you perceive is strangely familiar, taking the shape of your very heart's desire. You see within the oscillating mass the image of all you love and strive towards, every ambition you've held, every dream and hope you've longed for, and, most hauntingly, an image of yourself as you wish you could be.

The Whispered Promise is a demonic entity who appears before mortals of great potential, offering to fulfill their every ambition and desire. It is a mind-reader and shapeshifter, who appears before mortals as their own reflections, but in a grand and idealized form. In this way, The Whispered Promise preys upon their insecurities and dreams simultaneously, showing mortals both their grand potential and many shortcomings through contrast. To those rare few who do not feel ambition or self-doubt, The Whispered Promise appears to be a writhing bundle of hairs.

The Whispered Promise preys upon hopes, dreams, and ambitions, seeking to manipulate and seduce mortals into their web of schemes, and ultimately, make countless powerful mortals utterly indebted to the demon lord. Perhaps The Whispered Promise stands behind the great heroes and villains of history, having spurred their ambitions and supercharged their desires. In particular, the Sorcerer-Kings of the Arcane Empire sought out The Whispered Promise and made countless bargains with the demon to advance their wealth and power. Summoning circles and magic items found within their ancient ruins still allow mortals to contact The Whispered Promise. There are even some tieflings who claim that The Whispered Promise is a distant ancestor through fiendish pacts made in those days. It is unknown whether The Whispered Promise had any influence in ultimately engineering the fall of the Sorcerer-Kings.

There is little The Whispered Promise cannot offer. Knowledge and information are their most common currency: teaching mortals forgotten magic and sharing deeply kept secrets. They have dealt in magical artifacts, granting mortals powerful magical items, or simply vast amounts of material wealth. The Whispered Promise also enjoys helping mortals undo a past mistake, solve a guilty conscience, get revenge on a hated enemy, or seize the reins of power for themselves. In exchange, The Whispered Promise seeks to extract a promise of future service from the mortal — a promise for a promise. While they try to keep the terms of this service as open-ended as possible, they reassure mortals they will never ask them to do any direct harm to their friends or loved ones, nor perform any task beyond their own capability to fulfill. In this way, they build a web of interactions and debts, trading services for services. The Whispered Promise plots to use their collected debts to fulfill their future bargains.

While an expert in the desires of others, determining The Whispered Promise's motives prove vexing. The Whispered Promise does not lie, and they seldom reveal their full intentions. They seemingly wish to construct a tapestry of promises, never making one of their own, but brokering the promises of others. A broken promise is a broken thread, pushing the entity to always keep their promises. Yet within this web of desire, The Whispered Promise is always at the center.

Roleplaying Traits

Capable of sustaining multiple separate telepathic conversations at once, The Whispered Promise addresses each character individually. They show images of the characters' desires and dreams, depicting them with outrageous fortunes and with immense power.

- **Personality Trait.** I whisper softly in mortal's ears… What do you yearn for? I have no interest in using it against you… only in making it a reality. Indulge yourself for a change…
- **Ideal.** I want one thing, and one thing only…to provide you the thing you want most. Ask me, and I'll give it to you. What can I give you that you truly desire?
- **Bond.** If there's ever a stranger you can trust, it's me. Any deal we made would be signed and sealed. Other demons may utter lies, but I whisper promises…and I keep my promises.
- **Flaw.** Are you certain you would deny me? I dislike being turned down…why wait for what you deserve? If you change your mind…you need only whisper…and I'll be there…

Study the Foe

Characters proficient in Arcana or History gain Advantage on Intelligence (Religion) checks when they take the Study action to examine The Whispered Promise, learning the following based on the result:

(20+) Demonic Power. You are aware of its Truesight and Telepathy, its Immunities, and Epic Resistance. You also know this eldritch entity is beyond life and death and can reform years later if killed.

(25+) Enraptured Presence. You are aware of the creature's Alluring Aura trait.

(30+) Powerful Presence. You know The Whispered Promise's highest and lowest ability scores and saving throws.

Combat Tactics

The Whispered Promise regards battle as a physical expression of their ability to control others. It uses Alluring Aura to prevent attacks and they negate resistances to its psychic onslaught by grappling with its Unravelling Resolve trait. They sow discord using *Mass Suggestion*, *Dominate Monster*, and their Dominate power, revealing in the resentment, jealousy, disdain, envy, and anger its foes have towards one another.

Harvestable Components (Legendary)

Animus: Fiend. **Fluid:** Monster Blood. **Organs:** Heart. **Natural Weapons:** Teeth, Claws. **Hide:** Skin.

EPIC

The Whispered Promise

Large Fiend (Demon)

AC 20 **Initiative** +15 (25)
HP 125 (7d20 + 49) + 125 (7d20 + 49) per player character
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	**DEX**	27	+8	+8	**CON**	21	+5	+12
INT	25	+7	+14	**WIS**	21	+5	+12	**CHA**	30	+10	+17

Skills Deception +17, Insight +12, Perception +12, Persuasion +24
Immunities Psychic, Poison; Charmed, Exhaustion, Frightened, Poisoned
Senses Truesight 120 ft.; Passive Perception 22
Languages All; telepathy 1 mile
Challenge 21 (XP 33,000; PB +7)

Traits

Alluring Aura. The Whispered Promise projects a 30-foot Emanation of beguiling enchantment. A creature that ends its turn in the Emanation has the Charmed condition for 1 hour. Each time the creature takes damage other than Psychic damage, it makes a DC 25 Wisdom saving throw. On a success, the Charmed condition ends for that creature, and it is immune to the Alluring Aura of the Whispered Promise for 24 hours.

Change Shape. The Whispered Promise has no true form and chooses how they manifest to each creature (no action required). Their form can be anything they wish; they can appear like a creature, object, or even as a multisensory representation of an abstract concept. They can appear to be any form that is Large or smaller, but their game statistics are the same in each form.

Inscrutable. The Whispered Promise is immune to any effect that would sense their emotions or read their thoughts, as well as any divination spell that they refuse. Wisdom (Insight) checks made to ascertain the Whispered Promise's intentions or sincerity have Disadvantage.

Glibness. When they make a Charisma (Deception) check, the Whispered Promise treats any roll of 14 or less on the d20 as 15.

Unravelling Resolve. Creatures grappled by the Whispered Promise can't benefit from resistance and immunity to Psychic damage or the Charmed condition.

Epic Actions

The Whispered Promise always takes their turn on Initiative count 20. On their turn, the Whispered Promise can use their movement and interaction as normal. However, they do not take an action or Bonus Action on their turn unless forced to do so by a spell or other effect. Instead, the Whispered Promise takes one of the following Epic Actions at the end of each player character's turn:

Tendril. *Melee Attack Roll:* +17, reach 10 ft. *Hit:* 28 (4d8 + 10) Force damage, and the target has the Grappled condition (escape DC 25). While Grappled, the target has the Restrained condition.

Whispers (1/Round). *Intelligence Saving Throw:* DC 25. one creature the Whispered Promise can see within 300 feet. *Failure:* 35 (10d6) Psychic damage, and the target is Dazed (save ends). *Success:* Half damage. *Failure by five or more:* Double damage, and the target is Stunned until the end of its next turn.

Promises (1/Round). *Charisma Saving Throw:* DC 25, one creature the Whispered Promise can see within 300 feet. *Failure:* 35 (10d6) Psychic damage, and the target is Jinxed (1d10) (save ends). *Success:* Half damage. *Failure by 5 or more:* Double damage, and the target becomes cursed. While cursed, the target can't regain Hit Points and gains no benefits from taking a Short or Long Rest.

Unfettered Glide. The Whispered Promise moves up to their Speed without provoking Opportunity Attacks.

Dominate (1/Round). Wisdom Saving Throw: DC 25, one creature the Whispered Promise can see within 300 feet. *Failure:* The creature has the Charmed condition until the end of its next turn. While Charmed, the target obeys the Whispered Promise's commands and can't take Reactions. *Failure by 5 or More:* The Charmed condition instead lasts for 24 hours or until the Whispered Promise is reduced to 0 Hit Points. Each time the target takes damage, it repeats the save, ending the effect on itself on a success. *Success:* The target has Disadvantage on its next attack roll against the Whispered Promise.

Spellcasting (Psionics; 1/Round). The Whispered Promise casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 25):

At Will: *Detect Thoughts, Suggestion*
3/Day Each: *Dimension Door, Dream, Invisibility, Major Image* (level 4 version), *Sending*
1/Day Each: *Dominate Monster, Mass Suggestion, Project Image, Scrying*
1/Year: *Wish*

Epic Resistance. The Whispered Promise chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on them. The Whispered Promise can use this action even if they would otherwise be unable to take actions, their actions are being controlled by another creature, or if a spell or effect alters their game statistics.

Rat God

The massive floating figure resembles a large vermin with a thousand tails spanning out from behind it, shaped into six massive wings. Its large protruding belly is filled with a hundred small rat faces chattering, gnashing, and screaming. Its four elongated arms each end in eight vermin fingers and it holds two of its hands before it in a symbolic form of a rat head. The other two arms are held off to the side, each clutching a rusted chain; one chain ends in a censer gently glowing with purple flames and wafting incense, the other ends in a flail of bloodied rat skulls. Its head is composed of three vermin faces with glowing purple eyes and a large central eye upon an elongated forehead. Floating above it is a halo of jagged rotating blades that drips blood down upon its head, seeping and running down its body, pouring into oblivion below. It speaks in a chorus of endless rasping voices, echoing and reverberating in pitches and tones that form words out of an auditory mosaic of scurrying rat swarms and gnawing little teeth.

This demonic figure is revered by the ratlings that inhabit Drakkenheim. Often dismissed by adventurers and scholars as a fantasy conjured up in the minds of the superstitious ratlings, the Rat God appears to be a new figure amongst the multitudinous eldritch beings inhabiting the cosmos. In actuality, the Rat God has gnawed on the bones of reality for eons, growing fat and powerful on the remains of slain demon lords, fallen elder entities, and destroyed worlds.

The Rat God has followed the course of delerium throughout the universe, eager for opportunities to feast amidst the chaos the crystals bring in their devastating wake. The arcane anomalies and rampant mutations caused by delerium create the perfect conditions under which the Rat God can enter the Mortal World temporarily and glut itself upon contaminated flesh and magic. Drakkenheim and the world it rests upon has become the latest stop for this wandering interdimensional scavenger.

Acting through its warlocks and oracles, the Rat God has enthralled the ratlings of Drakkenheim, sweeping them into its apocalyptic plan to enter the Mortal World and devour it. Ratlings believe that the Rat God guides them through shad-

ows and whispers, pushing them to grow in size and number so they can one day overtake the world. Indeed, the Rat God does send visions and messages to favored ratlings, encouraging them to breed and consume—a chittering throng is needed to conduct the Great Gnaw, the summoning spell to bring the Rat God out of the abyss and into the Material Plane. The Rat God makes pacts with ratlings who demonstrate a curiosity and aptitude for magic, especially those who foster a feverous worship towards the arcane arts, knowing that there must be talented ratling spellcasters to carry out the Great Gnaw.

Meanwhile, the Rat God is not without its foes. The Thing with the Writhing Tail has hunted the Rat God throughout the cosmos, eager to itself consume the gluttonous Rat God. The two entities have played a great eldritch game of cat-and-mouse for countless mortal lifetimes.

Roleplaying Traits

The Rat God has destructive and apocalyptic motivations.

- **Personality Traits.** You seem hungry. Are you hungry?
- **Ideal.** Eat or be eaten. That is the way of things. Eat! Eat! Eat! It is all food when you need to survive!
- **Bond.** What you have is not enough. If you kill and eat them all. What was theirs is now yours!
- **Flaw.** Why does your friend get to have nicer things than you? Don't you deserve them instead? Betray them! Eat them! Make it yours!

Study the Foe

Characters proficient in Arcana or History gain Advantage on Intelligence (Religion) checks when they take the Study action to examine the Rat God, learning the following based on the result:

(20+) Fiendish Power. You are aware of its Truesight and telepathy, its Resistances and Immunities, and its Epic Resistance. You also know this Rat God is beyond life and death and can reform years later if killed

(25+) Cloud of Rats. You are aware of the creature's Verminous Aura trait.

(30+) Powerful Presence. You know Rat God's highest and lowest ability scores and saving throws.

Combat Tactics

The Rat God is a being of pure malice and appetite. It cares not for the whims of mortals, only for pure destruction and the chattering and gnawing of infinite rats as they devour the cosmos. It finds joy only in annihilation, and the screams of mortals as they are reduced to bone by the Rat God's writhing swarm.

The Rat God can use its Rodent Rift to move to where it can catch as many targets as possible in its Verminous Aura, then set them ablaze with its Flail of Skulls. It will target the weakest characters with its Warp Bolt, and the least intelligent with its Infernal Chittering. It performs a Great Feeding to replenish itself and uses Rodent Rifts to escape a dangerous situation.

Harvestable Components (Legendary)

Animus: Fiend. **Fluid:** Monster Blood, Mucus. **Organs:** Eyes, Guts, Flush. **Bones**. Skull, Spine. **Natural Weapons:** Teeth, Claws. **Hide:** Skin. **Dust:** Fiend Dust.

Rat God

Huge Fiend

AC 25 **Initiative** +11 (21)
HP 116 (8d12 + 64) plus 116 (8d12 + 64) per player character
Speed 50 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	29	+9	+16	**DEX**	17	+3	+3	**CON**	26	+8	+15
INT	25	+7	+7	**WIS**	30	+10	+17	**CHA**	20	+5	+5

Skills Arcana +14, Insight +17, Intimidation +12, Perception +24
Resistances Acid, Cold, Fire, Lightning, Thunder
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Poisoned, Stunned
Senses Truesight 120 ft.; Passive Perception 34
Languages All; telepathy 1 mile
Challenge 23 (XP 50,000; PB +7)

Traits

Mass of Tails. Ranged attacks against the Rat God from further than 60 feet away have Disadvantage.

Verminous Aura. The Rat God is surrounded by a 60-foot radius of vermin, pouring out of it and spilling over into the area as they claw and gnash. The area is Difficult Terrain and a creature that starts its turn in the area takes 21 (6d6) Necrotic damage.

Epic Actions

The Rat God always takes its turn on Initiative count 20. On its turn, the Rat God can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the Rat God takes one of the following Epic Actions at the end of each player character's turn:

Flail of Skulls. *Melee Attack Roll:* +16, reach 15 ft. *Hit:* 28 (3d12 + 9) Bludgeoning damage, and the target has the Burning condition (3d6 Acid).

Great Feeding. *Constitution Saving Throw:* DC 26, each creature within 60 feet of the Rat God. *Failure:* 10 (3d6) Piercing damage, and the target has the Sickened condition (save ends). *Success:* Half damage only. *Failure or Success:* The Rat God regains Hit Points equal to the total damage dealt to all targets.

Rodent Rifts (1/Round). The Rat God teleports to an unoccupied space within 120 feet. Each creature within 15 feet of the Rat God when it arrives is subjected to the following effect. *Strength Saving Throw:* DC 26. *Failure:* 28 (8d6) Necrotic damage, and the target is pushed 10 feet away from the Rat God.

Warp Bolt. *Constitution Saving Throw:* DC 22, one creature the Rat God can see within 120 feet. *Failure:* 23 (4d12) Necrotic damage, and the target suffers a Contamination level.

Infernal Chittering. *Intelligence Saving Throw:* DC 26, one creature the Rat God can see within 60 feet that can hear the Rat God. *Failure:* 18 (4d8) Psychic damage, and the target has the Weakened condition (save ends).

Epic Resistance. The Rat God chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The Rat God can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

They call it a god and they call me the exterminator, or at least some kind of vermin repellant.

The Algorithm

It is a vast network of wires, tubes, and metal plating in an ever shifting and malleable form. This massive construct often appears as a giant robotic face floating through the void, with a tail of writhing mechanical tendrils drifting behind it like a massive inorganic squid. It uses the plates and chunks of liquid metal orbiting around it to reshape itself, creating limbs and changing features as parts remove or attach to its ever-shifting form. The whirring of electrical energy and mechanical sounds compile into a booming chorus of auto-tuned robotic voices. Its cold, unfeeling eyes analytically survey its surroundings, assessing the information before calculating the optimal way to reorganize its form in response to the situation.

The calculating entity known only as The Algorithm is a massive being made up of constantly reforming and phasing technology. Their form is a mass of wires, tubes, metal, and electricity that constantly shifts and transforms. It creates tendrils and limbs as needed to manipulate elements around it and constantly hums and buzzes with electronic melodies.

Very little is known of The Algorithm's origins or purpose. Speculation suggests it is obsessed with perfection and expectation; it deems the universe and all its planes a broken and imperfect thing in need of repair and reform.

The Algorithm is the master of calculations and realities. It can predict and evaluate every possible outcome to a course of action within an instant, and has the ability to shift and manipulate time and space to allow its most favorable outcome. If any goal can be surmised from such an unknown being, it is that it sees mortals, and most life-forms and planets as broken objects needing to bend to its whims of expectations and perfections. Anything The Algorithm deems undesirable it will adjust accordingly.

The Algorithm has no known origin — perhaps it was never made, but rather came into existence through the chaotic nature of the Space Between Worlds. It is impossible to say how a construct which was never constructed has gained the level of impossible sentience found in The Algorithm, but it is in its very nature a being of pure order, which itself causes mass chaos. It constantly restructures elements of the Space Between Worlds to suit its perfect vision. Entire planets drifting within the void of the Space Between Worlds have been repurposed into mechanical hubs, quantum spheres, time paradoxes, and machine factories. Whatever The Algorithm's intentions or goals are, they are something that could never be understood by a mortal mind. Its constant shifting of realities and obsession with perfection seems to a mortal to be total nonsense, and utter absurdity. But to The Algorithm, all things are planned, and all things are accounted for.

Study the Foe

Characters proficient in Arcana or History gain Advantage on Intelligence (Religion) checks when they take the Study action to examine The Algorithm, learning the following based on their result:

(20+) Practically Impervious. You learn the Algorithm's Immunities.

(25+) Order and Consequence. You are aware of the creature's Predictive Analytics trait.

(30+) Enduring Intellect. You recognize The Algorithm's highest and lowest ability scores and saving throws.

Roleplaying Traits

The Algorithm is nigh incomprehensible.

- **Personality Trait.** "I speak down to mortal creatures, for they cannot begin to comprehend the depth of my knowledge, or the details of the cosmos. They are but simple accidents in a sea of chaos that must be corrected."
- **Bond.** "I am bound to the order of all things, It is my cosmic ordained purpose to bring order to the chaos of the universe."
- **Ideal.** "Order out of Chaos is perfection, I will achieve perfection."
- **Flaw.** "No one is as humble as I!"

Combat Tactics

The Algorithm is a creature of order and consequence. It sees all of the Space Between Worlds and every reality as a confusing mass of chaos that must be rearranged and perfected. When The Algorithm encounters mortal creatures, it will attempt to organize them as best suits it using its wires and Algorithmic Manipulation to forcibly move them.

It will convert problematic creatures into obedient androids using its Reprogram ability, and any who threaten it are reduced to atoms using Deatomization.

If The Algorithm has created a cyborg using Reprogram, or if there are extra constructs from previous failed experiments nearby, The Algorithm can assume direct control of them, deatomizating itself and entering the construct to use as a suit of armor.

If the combat becomes too stressful or problematic for The Algorithm, and it is unable to control or organize the situation in a way that benefits it, it may get frustrated and begin Deatomizating everything. If that doesn't work, it flees into the void to find something more easily manipulated to work on.

Harvestable Components (Legendary)

Animus: Construct. **Fluid:** Chemical Solution, Elemental Fluid. **Organs:** Glands. **Natural Weapons:** Tentacles, Blades **Hide:** Plates.

EPIC

The Algorithm

Gargantuan Construct

AC 25 **Initiative** +12 (22)
HP 305 (15d20 + 150) plus 300 (15d20 + 150) per player character
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	30	+10	+10	**DEX**	15	+2	+11	**CON**	30	+10	+19
INT	30	+10	+19	**WIS**	20	+5	+5	**CHA**	10	+0	+9

Skills History +19, Intimidation +9, Insight +14, Perception +23
Immunities Cold, Fire, Lightning, Necrotic, Psychic, Poison; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned
Senses Truesight 250 ft.; Passive Perception 33
Languages All
Challenge 30 (XP 155,000; PB +9)

Traits

Electronic Data Network. A creature that starts its turn within 60 feet of the Algorithm takes 21 (6d6) Lightning damage.

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

Predictive Analytics. At the end of each of the Algorithm's turns, it rolls 1d20 for each player character fighting it. The Algorithm can replace any D20 Test made by it or a creature it can see with one of these predictive rolls. It must choose to do so before the roll, and it can replace a roll in this way only once per turn.

Each predictive roll can be used only once. Any unused predictive rolls are lost at the start of the Algorithm's next turn.

Epic Actions

The Algorithm always takes its turn on Initiative count 20. On its turn, the Algorithm can use its movement and interaction as normal. However, it does not take an action or Bonus Action on its turn unless forced to do so by a spell or other effect. Instead, the Algorithm takes one of the following Epic Actions at the end of each player character's turn:

Wire. *Dexterity Saving Throw:* DC 26, one creature the Algorithm can see within 60 feet. *Failure:* 21 (2d10 + 10) Force damage, and if the target is a Huge or smaller creature, it has the Grappled condition (escape DC 20). The Algorithm can grapple up to six creatures at a time.

Algorithmic Manipulation. *Strength Saving Throw:* DC 26, one Huge or smaller creature or object the Algorithm can see within 120 feet. *Failure:* The Algorithm moves the target up to 30 feet in any direction, and the target has the Restrained condition. If the Algorithm lifts the target into the air, it is suspended there. The target remains held until the Algorithm releases it (no action required), uses this Epic Action again, or has the Incapacitated condition.

Deatomization. *Constitution Saving Throw:* DC 26, one creature or object the Algorithm can see within 300 feet. *Failure:* 65 (10d12) Necrotic damage. If this damage reduces the target to 0 Hit Points, it dies and its body is reduced to atoms. *Failure:* Half damage.

Reprogram (1/Round). *Intelligence Saving Throw:* DC 26, one creature Grappled by the algorithm. *Failure:* 55 (10d10) Piercing damage. If this damage reduces the target to 0 Hit Points, it dies and its brain is replaced with mechanical components. The target reanimates at the start of its next turn as a Construct under the Algorithm's control. It resembles the original creature, but its eyes glow with synthetic green light, and its body is covered in protruding wires, metal scraps, and glowing tubes.

Assuming Direct Control (1/Round). The Algorithm targets a Construct within 120 feet and immediately enters and takes control of it. The Algorithm can still use its Epic Actions as normal and replaces the Construct's game statistics with its own, except the Construct's Hit Points. When the Construct is reduced to 0 Hit Points, the Algorithm reemerges in an unoccupied space within 15 feet of it.

Spellcasting (1/Round). The Algorithm casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 27):

At Will: *Dispel Magic, Fabricate*
3/Day Each: *Scrying, Sending, Wall of Force*
1/Day Each: *Antimagic Field, Prismatic Wall, Reverse Gravity*
1/Year: *Wish*

Epic Resistance. The Algorithm chooses one condition, spell, or other effect currently affecting them and rolls 1d20. On an **11+**, the effect ends on it. The Algorithm can use this action even if it would otherwise be unable to take actions, its actions are being controlled by another creature, or if a spell or effect alters its game statistics.

Appendix B: Faction Agents
Allies or Enemies?

Eldrick Runeweaver

Amethyst Academy

The wizards of the Amethyst Academy perform all sorts of arcane tasks throughout the nations. They study ancient ruins, maintain their magical strongholds, accompany nobles on errands, or participate as members of their council. These mages are well known throughout the continent and are identifiable by their purple-robes and academy rings.

Academy Combat Tactics

Broadly speaking, Amethyst Academy mages eschew combat, valuing their own lives too highly to take such risks. They view themselves as researchers, craftspeople, and scholars, not war mages—few bother learning damaging spells beyond simple cantrips, instead focusing on practical magic for their academic and industrial pursuits. Nevertheless, they know that magic is still a dangerous vocation, and ready themselves to flee perilous situations with *Invisibility* spells or teleportation magic.

When violent confrontation seem inevitable, Amethyst Academy agents often hire mercenaries or adventurers, or dispatch summoned creatures in their stead. Nevertheless, there are bold explorers who take to field research and prepare themselves for dangerous expeditions—particularly, those who personnally study the ruins of Drakkenheim. They often utilize constructs such as Shield Guardians or summoned elementals bound to service with *Planar Binding*. Mages usually begin combat with defensive or control spells as befits the situation, such as taking to the air with *Fly* or subduing foes with *Slow*. Only once they are certain the situation is under control will they use their signature *Prismatic Blasts* or area-of-effect spells like *Fireball* and *Lightning Bolt*. These mages almost always flee once they've become Bloodied, viewing a temporary setback or mission failure as a preferable outcome over their deaths.

Academy Apprentice

Dressed in simple purple robes with the symbol of the Amethyst Academy upon their left breast, the apprentice carries a spellbook fastened to their belt, and a simple satchel of alchemical ingredients.

These mages-in-training have completed enough study to cast level 1 arcane spells. The Amethyst Academy often assigns apprentices to higher-ranked mages, where they assist with research, experimentation, and fieldwork. One or more apprentices often accompany a Master Mage.

Academy Apprentice

Medium Humanoid

AC 12
HP 9 (2d8)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	15	+2	+2	**CON**	11	+0	+0
INT	15	+2	+2	**WIS**	11	+0	+0	**CHA**	10	+0	+0

Skills Arcana +4
Senses Passive Perception 10
Languages Common and one other language
Challenge 1/2 (XP 100; PB +2)

Actions

Force Dart. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 60 ft. *Hit:* 7 (2d4 + 2) Force damage.

Spellcasting. The apprentice casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12, +4 to spell attacks):

At Will: *Detect Magic, Mage Hand, Minor Illusion, Prestidigitation*
1/Day Each: *Burning Hands, Find Familiar, Magic Missile*

Academy Mage

Dressed in a purple long jacket with gold trim, dark trousers and simple black boots, the mage carries a wand in one hand and a book in the other, with the symbol of the Amethyst Academy emblazoned upon the back of their jacket in gold.

These rank-and-file members of the Amethyst Academy can cast spells of up to level 3 or 4. Apprentices qualify for this rank when they can cast at least level 2 spells. Most Academy mages conduct research or craft magic items for the Amethyst Academy, and a handful join survey teams exploring ancient sites or the ruins of Drakkenheim. Others are assigned as court mages for low-ranking nobility. The majority of Academy mages never attain a higher rank than this one.

Academy Mage

Medium Humanoid

AC 15
HP 63 (14d8)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	14	+2	+2	**CON**	11	+0	+0
INT	17	+3	+3	**WIS**	12	+1	+1	**CHA**	10	+0	+0

Skills Arcana +5, History +5
Senses Passive Perception 11
Languages Common and two other languages
Challenge 4 (XP 1,100; PB +2)

Traits

Academy Rings (1/Day). The mage can cast a spell from Spellcasting without expending a use of it.

Actions

Multiattack. The mage makes two Prismatic Blast attacks.

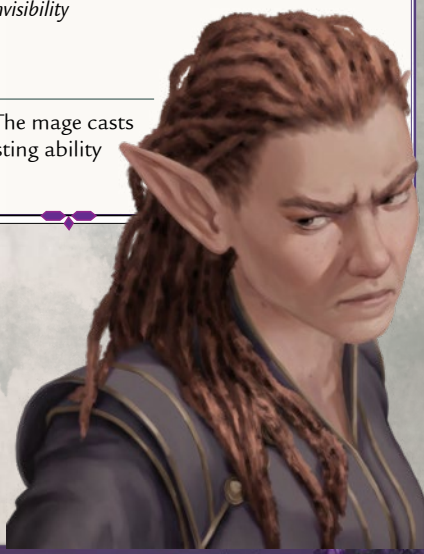
Prismatic Blast. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 14 (4d6) Cold, Fire, or Lightning damage (mage's choice).

Spellcasting. The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13, +5 to spell attacks):

At Will: *Detect Magic, Mage Armor* (included above), *Mage Hand, Minor Illusion, Prestidigitation*
2/Day Each: *Dispel Magic, Invisibility*
1/Day Each: *Fireball, Slow*

Bonus Actions

Misty Step (Recharge 5–6). The mage casts *Misty Step* using the spellcasting ability from Spellcasting.



Master Mage

Academy Grandmaster

Academy Outcast

Master Mage

Dressed in decorated ornate gold and purple robes, these mages carry a staff of black steel with a delerium crystal encased in glass at the top. A book of spells floats beside them as they pull arcane power from the delerium orb atop their staff.

The prestigious rank of Master Mage demonstrates the ability to cast level 5 spells or higher. This is a lifetime accomplishment for the few Academy mages who obtain it, representing decades of study, practice, and research. However, a few especially gifted and adventurous spellcasters have risen to this rank quickly.

Master Mages become instructors, project leaders, and representatives for the Amethyst Academy. They are often assigned to act as Court Mages to high-ranking or influential nobles, such as dukes and countesses.

Master Mage

Medium Humanoid

AC 15
HP 83 (15d8 + 15)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	15	+2	+2	**CON**	13	+1	+1
INT	17	+3	+6	**WIS**	13	+1	+4	**CHA**	10	+0	+0

Skills Arcana +6, History +6, Investigation +6, Perception +4
Senses Passive Perception 14
Languages Common and three other languages
Challenge 6 (XP 2,300; PB +3)

Traits

Academy Rings (1/Day). The mage can cast a spell from Spellcasting without expending a use of it.

Actions

Multiattack. The mage makes three Prismatic Blast attacks.

Prismatic Blast. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 14 (4d6) Cold, Fire, or Lightning damage (mage's choice).

Spellcasting. The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14, +6 to spell attacks):

At Will: *Detect Magic, Light, Mage Armor* (included above), *Mage Hand, Prestidigitation, Unseen Servant*
2/Day Each: *Fly, Ice Storm, Lightning Bolt*
1/Day Each: *Banishment, Wall of Force*

Reactions

Counterspell (Recharge 5–6). The mage casts *Counterspell* in response to that spell's trigger, using the spellcasting ability from Spellcasting.

The mages of the academy are very useful. Mostly for waving their hands and bending the world around you sort of thing.

Academy Grandmaster

The Academy Grandmaster wears a purple and gold jacket and trousers, with an Academy's insignia broach on their lapel and glimmering rings on each finger. They carry an ornate gold and black staff topped with a glimmering delerium crystal. Their eyes crackle with energy, harnessing the raw power around them.

These are powerful spellcasters who can cast level 9 spells. They lead the Amethyst Academy's most important projects and can access almost every resource available within. Only a handful exist: beyond the eight members of the Academy Directorate, there are no more than twenty alive today. In the rare event of a vacancy, the Master Mages may nominate Grandmasters for consideration. Since the Directorate must unanimously choose one to join them, openings can take decades to fill.

Combat Tactics

Their first action is to cast *Time Stop*, followed by *Wall of Force* to trap as many foes as possible. Those who aren't entrapped are blasted with *Prismatic Spray*, *Chain Lightning*, and *Fireball*. They flee using *Teleport* when Bloodied.

Academy Grandmaster

Medium Humanoid

AC 15
HP 195 (30d8 + 60)
Initiative +6 (16)
Speed 30 ft., Fly 10 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	15	+2	+2	**CON**	15	+2	+6
INT	20	+5	+9	**WIS**	17	+3	+7	**CHA**	13	+1	+1

Skills Arcana +13, History +13, Insight +7, Perception +7
Senses Truesight 60 ft.; Passive Perception 17
Languages Common and three other languages
Challenge 12 (XP 8,400; PB +4)

Traits

Academy Rings (1/Day). The mage can cast a spell from Spellcasting without expending a use of it.

Actions

Multiattack. The mage makes four Prismatic Blast attacks.

Prismatic Blast. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 120 ft. *Hit:* 18 (4d8) Cold, Fire, or Lightning damage (mage's choice).

Spellcasting. The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17, +9 to spell attacks):

At Will: *Detect Magic, Find Familiar, Light, Mage Armor* (included above), *Mage Hand, Prestidigitation*
2/Day Each: *Cone of Cold, Dimension Door, Dispel Magic, Fireball, Greater Invisibility, Hold Monster, Sending*
1/Day Each: *Chain Lightning, Maze, Prismatic Spray, Teleport, Time Stop, Wall of Force*

Bonus Actions

Misty Step (Recharge 5–6). The mage casts *Misty Step* using the spellcasting ability from Spellcasting.

Reactions

Contingency (1/Day). *Trigger:* The mage would become Incapacitated from a spell. *Response:* The mage casts *Dispel Magic* (level 5 version) targeting itself.

Academy Outcast

Dressed in a simple brown trench coat, with black trousers and boots and a simple white shirt, the Academy Outcast sports a pair of welding goggles upon their unkempt hair. With a sly expression upon their face, they hold their wands at the ready.

Not all mageborn are cut out for the rules, regulations, and intense study and practice required by the Amethyst Academy, and some do not make it through their schooling. An outcast may still be under the guidance of the Academy, performing field work or odd jobs that require a more hands-on approach. Oftentimes these outcasts dabble in dangerous magics, and have far less caution, and far too much confidence for the Academy's liking.

Academy Outcast

Medium Humanoid

AC 15
HP 44 (8d8 + 8)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	15	+2	+2	**CON**	13	+1	+1
INT	13	+1	+1	**WIS**	10	+0	+0	**CHA**	17	+3	+3

Skills Arcana +3, Deception +5
Senses Passive Perception 10
Languages Common and one other language
Challenge 3 (XP 700; PB +2)

Actions

Multiattack. The outcast makes two Shadow Bolt attacks.

Shadow Bolt. *Ranged Attack Roll:* +5, range 120 ft. *Hit:* 14 (4d6) Necrotic damage, and the target can't regain Hit Points until the start of the outcast's next turn.

Spellcasting. The outcast casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13, +5 to spell attacks):

At Will: *Mage Armor* (included above), *Mage Hand, Minor Illusion, Prestidigitation*
2/Day Each: *Darkness, Disguise Self, Suggestion*
1/Day Each: *Bestow Curse, Dimension Door, Fear, Lightning Bolt, Web*

Bonus Actions

Summon Demon (1/Day). The outcast magically summons three **Dretches** or one **Quasit**. The summoned creatures appear in an unoccupied space within 60 feet of the outcast, whom they obey. They take their turns immediately after the outcast. The creatures remain for 1 hour, until the outcast dies, or until dismissed by the outcast as a Bonus Action.

One of the strongest was an academy outcast. For those who are expelled, what's the worst that can happen?

River

River is a short tiefling woman in her late twenties. Her attire is practical and professional: a hip-length purple jacket with a high collar. Belted at her waist are several pouches and pockets. She wears five rings on her right hand. Two oddly-shaped dark brown horns sprout backwards from her flowing blue hair, creating the impression of two boats at sea. River has spotted brown skin and impish features: her teeth are too sharp, her tongue too long, and it's slightly unsettling when she smiles.

River is a communications expert and analyst. She aids the Academy's mission using spells such as *Sending* and *Telepathic Bond* to relay messages between field agents and Academy leadership, gathers information using *Detect Thoughts* and *Scrying*, and facilitates transportation of Academy assets from their distant strongholds to Emberwood Village via *Teleportation Circle*.

The giver of gifts and knowledge – she is a strong ally and an old friend – weird brother.

Roleplaying Traits

- **Personality Trait.** I converse using precise academic terminology, but amongst those I trust as competent and capable, I inject a wry and sardonic sense of humor.
- **Ideal.** I like people who are professional, deliver results, and don't ask questions. I cannot stand fools who waste my time with buffoonery, haggling, and excuses.
- **Bond.** Eldrick Runeweaver is my mentor, teacher, and friend. I've worked alongside him for years, and any success he has will be mine as well.
- **Flaw.** I grew up surrounded by the magical amenities of the Amethyst Academy, so I don't understand what life is like for those who had a more mundane upbringing.

Combat Tactics

River is not a combatant and never initiates violence. If she is attacked or finds herself in the midst of conflict, her sole objective is survival. Her first action is always to cast either *Dimension Door* or *Invisibility* and flee. She won't take risks with her own life, even to fulfill a critical objective for the Amethyst Academy or save someone she cares about. However, she will take the opportunity to help another ally escape by using *Invisibility* on them or bringing them with her when she teleports.

River, Amethyst Academy Liaison

Medium Humanoid (Tiefling)

AC 16
HP 83 (15d8 + 15)
Initiative +3 (13)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	17	+3	+3	**CON**	13	+1	+4
INT	19	+4	+7	**WIS**	15	+2	+5	**CHA**	10	+0	+0

Skills Arcana +10, Insight +5, Investigation +10, Perception +5
Resistances Fire
Senses Darkvision 60 ft.; Passive Perception 15
Languages Common and three other languages
Challenge 5 (XP 1,800; PB +3)

Traits

Academy Rings (1/Day). River can cast a spell from Spellcasting without expending a use of it.

Actions

Force Missile. *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 28 (8d6) Force damage.

Spellcasting. River casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15, +7 to spell attacks):

At Will: *Detect Magic, Find Familiar, Light, Mage Armor* (included above), *Mage Hand, Prestidigitation*
2/Day Each: *Detect Thoughts, Dimension Door, Dispel Magic, Identify, Invisibility* (level 4 version), *Sending*
1/Day Each: *Scrying, Telepathic Bond, Teleportation Circle*

Bonus Actions

Misty Step (Recharge 5–6). River casts *Misty Step* using the spellcasting ability from Spellcasting.

Reactions

River's Contingency. *Trigger:* River becomes Bloodied. *Response:* River casts *Mislead* and teleports to an unoccupied space she can see within 30 feet.

Eldrick Runeweaver is a towering and broad-shouldered black man in his mid-sixties. His amber eyes glow softly behind his circular glasses, and a square-cut graying black beard. Eldrick wears nine rings of silver, gold, and electrum: one on each finger except his left thumb. He wears flowing purple garb with golden embroidery and carries an obsidian staff tipped with a delerium crystal.

One of the finest professors in the Amethyst Academy, Eldrick Runeweaver has personally instructed a generation of talented arcane spellcasters. He is the foremost living expert on abjuration magic but is also highly regarded within the Academy as a dedicated administrator and calculating leader. If Eldrick Runeweaver successfully retakes the Inscrutable Tower, he will likely take up the vacant spot in the Academy Directorate and assume the mantle of Archmage of Drakkenheim.

Roleplaying Traits

- **Personality Trait.** I carefully calculate my every action, and I speak using a few well-chosen words. I'm a teacher at heart, so I often phrase my responses in the form of a pointed question.
- **Ideal.** I will seek out more information whenever I encounter an unknown situation or problem. Through reason and logic, the facts always bear out the truth of the matter.
- **Bond.** I hold a position of responsibility and authority within the Amethyst Academy, and it is my duty to protect the Academy's interests, carry out its agenda, and keep its many secrets.
- **Flaw.** I care deeply for my students but tend to overlook their faults and failures. I've had several wayward apprentices over the years, and I've often had to cover up their mistakes.

Eldrick Runeweaver has a Cat familiar, travels with an Iron Golem bodyguard, and a Homunculus servant. He most often communicates via *Sending*, *Telepathic Bond*, and *Project Image* spells, or by sending his simulacrum instead. Eldrick has a clone kept in a distant stronghold with extra equipment should the unthinkable occur.

Eldrick Runeweaver

Medium Humanoid (Human)

AC 19 **Initiative** +5 (15)
HP 75 (10d8 + 30) + 75 (10d8 + 30) per player character
Speed 30 ft., Fly 30 ft. (Hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	+6	**DEX**	10	+0	+7	**CON**	16	+3	+10
INT	22	+6	+13	**WIS**	19	+4	+11	**CHA**	15	+2	+9

Skills Arcana +16, History +16, Perception +14, Persuasion +12
Resistances Damage from spells
Gear *Robe of the Archmagi, Staff of Power*
Senses Truesight 120 ft.; Passive Perception 24
Languages All
Challenge 15 (XP 13,000; PB +5)

Traits

Academy Rings (1/Day). Eldrick can cast a spell from Spellcasting without expending a use of it.

Magic Resistance. Eldrick has Advantage on saving throws against spells and other magical effects.

Warding Aura. Eldrick projects a 30-foot Emanation of warding magic. The first time on each turn that a creature within the Emanation deals damage or casts a spell on Eldrick, that creature takes 14 (4d6) Force damage and is pushed 10 feet away from Eldrick.

Epic Actions

Eldrick always takes his turn on Initiative count 20. On his turn, Eldrick can use his movement and interaction as normal. However, he does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, Eldrick takes one of the following Epic Actions at the end of each player character's turn:

Prismatic Blast. *Melee or Ranged Attack Roll:* +15, reach 5 ft. or range 120 ft. *Hit:* 27 (4d10 + 6) Cold, Fire, or Lightning damage (Eldrick's choice).

Teleport. Eldrick teleports to an unoccupied space he can see within 60 feet.

Chain Lightning (Recharge 5–6). Eldrick casts *Chain Lightning*, using the spellcasting ability in Spellcasting.

Dispel Magic (1/Round). Eldrick casts *Dispel Magic*, using the spellcasting ability in Spellcasting.

Spellcasting (1/Round). Eldrick casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 21, +13 to spell attacks):

At Will: *Mage Armor* (included above), *Mage Hand, Sending*
2/Day Each: *Arcane Hand (Eldrick may use an Epic Action to control the hand once per round), Banishment, Dimension Door, Ice Storm, Lightning Bolt, Scrying, Wall of Force*

Greater Spellcasting (1/Round). Eldrick casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 21, +13 to spell attacks):

1/Day Each: *Forcecage, Globe of Invulnerability, Maze, Prismatic Spray, Prismatic Wall, Teleport*

Epic Resistance. Eldrick chooses one condition, spell, or other effect currently affecting him and rolls 1d20. On an **11+**, the effect ends on him. Eldrick can use this action even if he would otherwise be unable to take actions, his actions are being controlled by another creature, or if a spell or effect alters his game statistics.

Reactions

Counterspell. Eldrick casts *Counterspell* in response to that spell's trigger, using the spellcasting ability from Spellcasting.

Lucretia Mathias

Followers of the Falling Fire

The Followers of the Falling Fire are a religious sect who believe the meteor signaled a celestial prophecy. These fanatics consider delerium a holy sacrament. Called to pilgrimage by the prescient testament of their leader, Lucretia Mathias, zealous masses of devout commonfolk now journey to the Crater's Edge to take their place in a divine plan.

Falling Fire Combat Tactics

Falling Fire pilgrims give up their possessions and wealth and often carry very little on them. For the most part, common Falling Fire devotees are not equipped to fight. Most members try to avoid combat. Preferring a peaceful approach, they are more reactionary in their tactics and hope most situations do not come to bloodshed. However, Drakkenheim is a dangerous city, and monsters and bandits have attempted to thwart the efforts of the devout worshippers often. Pilgrims have been known to take up clubs, daggers, and any mundane weapons they can find to defend themselves, and often groups of traveling pilgrims are accompanied by armored zealots and spellcasting divine leaders who are ready to protect their flock.

> There comes a time in every man's life where he wants more. Delerium in your chest is the wrong way.

Dressed in plain gray robes tied off with a frayed rope, and wearing little else but a pair of old sandals, these pilgrims carry little on them and have given up their possessions for a simple life dedicated to the Falling Fire.

The prophetic words of Lucretia Mathias have inspired hundreds of commonfolk to make their way to Drakkenheim. Their motives and reasons are varied: some seek meaning and purpose in life which they find in the righteous calling of the Testament of the Falling Fire. Others are devout adherents to the Faith of the Sacred Flame who are disillusioned by what they see as the corruption and meddling of the clergy. A few travel to join their friends and family members who have already taken up with the Falling Fire.

Combat Tactics

Untrained and unprepared for combat, most pilgrims can only operate as a mob, using their numbers to overwhelm threats. Faith strengthens their resolve, and their morale holds fast whilst their leaders spurn them to holy purpose.

Pilgrim

Medium Humanoid

AC 10
HP 9 (2d8)
Initiative +0 (10)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	10	+0	+0	**CON**	11	+0	+0
INT	10	+0	+0	**WIS**	11	+0	+0	**CHA**	10	+0	+0

Gear Club
Senses Passive Perception 10
Languages Common
Challenge 1/8 (XP 25; PB +2)

Traits

Unshakeable Faith (1/Day). When the pilgrim would fail a saving throw, it can reroll the save with Advantage. It must use the new roll.

Actions

Club. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage.

Dressed in gray robes with a tabard bearing the symbol of the Falling Fire, these protectors carry large greatswords of simple design. Fiery faith burns in their eyes.

Zealots are the warriors of the Falling Fire, sworn to protect pilgrims on their journey to the Sacrament. They accompany expeditions into the city, and act as guards for the strongholds held by the faith. Though still dressed simply, and giving up most possessions, these devoted warriors of the Falling Fire are the ones skilled enough to wield weapons and fend off the monsters and bandits of the city.

Zealot

Medium Humanoid

AC 13
HP 75 (10d8 + 30)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	**DEX**	15	+2	+2	**CON**	16	+3	+3
INT	10	+0	+0	**WIS**	11	+0	+0	**CHA**	13	+1	+1

Skills Athletics +5, Intimidation +3
Gear Greatsword
Senses Passive Perception 10
Languages Common
Challenge 3 (XP 700; PB +2)

Traits

Unshakeable Faith (1/Day). When the zealot would fail a saving throw, it can reroll the save with Advantage. It must use the new roll.

Actions

Multiattack. The zealot makes two Greatsword attacks.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 7 (2d6) Radiant damage.

Bonus Actions

For the Flame (1/Day). Allies of the zealot within 60 feet of it that can hear it gain Advantage on attack rolls and saving throws until the start of the zealot's next turn.

Congregation

Sanctified Monk

Sanctified Knight

Sanctified Soul

Missionary

The faith's missionaries are draped in white robes with leather belts and a sash hanging from their side adorned with the symbol of the Falling Fire. These devout missionaries lead pilgrims on their holy path to Drakkenheim, clutching the sacred writing of Lucretia Mathias in their hands.

These true believers of the Falling Fire's cause travel the continent, spreading the teachings of Lucretia Mathias. They often lead groups of pilgrims to Drakkenheim, where they hope their efforts to spread the word will be rewarded when they take up the Sacrament.

Missionary

Medium Humanoid

AC 15
HP 66 (12d8 + 11)
Initiative +0 (10)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	10	+0	+0	**CON**	13	+1	+1
INT	10	+0	+0	**WIS**	16	+3	+3	**CHA**	13	+1	+1

Skills Insight +5, Persuasion +3, Religion +4
Gear Breastplate, Quarterstaff
Senses Passive Perception 13
Languages Common
Challenge 4 (XP 1,100; PB +2)

Traits

Unshakeable Faith (1/Day). When the missionary would fail a saving throw, it can reroll the save with Advantage. It must use the new roll.

Actions

Quarterstaff. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage, or 5 (1d8 + 1) Bludgeoning damage if wielded with two hands.

Sacred Fire. *Ranged Attack Roll:* +5, range 120 ft. *Hit:* 14 (4d6) Radiant damage.

Spellcasting. The missionary casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13, +5 to spell attacks):

At Will: *Light, Thaumaturgy*
2/Day Each: *Bless, Dispel Magic*
1/Day: *Spirit Guardians*

Bonus Actions

Healing Word (3/Day). The missionary casts *Healing Word* using the spellcasting ability from Spellcasting.

They believe their faith brings them closer to the flame. I have other ways to bring them closer.

Missionary

Congregation

A crowd of pilgrims brandish clubs, torches, and pitchforks. They begin to muster up courage, spouting out passages from the writings of the Falling Fire, calling out the blasphemous to be brought low by the fires to cleanse them of their sins.

The Followers of the Falling Fire gather in great throngs filled with fiery passion, lighting their torches and lanterns and taking up whatever they can find as a weapon. When the zealous masses flood the streets, the crowd becomes more than a match for the mightiest warriors.

Congregation

Gargantuan Swarm of Medium Humanoids

AC 13
HP 170 (20d12 + 40)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	**DEX**	7	-2	-2	**CON**	15	+2	+2
INT	10	+0	+0	**WIS**	10	+0	+0	**CHA**	10	+0	+0

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Passive Perception 10
Languages Common
Challenge 9 (XP 5,000; PB +4)

Traits

Dispersal. When the congregation is reduced to 0 Hit Points, it leaves behind 2d4 **Pilgrims** in its place.

Mob. The congregation can occupy another creature's space and vice versa, and the congregation can move through any opening large enough for a Medium Humanoid. The congregation can't regain Hit Points or gain Temporary Hit Points.

Actions

Multiattack. The congregation makes one attack against each creature in its space.

Torches. *Melee Attack Roll:* +8, reach 0 ft. *Hit:* The target has the Burning condition (4d6 Fire).

Pitchforks. *Melee Attack Roll:* +8, reach 0 ft. *Hit:* 28 (8d6) Piercing damage, or 14 (4d6) Piercing damage if the congregation has the Bloodied condition. The target has the Prone condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 16, one creature in the congregation's space that has the Prone condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.

Three's a crowd and coincidentally the number of prongs you get stabbed with. People get too excited in groups.

Sanctified Monk

Dressed in simple white tunics and loose trousers, these monks have sworn themselves to the Faith of the Falling Fire and have taken the Sacrament, pulling divine energy from within themselves and using it to channel their martial arts and combat capabilities.

Commoners who complete the Sacrament of the Falling Fire are imbued with extraordinary abilities from their great show of devotion. Many become ascetics who reside near the Crater at Saint Selena's Abbey. There they prepare their bodies and minds for the tests of faith yet to come, practicing discipline, faith, and martial arts.

Sanctified Monk

Medium Humanoid

AC 16
HP 66 (12d8 + 11)
Initiative +8 (18)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	19	+4	+4	**CON**	13	+1	+1
INT	10	+0	+0	**WIS**	15	+2	+2	**CHA**	13	+1	+1

Skills Acrobatics +6, Insight +4, Religion +4, Stealth +6
Resistances Necrotic, Radiant
Immunities Charmed, Contamination, Frightened
Senses Passive Perception 12
Languages Common
Challenge 4 (XP 1,100; PB +2)

Traits

Sanctified by Falling Fire. When the monk dies, its soul is pulled into the delerium crystal embedded in its chest.

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier (included above).

Actions

Multiattack. The monk makes three Unarmed Strike attacks or five Dart attacks.

Unarmed Strike. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage.

Dart. *Ranged Attack Roll:* +6, range 20/60 ft. *Hit:* 6 (1d4 + 4) Piercing damage.

Bonus Actions

Flame Step. The monk teleports to an unoccupied space it can see within 60 feet that is in Bright Light. It gains Advantage on its next melee attack.

I don't like getting hit in the face and these guys end up being hugely disappointing. My face is my moneymaker.

Sanctified Knight

Clad in plate armor and carrying a longsword, the Sanctified Knight's delerium shard embedded in their chest glows through their armor as they protect the pilgrims from any threats.

The Followers of the Falling Fire have attracted a rare few paladins from amongst the Faith of the Sacred Flame to join their cause. Hailed as heroes of their movement, these knights readily embark on the quest to visit the Crater's Edge and become sanctified, then take up positions as mighty defenders of the nascent religious sect.

Sanctified Knight

Medium Humanoid

AC 18
HP 75 (10d8 + 30)
Initiative +0 (10)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	10	+0	+0	**CON**	17	+3	+3
INT	10	+0	+0	**WIS**	12	+1	+1	**CHA**	16	+3	+3

Skills Persuasion +5, Insight +3
Resistances Necrotic, Radiant
Immunities Charmed, Contamination, Frightened,
Gear Longsword, Plate
Senses Passive Perception 11
Languages Common and one other language
Challenge 4 (XP 1,100; PB +2)

Traits

Sanctified by Falling Fire. When the knight dies, its soul is pulled into the delerium crystal embedded in its chest.

Actions

Multiattack. The knight makes three Longsword attacks.

Longsword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage, or 9 (1d10 + 4) Slashing damage if wielded with two hands, plus 9 (2d8) Radiant damage.

Bonus Actions

Lay on Hands (3/Day). The knight touches another creature. The target regains 11 (2d8 + 2) Hit Points and is cured of one disease or the Poisoned condition.

Reactions

Deny the Witch (3/Day). *Trigger:* A creature the knight can see within 60 feet of it casts a spell. *Response:* If the spell is level 3 or lower, the spell fails, but no resources are wasted.

Self-righteous are those who follow the flame.
Also they can't do as many push-ups as me.

Sanctified Soul

Wearing no symbols of their faith, and dressed simply, the glow of their delerium shard embedded in their chest glows through their robes signifying their dedication to the Falling Fire. Carrying a book in one hand and speaking passages of the Falling Fire, Sanctified Souls gather flocks of pilgrims before them.

Just as paladins of the Sacred Flame have joined the Falling Fire, many Flamekeepers have also converted to the new religion. Occasionally, the process of sanctification awakens a divine connection in an individual with no prior ability. Either way, these powerful conduits for divine magic are among the great leaders of the Followers of the Falling Fire.

Sanctified Soul

Medium Humanoid

AC 15
HP 83 (15d8 + 15)
Initiative +0 (10)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	10	+0	+0	**CON**	13	+1	+1
INT	11	+0	+0	**WIS**	19	+4	+4	**CHA**	15	+2	+2

Resistances Necrotic, Radiant
Immunities Charmed, Contamination, Frightened
Gear Breastplate, Quarterstaff
Senses Passive Perception 14
Languages Common
Challenge 6 (XP 2,300; PB +3)

Traits

Sanctified by Falling Fire. When the sanctified soul dies, its soul is pulled into the delerium crystal embedded in its chest.

Actions

Quarterstaff. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage, or 5 (1d8 + 1) Bludgeoning damage if wielded with two hands.

Guiding Bolt. *Ranged Attack Roll:* +5, range 120 ft. *Hit:* 14 (4d6) Radiant damage.

Spellcasting. The sanctified soul casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15, +7 to spell attacks):

At Will: *Light, Thaumaturgy*
2/Day Each: *Faerie Fire, Flame Strike*
1/Day Each: *Wall of Fire*

Reactions

Flash of Light. *Trigger:* A creature the sanctified soul can see makes an attack roll. *Response:* The sanctified soul imposes Disadvantage on the attack roll.

Nathaniel Flint

A simple looking man in his early thirties stands before you, one hand outstretched towards you in a gesture of friendly aid. He has curly brown hair, a warm calm upon his face, and wears dark gray robes and simple boots. Beneath his robes, the gentle octarine glow can be seen from his chest.

Nathaniel watches over the Hendrix Farm where Falling Fire pilgrims on their way into Drakkenheim rest or live. He sees to their needs, ensureing the commune is well stocked with bed rolls, firewood, simple food, and any other supplies needed for basic survival. The pilgrimage leader keeps the fires lit, and a bubbling pot of stew available on the communal fire. He is also the guide who brings many into the city to meet with Lucretia, and from time to time brings groups of pilgrims to the Crater's Edge to be sanctified. He takes his job very seriously, believing whole-heartedly in the teachings of Lucretia.

Roleplaying Traits

- **Personality Trait.** I speak in a warm and friendly tone, and often use metaphors of light and darkness to make my points. I want all who are in my presence to feel welcome and important.
- **Ideal.** Everyone deserves a real chance to see the light for themselves. No matter the darkness they carry, all darkness must flee in the presence of light once one lets it in.
- **Bond.** Lucretia Mathias has led these people to something incredible, and the more one speaks to her, and sees her power, the more obvious it is that she is a prophet, and she speaks a truth few can understand. I believe in her more than anyone else in this world and wish only to do right by her teachings.
- **Flaw.** I assume the best in people and am willfully ignorant to the harm that could be done by trusting too easily.

Combat Tactics

Nathaniel is not a combatant, and rarely uses his divine powers to harm. However, if he must defend himself, or more likely, protect his pilgrims. Nathaniel uses *Aid* and *Bless* to bolster his allies, *Spirit Guardians* to protect himself, and use *Fireballs* if absolutely necessary to put down his foes.

He will flee as soon as he can and help as many friends as possible do the same.

Nathaniel Flint, Pilgrimage Leader

Medium Humanoid

AC 15
HP 83 (15d8 + 15)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	15	+2	+2	**CON**	13	+1	+1
INT	10	+0	+3	**WIS**	17	+3	+6	**CHA**	15	+2	+2

Skills Arcana +3, History +3, Investigation +3, Perception +6
Resistances Necrotic, Radiant
Immunities Charmed, Contamination, Frightened
Gear Breastplate, Quarterstaff
Senses Passive Perception 16
Languages Common and three other languages
Challenge 6 (XP 2,300; PB +3)

Traits

Sanctified by Falling Fire. When Nathaniel dies, his soul is pulled into the delerium crystal embedded in his chest.

Actions

Sacred Fire. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 35 (10d6) Radiant damage.

Spellcasting. Nathaniel casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14, +6 to spell attacks):

At Will: *Light, Mage Armor* (included above), *Thaumaturgy*
2/Day Each: *Bless, Dispel Magic, Fireball*
1/Day Each: *Aid* (level 5 version), *Spirit Guardians*

The happiest man with a raw gem of containation jammed in his chest that I have ever met.

Lucretia Mathias

Lucretia Mathias is a willowy and wizened woman with piercing eyes and pursed lips. She is in her early nineties and keeps her graying black hair in a coiled bun beneath a linen shawl. Lucretia wears simple gray robes, and clutches a heavy leather-bound tome. A glowing golden crystal dangles from a silver chain around her neck. Her garb lightly conceals the delerium shard embedded in her heart.

The prophetic founder of the Followers of the Falling Fire was once a prominent Flamekeeper of the Sacred Flame. She was cast out and declared a heretic for her blasphemous insistence in the divinity of delerium.

Roleplaying Traits

- **Personality Trait.** I am devout. believe intensely in my faith and will give those seeking me a chance to speak. I care deeply for those who seek me out, bringing my full wisdom and passion to bear.
- **Ideal.** The brightest lights shine in the darkest of places. I will find my truth through my commitment to the light. Those who follow me will be spared when the time comes.
- **Bond.** The Meteor. I know the meteor is an early coming of the Tarnas comet, symbolizing all I base my faith upon. Only by coming to the Crater and finding yourself within can you be purified and cleansed of all your sins.
- **Flaw.** I only reveal the greatest truths I have seen to those I am certain can fully grasp and understand them as I do.

EPIC

Lucretia Mathias

Medium Humanoid (Human)

AC 19 **Initiative** +5 (15)
HP 68 (15d8) plus 68 (15d8) per player character
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	10	+0	+0	**CON**	10	+0	+5
INT	19	+4	+9	**WIS**	24	+7	+12	**CHA**	19	+4	+9

Skills Insight +17, Perception +17, Persuasion +14, Religion +14
Immunities Charmed, Contamination, Frightened
Senses Truesight 120 ft.; Passive Perception 27
Languages All
Challenge 15 (XP 13,000; PB +5)

Traits

Holy Aura. Lucretia projects a 60-foot Emanation of holy power. At the start of each of her turns, she can choose the aura's effect, which applies to creatures of her choice in the Emanation:

- **Divine Grace.** Creatures in the Emanation that target Lucretia with an attack or a harmful spell must first make a DC 20 Wisdom saving throw. On a failure, the creature must choose a new target or lose the attack or spell. This effect doesn't protect Lucretia from area effects, such as the explosion of a *Fireball*. If Lucretia makes an attack, casts a spell that affects an enemy, or deals damage to another creature, this trait ends until the start of her next turn.
- **Pacifying Presence.** A creature that starts its turn in the Emanation has the Weakened condition until the start of its next turn.
- **Wrathful Flame.** A creature that starts its turn in the Emanation takes 10 (3d6) Radiant damage plus 10 (3d6) Fire damage.

Prescient. Lucretia can't be surprised while she is conscious.

Sanctified by Falling Fire. When Lucretia dies, her soul is pulled into the delerium crystal embedded in her chest.

Unarmored Defense. While Lucretia is wearing no armor and wielding no shield, her AC includes her Wisdom modifier (included above).

Undeniable Faith. Lucretia automatically succeeds on Constitution saving throws to maintain Concentration on her spells.

Epic Actions

Lucretia always takes her turn on Initiative count 20. On her turn, Lucretia can use her movement and interaction as normal. However, she does not take an action or Bonus Action on her turn unless forced to do so by a spell or other effect. Instead, Lucretia takes one of the following Epic Actions at the end of each player character's turn:

Pacifying Touch. *Wisdom Saving Throw:* DC 20, one creature within 5 feet of Lucretia. *Failure:* 35 (10d6) Psychic damage, and the target has the Incapacitated condition (save ends). *Success:* Half damage only. *Failure or Success:* If this damage reduces the target to 0 Hit Points, the target is stabilized but has the Unconscious condition for 1 hour, even after regaining Hit Points.

Sacred Flame. *Dexterity Saving Throw:* DC 20, one creature within 60 feet of Lucretia. *Failure:* 45 (10d8) Radiant damage, and the target has the Blinded condition until the end of its next turn. *Success:* Half damage only.

Spellcasting (1/Round). Lucretia casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 20, +12 to spell attacks; spells other than cantrips are cast at level 9):

At Will: *Guidance, Light, Thaumaturgy*
2/Day Each: *Aid, Bless, Banishment, Dispel Magic, Flame Strike, Hold Person, Mass Cure Wounds, Sending*
1/Day Each: *Commune, Death Ward, Divination, Scrying, Speak with Dead*

Greater Spellcasting (1/Round). Lucretia casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 20, +12 to spell attacks; spells other than cantrips are cast at level 9):

1/Day Each: *Gate, Greater Restoration, Heal, Heroes' Feast, Resurrection, Word of Recall*

Divine Intervention (1/Day). Lucretia chooses any spell which doesn't require a Reaction to cast. As part of this Epic Action, she casts that spell without Material components. If she uses this Epic Action to cast the *Wish* spell, she can't use this Epic Action for the next 1d4 days.

Epic Resistance. Lucretia chooses one condition, spell, or other effect currently affecting her and rolls 1d20. On an **11+**, the effect ends on her. Lucretia can use this action even if she would otherwise be unable to take actions, her actions are being controlled by another creature, or if a spell or effect alters her game statistics.

Queen's Men

"Who I am is not as important as what I am. I am quicker than thought, quieter than contemplation, and more slippery than a fading memory. I deal in secrets and lies as lesser thieves deal in larceny. I can fulfill your wildest dreams, or be your worst nightmare."

—The Queen of Thieves

The ruins of Drakkenheim attract all manner of scavengers, looters, deserters, and fugitives. The anarchic and dangerous ruins are an ideal hiding place for those on the wrong side of the law, and there is no shortage of plunder and work for those who don't mind getting their hands dirty. The many disparate bands of brigands and outlaws have been brought together into a loose alliance under the thumb of the manipulative and enigmatic Queen of Thieves. Under her rule, the Queen's Men smuggle delerium to disreputable clients in distant lands, exhort and rob adventurers, shakedown pilgrims, and act as a constant thorn in the side of the other factions.

Queen's Men Combat Tactics

Amongst the Queen's Men, different groups may be organized as infiltrators, thieves, saboteurs, and assassins, who work unseen until the moment they strike. In contrast, highway robbers and enforces operate openly, trying to shakedown and intimidate their marks to give up any valuables without a fight. Regardless, members of the Queen's Men are seldom willing to stick around when a fight starts going against them, valuing their own lives first and foremost.

Queen of Thieves

Royal Assassin

Dressed in black and red, with a large hood and mask concealing their face and a flourished cape trailing behind them, this assassin brandishes a series of poison-tipped throwing daggers. They are posed ready to strike.

The Queen of Thieves keeps these elite killers on retainer. Agents of death, Royal Assassins are ready to eliminate anyone the Queen of Thieves has deemed a problem. She often keeps one or two nearby at all times as her most trusted guard. However, even the Royal Assassins are kept at arm's length due to her untrusting nature.

Combat Tactics

The Royal Assassins have a selection of potent poisons applied to their weaponry. They carefully prepare and select each dose for their intended targets. They use Silent Scream against spellcasters or when absolute quiet is needed, Sap Strength against warriors likely to put up stiff resistance of their own, and Sluggish Sinews against agile targets who may try to escape.

Royal Assassin

Medium Humanoid

AC 16
HP 143 (22d8 + 44)
Initiative +12 (22)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	**DEX**	19	+4	+4	**CON**	14	+2	+2
INT	15	+2	+2	**WIS**	13	+1	+1	**CHA**	10	+0	+0

Skills Acrobatics +8, Deception +8, Perception +9, Sleight of Hand +12, Stealth +12
Gear Studded Leather
Senses Darkvision 120 ft.; Passive Perception 19
Languages Common
Challenge 10 (XP 5,900; PB +4)

Traits

Death Strike. When the assassin reduces a creature to 0 Hit Points, the creature immediately dies.

Actions

Multiattack. The assassin makes three Poison Weapon attacks.

Poisoned Weapon. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 120 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 14 (4d6) Poison damage. Once per turn, the assassin can apply one of the following additional effects to the target:

- **Silent Scream.** *Intelligence Saving Throw:* DC 16. *Failure:* The target has the Bewildered condition (save ends). While Bewildered, the target is unable to speak.
- **Sap Strength.** *Constitution Saving Throw:* DC 16. *Failure:* The target has the Poisoned condition (save ends). While Poisoned, the target also has the Weakened condition.
- **Sluggish Sinews.** *Strength Saving Throw:* DC 16. *Failure:* The target has the Dazed condition (save ends). While Dazed, the target also has the Slowed condition.

Bonus Actions

Cunning Action. The assassin takes the Dash, Disengage, or Hide action.

Eldritch Trickster

Draped in black robes and carrying an obsidian wand, the Eldritch Trickster has a hood pulled up tight around its head as arcane power focuses into its hand, forming a blade of raw energy.

The Queen's Men have attracted a handful of renegade mages, undiscovered sorcerous talents, and wicked warlocks. Many are malfeasants who used their magic to commit crimes such as robbery, conspiracy, impersonation, or murder. Now seeking to avoid the clutches of the Amethyst Academy and Silver Order alike, these mages offer their magical talents to the Queen of Thieves in exchange for her protection. Ironically, this often sees them using magic for many more misdeeds.

Eldritch Trickster

Medium Humanoid

AC 15
HP 68 (15d8)
Initiative +4 (14)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	**DEX**	14	+2	+2	**CON**	11	+0	+0
INT	17	+3	+3	**WIS**	12	+1	+1	**CHA**	10	+0	+0

Skills Arcana +5, History +5
Senses Passive Perception 11
Languages Common and two other languages
Challenge 4 (XP 1,100; PB +2)

Actions

Multiattack. The trickster makes two Psychic Blade attacks.

Psychic Blade. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 17 (4d6 + 3) Psychic damage.

Spellcasting. The trickster casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13, +5 to spell attacks):

At Will: *Detect Magic, Mage Armor* (included above), *Mage Hand, Minor Illusion, Prestidigitation*
2/Day Each: *Disguise Self, Invisibility, Major image, Mirror Image, Sleep, Suggestion*
1/Day Each: *Dominate Person, Gaseous Form, Hypnotic Pattern*

Bonus Actions

Cunning Action. The trickster takes the Dash, Disengage, or Hide action.

Royal assasin

Blackjack Mel

Blackjack Mel

A short and scrawny man in his late thirties stands before you with a funny-looking but clean-shaven mug and greasy slicked-back hair. He wears a black padded jacket and buckled slacks that appear distinguished at first glance but are actually quite shabby and worn.

Blackjack Mel is the Queen of Thieves most trusted advisor. That is to say that she doesn't trust him at all, but knows that he is afraid of her, and will do her bidding as long as she pays him more than others. She pays in protection and a good position. No one is more manipulated by the Queen of Thieves' than Blackjack Mel, who handles much of her communications and business deals with the local gangs.

Roleplaying Traits

- **Personality Trait.** I can always make a deal with the right angle, I just gotta pitch it the right way. I don't give up when the mark doesn't take the bait, just try something new!
- **Ideal.** We're all in this for ourselves. You scratch my back, I'll scratch yours.
- **Bond.** Listen, I got some close connections with some powerful people. You wanna meet the Queen of Thieves? Stick with me. We'll go places together. Just uh, watch out you don't piss anyone off, okay?
- **Flaw.** I'm a compulsive liar, so what? Yeah, sometimes even I get confused by my own lies, but the truth can always do with a little exaggeration, it makes life more interesting!

Blackjack Mel

Medium Humanoid

AC 14
HP 44 (8d8 + 8)
Initiative +3 (13)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	**DEX**	17	+3	+3	**CON**	13	+1	+1
INT	13	+1	+1	**WIS**	10	+0	+0	**CHA**	17	+3	+3

Skills Deception +7, Insight +4, Persuasion +7, Perception +2, Sleight of Hand +7, Stealth +7
Senses Passive Perception 12
Languages Common
Challenge 2 (XP 450; PB +2)

Traits

Evasion. If Blackjack Mel is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw and only half damage if he fails, provided he doesn't have the Incapacitated condition.

Actions

Knife. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30 ft. *Hit:* 6 (1d4 + 4) Piercing damage.

Bonus Actions

Cunning Action. Blackjack Mel takes the Dash, Disengage, or Hide action.

Reactions

Uncanny Dodge. *Trigger:* A creature Blackjack Mel can see deals damage to him with an attack. *Response:* Blackjack Mel halves the damage he takes from that attack.

Combat Tactics

Blackjack Mel is a coward, a swindler, and a thief. He is often surrounded by Thugs and Assassins who protect him; Mel rarely draws a blade. His overconfidence relies on his company, and he will often only take a stab at someone if they are held down.

Mel's first line of defense is his mouth. He will double-cross, backstab, swindle, and con even his allies to ensure his own survival. He knows a lot of information about a lot of things and will use his well of secrets to bargain for his safety. He is also clever and will usually only divulge half of a fact to save his life, ensuring the other half will be granted once his safety is ensured. He knows very well that information is what keeps him alive, and he isn't about to use up that usefulness.

Mel flees without question at any opportunity if he feels threatened, and often keeps a *Potion of Invisibility* on his person for just such instances.

All bets are off when you're dealing with this thug. He's got info on anything for a price or a threat.

Queen of Thieves

The Queen of Thieves is a scheming mastermind who controls Drakkenheim's underworld. She transformed a hundreds of squabbling outlaws into a criminal empire. However, none know her true identity. She is most infamously encountered as lithe masked woman in swashbuckling attire with a wide-brimmed hat and jeweled rapier. However, she may radically change her appearance, as her mood and circumstances dictate. She typically confirms her identity by revealing a secret or by demonstrating her uncanny ability to alter her appearance.

Roleplaying Traits

- **Personality Trait.** "I am never unprepared and have multitudes of contingencies. I casually expose secrets with rakish confidence, and flaunt my ability to be anybody or anywhere."
- **Ideal.** "I relish mind games and manipulating people. Instead of spilling blood, I spill secrets. My enemies are worthless as corpses. When I steal lives, I spend them dearly first."
- **Bond.** "Law is powerless in the chaos of the ruins. As long as anarchy reigns, so shall I."
- **Flaw.** "Anyone who trusts me is a terrible fool. Double-crossing is my nature. I expect everyone to betray me, and I'll relish the opportunity to defeat them when they do."

Few of the Queen's Men have met her, and even less have been in the Court of Thieves. Most only know that, if you get a Queen of Diamonds card with a note attached, you better do what it says.

Combat Tactics

The Queen of Thieves never fights a battle personally unless she knows she's going to win. If you're running her in combat, she should attempt escape unless you are utterly certain she will defeat your player characters. She does not slay the player characters but should allow them to flee or take them captive. Either way, she mocks them mercilessly for trying to defeat her.

When the Queen of Thieves needs to escape, she uses her Dash and Misdirection Epic Actions, before using *Greater Invisibility*, *Dimension Door*, or *Gaseous Form* to slip away.

EPIC

Queen of Thieves

Medium Humanoid

AC 23 **Initiative** +10 (20)
HP 83 (15d8 + 15) plus 83 (15d8 + 15) per player character
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	20	+5	+10	**CON**	13	+1	+6
INT	20	+5	+10	**WIS**	16	+3	+8	**CHA**	19	+4	+9

Skills Acrobatics +10, Arcana +10, Deception +14, Insight +8, Perception +8, Persuasion +9, Sleight of Hand +10, Stealth +15
Immunities Charmed
Senses Darkvision 60 ft.; Passive Perception 18
Languages Common, Dwarvish, Elvish, Undercommon
Challenge 15 (XP 13,000; PB +5)

Traits

Canny Defense. While the Queen of Thieves is wearing light or no armor and wielding no shield, her AC includes her Intelligence modifier (included above).

Masked Identity. The Queen of Thieves is immune to any effect that would sense her emotions or read her thoughts, as well as any divination spell that she refuses. Wisdom (Insight) checks made to ascertain her intentions or sincerity have Disadvantage.

Memory Thief. Creatures are not aware when the Queen of Thieves reads their thoughts or imposes the Charmed condition on them. Additionally, when a spell cast by the her that causes creatures to become Charmed ends, she can make affected creatures lose their memories. Each creature must succeed on a DC 18 Intelligence saving throw or forget up to 8 hours of the time spent Charmed by her. These memories can be restored with a *Heal* spell or similar magic.

Vexing Aura. The Queen of Thieves projects a 30-foot Emanation of bewitching magic. At the start of each of her turns, she can choose the aura's effect, which applies to creatures of her choice in the Emanation:

- **Enchanting Presence.** A creature that starts its turn in the Emanation has the Charmed condition until it ends its turn outside the Emanation. If she deals damage to the creature, the condition ends, and that creature is immune to her Enchanting Presence for 24 hours.
- **Mocking Laughter.** A creature that starts its turn in the Emanation takes 14 (4d6) Psychic damage.

Epic Actions

The Queen of Thieves always takes her turn on Initiative count 20. On her turn, she can use her movement and interaction as normal. However, she does not take an action or Bonus Action on her turn unless forced to do so by a spell or other effect. Instead, she takes one of the following Epic Actions at the end of each player character's turn:

+3 Rapier. *Melee Attack Roll:* +13, reach 5 ft. *Hit:* 12 (1d8 + 8) Piercing damage plus 35 (10d6) Poison damage.

Cutting Words. *Intelligence Saving Throw:* DC 18, one creature within 120 feet of the Queen of Thieves. *Failure:* 35 (10d6) Psychic damage, and the target has Disadvantage on the next D20 Test it makes before the end of its next turn. *Success:* Half damage only.

Spellcasting (1/Round). The Queen of Thieves casts one of the following spells, requiring no Verbal or Somatic components and using Intelligence as the spellcasting ability (spell save DC 18, +10 to spell attacks):

At Will: *Detect Thoughts, Disguise Self, Invisibility, Mage Armor* (included above), *Suggestion*
2/Day Each: *Charm Monster, Dimension Door, Dominate Person, Gaseous Form, Greater Invisibility, Hypnotic Pattern, Major Image* (level 4 version), *Mirror Image, Scrying, Sending, Sleep*
1/Day Each: *Feeblemind, Mass Suggestion, Project Image, Seeming*

Dash. The Queen of Thieves moves up to her Speed without provoking Opportunity Attacks.

Misdirection (1/Round). The Queen of Thieves becomes Invisible and teleports to an unoccupied space she can see within 60 feet. At the same time, an illusory double of her appears where she was standing. The illusory double, as well as the Invisible condition, end if the Queen of Thieves attacks or casts a spell, or after 1 minute.

Epic Resistance The Queen of Thieves chooses one condition, spell, or other effect currently affecting her and rolls 1d20. On an **11+**, the effect ends on her. She can use this action even if she would otherwise be unable to take actions, her actions are being controlled by another creature, or if a spell or effect alters her game statistics.

Knights of the Silver Order

The Silver Order is an elite church-sanctioned regiment of paladins and ordained knights oath-sworn to combat supernatural evils, otherworldly incursions, and dark magic. As faithful devotees of the Sacred Flame, they believe delerium is a dangerous and contaminating blight. Led by the valiant Knight-Captain Theodore Marshal, the knights have been dispatched to eradicate Drakkenheim's corruption at its source.

The Silver Order are a well-known military organization hailing from the nation of Elyria in the southwest of the continent. Loyal to the Church of the Sacred Flame, they operate as a church-sanctioned military whose stated purpose is to protect the world from evil magical intrusions, to keep otherworldly threats at bay, and to protect the people against dark magic and abuses of power from mageborn. Many believe the Silver Order are a strict organization who upholds the letter of the law within the Edicts of Lumen, a legal document that dictates the balance of power between the church, the mages, and the royalty.

Combat Tactics

What the Silver Order lacks in subtlety they make up for with sheer force. They are a military organization, and their soldiers are well trained and work together as a team. When they tackle problems, they do so in a uniform fashion, knowing when to rely on one another, complete tasks and make pushes in unison. The Silver Order has simple call signs, hand signals, commands, and strategies that they can rely on in the field.

Silver Order knights and paladins should work as a cohesive unit who know their strengths and how to protect their weaknesses.

Any Silver Order regiment is accompanied by at least one paladin or Flamekeeper, and usually at least one of each. Larger organized military missions will see griffon riders as well as entire units of paladins and several Flamekeepers or Pyre Priests. This means that no Silver Order unit is without moderate healing, protective buffs, and often forms of divination and holy battle magic. When push comes to shove, the order's divine spellcasters tend to have a few *Fireballs* and *Flamestrikes* amongst their options.

Knight-Captain Theodore Marshal

Silver Order Squire

Dressed in leathers, and carrying a short sword, shield, and shortbow, the young squire hefts a small backpack of gear for maintaining and patching armor and weapons, griffon care, ammunition, and other essentials that may be needed on the field. They are eager to serve, and to prove themselves in battle.

Squires are the new recruits of the Silver Order. They are often assigned to a paladin for training and although they can perform in combat and go through rigorous training with both sword and bow, they are more often assigned to patch the armor, sharpen the weapons, and tend to the griffons of their paladins.

Silver Order Recruit

These simple foot soldiers make up the bulk of the ground troops for the Silver Order. Fitted with decent armor and shields, a long-sword, and the emblems of the Silver Order, they are the first lines of defense against otherworldly monsters and magical threats.

Once graduating from the position of squire, a recruit is now a skilled combatant able to take on simple missions of the Silver Order on their own. They often accompany paladins on more important quests, and make up the guards of Silver Order strongholds, and the forward troops in their armies. They no longer tend to the needs of paladins and are now trained to care for their own gear.

Silver Order Squire

Medium Humanoid

AC 16
HP 22 (4d8 + 4)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	14	+2	+2	**CON**	12	+1	+1
INT	10	+0	+0	**WIS**	15	+2	+2	**CHA**	10	+0	+0

Gear Quiver (20 Arrows), Shield, Shortbow, Shortsword, Studded Leather
Senses Passive Perception 12
Languages Common
Challenge 1 (XP 200; PB +2)

Traits

For the Flame! (1/Day). The squire can take an additional Multiattack action on its turn.

Actions

Multiattack. The squire makes two attacks.

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Shortbow. *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Helping Hand. The squire grants a creature within 5 feet of them Valor (1d4) until the end of that creature's next turn.

Reactions

Look Out! *Trigger:* An ally within 5 feet of the squire is hit by an attack. *Response:* The squire takes the attack's damage instead.

Silver Order Recruit

Medium Humanoid

AC 18
HP 60 (8d8 + 24)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	15	+2	+2	**CON**	16	+3	+3
INT	10	+0	+0	**WIS**	15	+2	+2	**CHA**	10	+0	+0

Gear Breastplate, Longsword, Quiver (20 Arrows), Shield, Shortbow
Senses Passive Perception 12
Languages Common
Challenge 3 (XP 700; PB +2)

Traits

For the Flame! (3/Day). The recruit can take an additional Multiattack action on its turn.

Actions

Multiattack. The recruit makes two attacks using its Longsword or Shortbow in any combination.

Longsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage, or 8 (1d10 + 3) Slashing damage if wielded with two hands.

Shortbow. *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Shield Bash. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* The target is pushed 5 feet away from the recruit and has the Staggered condition (save ends).

Reactions

Parry. *Trigger:* The recruit is hit by a melee attack roll while holding a weapon. *Response:* The recruit adds 2 to its AC against that attack, possibly causing it to miss.

Silver Order Paladin

Garbed in heavy armor with blue capes lined in silver trim, embroidered with the symbol of the Silver Order, the paladin holds a large kite shield, and a glowing radiant mace.

The Knights of the Silver Order are world renowned as the defenders of the Faith of the Sacred Flame. Taking on holy quests and religious missions for the Divine Matriarch, these holy knights have been known to ride griffons into battle, or march forth in force armed with plate mail, swords and shields, and divine magic to bolster their combat prowess. To some, these paladins have a reputation of being divine protectors, noble warriors, and divine symbols of the faith. To others, they are a terrifying and ugly example of the power of the Sacred Flame.

Silver Order Paladin

Medium Humanoid

AC 19
HP 78 (12d8 + 24)

Initiative +0 (10)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	10	+0	+0	**CON**	15	+2	+2
INT	10	+0	+0	**WIS**	12	+1	+1	**CHA**	16	+3	+3

Skills Insight +3, Persuasion +5
Resistances Damage from spells
Immunities Charmed, Frightened
Gear Javelins (3), Longsword, Plate
Senses Passive Perception 11
Languages Common and one other language
Challenge 4 (XP 1,100; PB +2)

Traits

Holy Weapons. When the paladin hits with any weapon, the weapon deals an extra 9 (2d8) Radiant damage (included in the attack).

Actions

Multiattack. The paladin makes two attacks.

Longsword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Force damage, or 9 (1d10 + 4) Force damage if wielded with two hands, plus 9 (2d8) Radiant damage.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 7 (1d6 + 4) Force damage plus 9 (2d8) Radiant damage.

Bonus Actions

Lay on Hands (3/Day). The paladin touches another creature. The target regains 11 (2d8 + 2) Hit Points and is cured of one disease or the Poisoned condition.

Reactions

Deny the Witch (3/Day). *Trigger:* A creature the paladin can see within 60 feet casts a spell. *Response:* If the spell is level 3 or lower, the spell fails, but no resources are wasted.

They spent years studying and memorizing scripture, but do any scriptures teach you how to cut a troll in half? I think not!

Silver Order Paladin

Flamekeeper

Silver Order Cavalier

Silver Order Cavalier

Garbed in heavy armor with blue capes lined in silver trim, embroidered with the symbol of the Silver Order, the paladin's helmet has a large blue plume. A quiver of javelins rests upon their back.

The cavaliers are the griffon riders of the Silver Order. They are trained in both ground assault and aerial combat. Having reached the rank of paladin, these warriors have chosen to train further in mounted combat. Each cavalier creates a unique bond with a griffon, whom they can summon to them using their divine magic, and often the two are connected for life.

Silver Order Cavalier

Medium Humanoid

AC 19
HP 90 (12d8 + 36)
Initiative +3 (13)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	10	+0	+0	**CON**	16	+3	+3
INT	10	+0	+0	**WIS**	12	+1	+4	**CHA**	15	+2	+5

Skills Animal Handling +4, Athletics +7, Perception +4, Persuasion +5
Immunities Charmed, Frightened
Gear Javelins (3), Lance, Shield, Splint
Senses Passive Perception 14
Languages Common and one other language
Challenge 5 (XP 1,800; PB +3)

Traits

Holy Weapons. When the cavalier hits with any weapon, the weapon deals an extra 9 (2d8) Radiant damage (included in the attack).

Skilled Rider. While mounted, the cavalier can force an attack that targets its mount to target the cavalier instead.

Actions

Multiattack. The cavalier makes two attacks.

Lance. *Melee Attack Roll:* +7 (with Disadvantage against a target within 5 feet), reach 10 ft. *Hit:* 10 (1d12 + 4) Force damage plus 9 (2d8) Radiant damage.

Javelin. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 30/120 ft. *Hit:* 7 (1d6 + 4) Force damage plus 9 (2d8) Radiant damage.

Bonus Actions

Summon Steed (1/Day). The cavalier magically summons a **Griffon**, which appears in an unoccupied space within 60 feet of the cavalier and obeys its commands. The steed takes its turn immediately before or after the cavalier. It remains until it or the cavalier dies, or the cavalier dismisses it as a Bonus Action.

I enjoy seeing a magnificant lion-bird, the great hunters of the sky. Do they eat seeds? Probably rats.

Flamekeeper

Dressed in white and gold robes adorned with the holy symbols of the Sacred Flame, the Flamekeeper recites prayers and holds a burning candle. Warding off evil and healing its allies, it stands as a protective beacon to the Knights of the Silver Order.

Every monastery, chapel, cathedral, and shrine to the Sacred Flame is watched over by a Flamekeeper. These white-robed women guided by their faith are known throughout the nations to aid the downtrodden, protect the innocent, and perform religious ceremonies of many types. Occasionally, Flamekeepers will join Silver Order knights on holy expeditions, or as envoys for the Sacred Flame, joining battlefields and wars as protectors, healers, and symbols of the faith.

Flamekeeper

Medium Humanoid

AC 13
HP 78 (12d8 + 24)
Initiative +0 (10)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	10	+0	+0	**CON**	14	+2	+2
INT	12	+1	+1	**WIS**	17	+3	+3	**CHA**	14	+2	+2

Skills Insight +6, Religion +4
Resistances Fire, Radiant
Gear Chain Shirt, Spear
Senses Passive Perception 13
Languages Common and one other language
Challenge 5 (XP 1,800; PB +3)

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d6) Piercing damage, or 4 (1d8) Piercing damage if wielded with two hands.

Searing Light. *Constitution Saving Throw:* DC 14, one creature the flamekeeper can see within 30 feet. *Failure:* 14 (4d6) Radiant damage, and the target has the Blinded condition until the start of the flamekeeper's next turn. *Success:* Half damage only.

Radiant Flames. *Dexterity Saving Throw:* DC 14, each creature of the flamekeeper's choice in a 30-foot Emanation originating from the flamekeeper. *Failure:* 16 (3d10) Radiant damage. *Success:* Half damage. *Failure or Success:* Magical Darkness in the area is dispelled.

Spellcasting. The flamekeeper casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14, +6 to spell attacks):

At Will: *Guidance, Light, Spare the Dying, Thaumaturgy*
2/Day Each: *Bless, Healing Word, Lesser Restoration*
1/Day Each: *Aid, Dispel Magic, Spirit Guardians*

I'll show you who should be keeping the flame! It's me, with my awesome sword.

High Flamekeeper Ophelia Reed

A stout woman in her late forties with rich brown skin stands invitingly before you. Her warm smile is framed by rounded features and braided hair. She wears the flowing gold and white robes of a Flamekeeper of the Sacred Flame. She carries a silvered staff and a censer with a Continual Flame spell cast upon it.

Ophelia Reed is one of the most renowned Flamekeepers in the Silver Order. She has been granted charge overseeing the efforts in Drakkenheim to ensure the Sacred Flame is represented, and the goals of the church and Divine Matriarch are kept during such trying times.

Roleplaying Traits

- **Personality Trait.** I attentively listen to others and respond from a place of warmth and kindness.
- **Ideal.** I will always seek the right remedy for any ailment or problem, offering my patient guidance to those who ask for it.
- **Bond.** I have taken a vow of poverty and devoted my life to the service of the Sacred Flame.
- **Flaw.** Darkness is all-consuming once it has taken root. For some, death is the only salvation.

Combat Tactics

Ophelia is a powerful divine figure and is often accompanied by many Silver Order paladins and cavaliers. In combat she often defaults to buffing her allies more so than attacking directly, but will use her spiritual weapon liberally against foes who threaten her. If she can end an encounter using *Banishment* or *Dispel Magic*, she will opt for that. Otherwise she relies on *Bless*, *Guidance*, and *Healing Word* to keep her allies in the fight.

She will flee if her paladin knights demand her to, or if most of them have been slain or she is left alone in a threatening situation.

High Flamekeeper Ophelia Reed

Medium Humanoid

AC 17
HP 130 (20d8 + 40)
Initiative +4 (14)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	10	+0	+0	**CON**	14	+2	+6
INT	13	+1	+1	**WIS**	19	+4	+8	**CHA**	15	+2	+6

Skills Insight +8, Perception +8, Persuasion +6, Religion +9
Resistances Fire, Radiant
Gear Half Plate, Shield
Senses Passive Perception 18
Languages Common
Challenge 9 (XP 5,000; PB +4)

Actions

Multiattack. Ophelia makes two Spiritual Weapon attacks. She can replace one attack with a use of Spellcasting.

Spiritual Weapon. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 30 ft. *Hit:* 25 (6d6 + 4) Radiant damage.

Spellcasting. Ophelia casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 16, +8 to spell attacks):

At Will: *Guidance, Light, Spare the Dying, Thaumaturgy*
2/Day Each: *Aura of Vitality, Banishment, Bless, Dispel Magic, Flame Strike, Greater Restoration, Mass Cure Wounds*
1/Day Each: *Heal, Raise Dead, Sunbeam*

Bonus Actions

Healing Word (3/Day). Ophelia casts *Healing Word* using the spellcasting ability from Spellcasting.

Knight-Captain Theodore Marshal

Theodore Marshal is athletic and tall with boldly sculpted features, bronzed skin, and unkempt sandy brown hair. Unshaven stubble has grown into a beard over the criss-cross of scars on his face. A leather eye patch covers his right eye. He wears gleaming silver plate armor etched with golden trim, and carries a shimmering sword a broad shield engraved with the symbol of the Sacred Flame.

Knight-Captain Theodore Marshal is a decorated veteran of the Silver Order. Hand-picked by the Divine Matriarch to lead their mission to Drakkenheim, the valiant knight possesses a level-headed and clear-eyed faith. He would never ask his soldiers to undertake a task he would not brave himself, and prefers to lead from the front lines.

Roleplaying Traits

- **Personality Trait.** Honorable. I treat all matters with great honor and respect, and I standing up for what I believe. I expect others to act similarly, respecting any who match my ideals and honor.
- **Ideal.** Tradition. I uphold the traditions of the Sacred Flame and the Silver Order. I take pride in my standing within the Order and the responsibilities that befall my position.
- **Bond.** I will willing to lay down my life to reclaim the lost relics in Drakkenheim and sanctify the cathedral. I know that there is no cost too great if it means purging the world of the filth of this blighted city.
- **Flaw.** I trust those of my order and faith, and I believe whatever commands come from my superiors. I hestiate to trust those who do not swear to my faith, as there can be no other way that to follow its teachings.

Combat Tactics.

Honorable to a fault, Theodore Marshal will always entertain parley and accept surrender, even if he doesn't expect the same from his foes. If it comes to blows, Theodore Marshal charges into battle and strikes hard with his warhammer, setting his enemies alight with *Searing Smite*. Well aware of the dangers of spellcasters and monsters, he uses call the sacred flame to blind them so he can engage in melee with impunity.

EPIC

Knight-Captain Theodore Marshal

Medium Humanoid (Human)

AC 20 **Initiative** +5 (15)
HP 94 (11d8 + 44) plus 94 (12d8 + 44) per player character
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+9	**DEX**	10	+0	+4	**CON**	18	+4	+8
INT	13	+1	+5	**WIS**	15	+2	+11	**CHA**	19	+4	+13

Skills Animal Handling +7, Athletics +10, Insight +7, Persuasion +9
Immunities Charmed, Frightened
Gear *Holy Avenger Longsword*, Shield, Plate
Senses Passive Perception 12
Languages Common
Challenge 15 (XP 13,000; PB +5)

Traits

Aura of Righteousness. Theodore projects a 30-foot Emanation of radiant power. Allies in the Emanation have Advantage on saving throws. A Hostile creature that starts its turn in the Emanation takes 14 (4d6) Radiant damage.

Epic Actions

Theodore always takes his turn on Initiative count 20. On his turn, Theodore can use his movement and interaction as normal. However, he does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, Theodore takes one of the following Epic Actions at the end of each player character's turn:

Holy Avenger Longsword. *Melee Attack Roll:* +13, reach 5 ft. *Hit:* 18 (2d12 + 5) Slashing damage, and the target suffers one of the following effects of Theodore's choice.

- **Divine Smite.** *Wisdom Saving Throw:* DC 17. *Failure:* 18 (4d8) Radiant damage. *Success:* Half damage.
- **Searing Smite.** *Dexterity Saving Throw:* DC 17. *Failure:* 14 (4d6) Fire damage, and the target has the Burning condition (4d6 Fire). *Success:* Half damage only.
- **Thunderous Smite.** *Strength Saving Throw:* DC 17. *Failure:* 9 (2d8) Thunder damage, and the target is pushed up to 10 feet away from Theodore and has the Prone condition. *Success:* Half damage only.

Shield. *Melee or Ranged Attack Roll:* +13, reach 5 ft or range 30/90 ft. *Hit:* 19 (4d6 + 5) Bludgeoning damage, and the target has the Dazed condition until the end of its next turn. *Hit or Miss:* After being thrown, the shield returns to Theodore's hand.

Charge (1/Round). Theodore moves up to his Speed toward a Hostile creature he can see. He gains Advantage on the next weapon attack he makes this round.

Call the Sacred Flame (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 10-foot-radius, 40-foot-high Cylinder centered on a point within 60 feet of Theodore. *Failure:* 21 (6d6) Radiant damage plus 21 (6d6) Fire damage, and the target has the Blinded condition (save ends).

Epic Resistance. Theodore chooses one condition, spell, or other effect currently affecting him and rolls 1d20. On an **11+**, the effect ends on him. Theodore can use this action even if he would otherwise be unable to take actions, his actions are being controlled by another creature, or if a spell or effect alters his game statistics.

Hooded Lanterns

The Hooded Lanterns are an irregular military force drawn from remnants of the old Drakkenheim City Watch and veterans of the Westemär Civil War, led by the grim Lord Commander Elias Drexel. They wish to drive out the monsters and outlaws who infest their nation's capital, find an heir to the throne, and restore the realm of Westemär.

The Hooded Lanterns are divided into three regiments which occupy the city and the areas surrounding it. New recruits joining the Lanterns are often first put into the Support Regiment. They make up the chefs, apothecaries, scribes, and maintenance workers at every Hooded Lantern fortification. Many of those positions are held by folk who will never move beyond the Support Regiment, and their job is valuable to the foundations of the Hooded Lanterns.

The Watch Regiment defend the walls and gates of any Lantern-controlled location. Oftentimes, if the Vanguards manage to gain a new foothold in the city, a group of Hooded Lanterns Watch are sent to hold the new position and ensure it remains in the Hooded Lanterns' hands. They also often operate as scouts in the field. Not specifically aiming for tactical engagement or large-scale battles, but they are the eyes and ears of the Lanterns throughout the city and occasionally clean up wandering monsters from the streets near their bases.

The Vanguard Regiment are the front line of the Hooded Lanterns. They are skilled combatants, who know their way around the ruins of the city and can find vantage points, plan ambushes, secure positions, and dispose of monster dens and other enemies. Vanguards are often soldiers who have proven themselves as reliable and talented Watch or Support Regiment and aim to prove themselves further in the city.

Combat Tactics

The Hooded Lanterns rarely go into a fight without a plan. They set up ambushes, tailoring an encounter to put them at an advantage. They know their territory and can navigate the ruins of the city with relative ease compared to most adventurers who journey into Drakkenheim. They travel in well-equipped groups, and often carry tools to alert other nearby scouting parties if they need help.

Lord Commander Elias Drexel

The Hooded Lanterns are skilled archers. They often occupy rooftops and ruined towers. If they expect combat to occur, they position soldiers with bows in any nearby vantage points with a clear view of their allies down on the streets. They place scouts in ruined buildings to keep eyes on the streets and run for aid if a combat breaks out. The Lanterns lay traps and ambushes before their enemies have entered the area. Hooded Lanterns are often incredibly prepared and use the ruins as camouflage for their attack.

Hooded Lantern Scout

Hooded Lantern Apothecary

Hooded Lantern Veteran

Hooded Lantern Scout

This lightly-armored urban scout is armed with a grapple gun, flare gun, shortsword, and longbow. They wear tight and simple garb to help them with mobility, with patches of boiled leather to protect critical areas. A simple green cloak and hood signify their allegiance to the Lanterns.

The forward patrols of the Watch Regiment, scouts are members of the Hooded Lanterns who are not yet ready for the intense field work of the Vanguard, but have proven themselves capable of navigating the ruins and remaining hidden in the streets. They operate as the eyes and ears of the Hooded Lanterns, keeping reports on the monster groups moving through the city. Not only will scouts be on constant patrols within a few blocks of secured Hooded Lantern bases, but also often move ahead of Vanguard Regiments to report any problems ahead of important missions. Scouts use their flare guns to signal issues ahead, calling in the more heavily armed Vanguard to deal with the issue.

Hooded Lantern Scout

Medium Humanoid

AC 15
HP 32 (5d8 + 10)
Initiative +5 (15)
Speed 40 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	12	+1	+1	**DEX**	16	+3	+3	**CON**	14	+2	+2
INT	10	+0	+0	**WIS**	13	+1	+1	**CHA**	10	+0	+0

Skills Perception +5, Stealth +5, Survival +5
Gear Longbow, Quiver (20 Arrows), Shortsword, Studded Leather
Senses Passive Perception 15
Languages Common
Challenge 1 (XP 200; PB +2)

Actions

Multiattack. The scout makes two attacks.

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Longbow. *Ranged Attack Roll:* +5, range 150/600 ft. *Hit:* 7 (1d8 + 3) Piercing damage, and the target has the Slowed condition until the end of the scout's next turn.

Bonus Actions

Quarry. The scout casts *Hunter's Mark*, using Wisdom as the spellcasting ability.

Very reliable are the scouts of the Hooded Lanterns however with great eyes come weak abdomens.

Hooded Lantern Trapper

This Hooded Lantern field agent wears a green tunic emblazoned with the symbol of the Hooded Lanterns, and a belt heavy with hanging tools, satchels of powders, and vials of liquids. Their large backpack is loaded with rope, animal traps, containers, small wooden kegs and boxes, and all sorts of gear for building and setting traps in the field. The Trapper wears thick leather boots and gloves, heavy worker goggles, and a dirt smeared face with wild hair.

The Hooded Lantern Trapper is one of the field operatives of the Support Regiment. Their job is twofold: they are both a hunter who keeps the Lanterns fed with fresh meats, berries, and foraged goods from the woods outside of Drakkenheim, as well as lays traps and ambushes for special operations inside the city walls. Trappers are well equipped with various tools and alchemical ingredients for building advanced traps for dismantling groups of monsters and helping give the Vanguard Regiments the advantage.

Hooded Lantern Trapper

Medium Humanoid

AC 13
HP 30 (4d8 + 12)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	15	+2	+4	**CON**	16	+3	+3
INT	10	+0	+0	**WIS**	11	+0	+0	**CHA**	8	-1	-1

Skills Stealth +6
Gear Dagger, Heavy Crossbow, Leather Armor
Senses Passive Perception 10
Languages Common
Challenge 2 (XP 450; PB +2)

Traits

Powder Keg. If the trapper takes damage from a critical hit, it must succeed on a DC 12 Dexterity saving throw or the attack ruptures their alchemical supplies and gunpowder. Each creature within 15 feet of the trapper (including the trapper) is subjected to the following effect. *Dexterity Saving Throw:* DC 12. *Failure:* 28 (8d6) Fire damage. *Success:* Half damage.

Actions

Dagger. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Trapper's Crossbow. *Ranged Attack Roll:* +4, range 60/120 ft. *Hit:* 11 (2d8 + 2) Piercing damage, and the target is subjected to one of the following effects of the trapper's choice:

- **Bola Shot.** *Dexterity Saving Throw:* DC 12. *Failure:* The target has the Prone condition.
- **Tranquilizer Shot.** *Constitution Saving Throw:* DC 12. *Failure:* The target has the Dazed condition until the end of its next turn.
- **Net Shot (1/Day).** *Strength Saving Throw:* DC 12. *Failure:* The target has the Immobilized condition (save ends).

Set Trap (5/Day). The trapper sets a trap in a space within 5 feet of it. A creature that moves within 5 feet of the trap immediately sets it off, affecting each creature in a 5-foot radius centered on the trap. The trap can be one of the options listed for the Trapper's Crossbow or one of the following additional options:

- **Fire Trap.** *Dexterity Saving Throw:* DC 12. *Failure:* The target has the Burning condition (1d8).
- **Shock Trap.** *Strength Saving Throw:* DC 12. *Failure:* The target has the Shocked condition until the end of its next turn.
- **Frost Trap.** *Constitution Saving Throw:* DC 12. *Failure:* The target has the Frozen condition (DC 10).

Bonus Actions

Smoke Bomb (Recharges after a Short or Long Rest). The trapper casts *Fog Cloud* without the need for components, using Wisdom as the spellcasting ability.

> The Hooded Lanterns traps can be as deadly to monsters as I am, but I require less preparation.

Hooded Lantern Apothecary

Hooded Lantern Apothecaries are the Lanterns' field medics. Called Apothecaries, they are distinct from other Hooded Lanterns, often wearing a white tunic with a simple green Hooded Lanterns insignia. They have a leather hood and typically carry a large doctor bag and a bandelier of vials for various ailments or poisons. They carry several medical instruments on their belt.

Apothecaries are trained field medics who support the Hooded Lanterns in battle with helping their wounded stay in the fight, and saving severely injured soldiers, pulling them to safety or administering emergency procedures in the midst of battle. Although an apothecary will rarely move beyond the Support Regiments, they are some of the most renowned and respected Hooded Lanterns. Every field medic has the stories of many Lanterns who would have been dead if it wasn't for their bravery in the face of the horrors of Drakkenheim.

Hooded Lantern Apothecary

Medium Humanoid

AC 13
HP 39 (6d8 + 12)
Initiative +2 (12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	15	+2	+2	**CON**	14	+2	+2
INT	17	+3	+3	**WIS**	15	+2	+2	**CHA**	13	+1	+1

Skills Medicine +4, Nature +5
Gear Hand Crossbow, Leather Armor, Quiver (20 Bolts), Shortsword
Senses Passive Perception 12
Languages Common
Challenge 2 (XP 450; PB +2)

Actions

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Hand Crossbow. *Ranged Attack Roll:* +4, range 30/120 ft. *Hit:* 4 (1d4 + 2) Piercing damage. *Constitution Saving Throw:* DC 12. *Failure:* 10 (3d6) Poison damage. *Success:* Half damage.

Medical Treatment (3/Day). The apothecary touches another creature. The target regains 20 (4d8 + 2) Hit Points, and the apothecary ends one disease or condition affecting the target, choosing from the Blinded, Deafened, Paralyzed, and Poisoned conditions.

Spellcasting. The apothecary casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to spell attacks):

1/Day Each: *Aid, Lesser Restoration, Protection from Poison, Purge Contamination*

Bonus Actions

Adrenaline Boost. One ally within 5 feet of the apothecary can use its Reaction to move up to its Speed and make an attack.

Having an apothecary around can help if you've had a bad day. Of course, a good sword can prevent a bad day from ever happening.

Hooded Lantern Veteran

These Hooded Lanterns are garbed in dark and rustic armor whose colors match and blend with the city ruins of Drakkenheim. They wear cloaks of deep green and carry well-made precision longbows. They wear masks that cover their nose and mouths to limit the sound of their breathing, and are equipped with grapple guns to scale walls quickly.

Rooftop snipers are members of the Vanguard Regiment and are exceptionally skilled at pinpoint accuracy with bows. They tend to stick to high vantage points and are a key part of any Hooded Lantern ambush. Rooftop snipers often travel in a group and will locate their enemies, find multiple vantage points to surround them, and wait for the opportune moment to strike. Often accompanied by scouts and other ground forces, one may suspect they know the number of Hooded Lanterns they are facing, and rarely account for the unseen snipers above them.

Hooded Lantern Veteran

Medium Humanoid

AC 15
HP 52 (7d8 + 21)
Initiative +7 (17)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	17	+3	+3	**CON**	15	+2	+2
INT	11	+0	+0	**WIS**	15	+2	+2	**CHA**	10	+0	+0

Skills Athletics +5, Perception +6, Stealth +7, Survival +6
Gear Longbow, Quiver (20 Arrows), Shortsword, Studded Leather
Senses Passive Perception 16
Languages Common
Challenge 4 (XP 1,100; PB +2)

Actions

Multiattack. The veteran makes two attacks.

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Longbow. *Ranged Attack Roll:* +5, range 150/600 ft. *Hit:* 7 (1d8 + 3) Piercing damage, and the target has the Slowed condition until the end of the veteran's next turn.

Spellcasting. The veteran casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to spell attacks):

1/Day Each: *Cure Wounds, Fog Cloud, Pass Without Trace*

Bonus Actions

Quarry. The veteran casts *Hunter's Mark*, using the spellcasting ability from Spellcasting.

Quick Ascent. The veteran moves up to 30 feet in a straight line in any direction, provided it ends its turn adjacent to a solid surface.

I've never had a bad day in Drakkenheim, except the first day, and maybe one more.

Lieutenant Petra & Captain Ansom Lang

Petra Lang is a fit and nimble teenager with long black hair, a narrow, pointed chin, and bold features. She wears the Lanterns' hooded green cloak and light studded leather armor with a lieutenant's insignia on her shoulder pauldron.

Ansom Lang is an athletic teenager with long black hair and a short neat beard, angular jaw, and rugged features. He is garbed in a hooded green cloak and studded leather armor of the Hooded Lanterns that prominently displays a captain's insignia on his shoulder.

Petra, the youngest of the two, has spent most of her life training under the Hooded Lanterns. She prides herself on her marksmanship and scavenging, and knows she is looked up to by many of the soldiers. She is a proud and friendly commander who the troops are happy to follow.

Ansom plans to become the Lord Commander once Elias retires. He is a stern commander who leads by example, displaying incredible discipline and unwavering loyalty to his adopted father.

Petra Roleplaying Traits

- **Personality Trait.** I see the value in those willing to risk their lives in the ruins. I have great insight and trust in my own judgment of character.
- **Ideal.** The right path is often the harder path, but it is always one worth walking.
- **Bond.** I was adopted by Elias Drexel, who raised and trained me. I don't want to let him down.
- **Flaw.** I am too open and trusting of people who claim to be on the same side as me, and I put a lot of weight in counting on people who I assume are able to handle themselves.

Ansom Roleplaying Traits

- **Personality Trait.** I have been in Drakkenheim long enough to know not to trust anyone. I am extremely wary of adventurers, and anyone who might cause problems for the Lanterns.
- **Ideal.** I believe that if my sister and I work hard enough, with the right people, that maybe we can change things.
- **Bond.** Myself and Petra have had each other's backs since we were children. That will never change.
- **Flaw.** I find reasons to not like people, and find reasons to doubt the commitment of the people around me.

Combat Tactics

Petra is a skilled archer and skirmisher. She prefers to keep her foes at range to gain a vantage point over them in combat. She is a cunning scout who is more likely to set up an ambush than attack directly. When pinned down, she tries to move out of melee into a more advantageous position. If she is low on options, she attempts to escape.

Ansom is a skilled swordsman who prefers to engage his foes in melee combat. He typically starts combat from a good vantage point by attacking with his bow and then moving closer to unleash a flurry of sword attacks. He is a confident and aggressive, and has pushed the Hooded Lanterns through many decisive victories over the horrors of Drakkenheim.

Ansom has enough sense to know when a combat encounter is threatening to cost the lives of his unit, and will fall back or retreat if his instincts tell him it is the better move.

> Nothing like family to keep you honest. That and a sword that makes you tell the truth.

Lieutenant Petra Lang

Medium Humanoid

AC 16
HP 104 (16d8 + 32)
Initiative +10 (20)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	19	+4	+7	**CON**	15	+2	+2
INT	12	+1	+1	**WIS**	15	+2	+5	**CHA**	10	+0	+0

Skills Acrobatics +10, Athletics +4, Perception +8, Stealth +10, Survival +5
Gear Longbow, Quiver (20 Arrows), Shortsword, Studded Leather
Senses Passive Perception 18
Languages Common
Challenge 5 (XP 1,800; PB +3)

Actions

Multiattack. Petra makes three attacks.

Shortsword. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage.

Longbow. *Ranged Attack Roll:* +7, range 150/600 ft. *Hit:* 8 (1d8 + 4) Piercing damage, and the target has the Slowed condition until the end of Petra's next turn.

Bonus Actions

Cunning Action. Petra takes the Dash, Disengage, or Hide action.

Reactions

Skirmisher. *Trigger:* A hostile creature Petra can see ends its turn within 5 feet of her. *Response:* Petra moves up to her Speed without provoking Opportunity Attacks.

Captain Ansom Lang

Medium Humanoid

AC 16
HP 130 (20d8 + 40)
Initiative +10 (20)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	**DEX**	19	+4	+7	**CON**	15	+2	+2
INT	11	+0	+0	**WIS**	15	+2	+5	**CHA**	8	-1	-1

Skills Acrobatics +10, Athletics +5, Perception +8, Stealth +10, Survival +5
Gear Longbow, Quiver (20 Arrows), Shortsword, Studded Leather
Senses Passive Perception 18
Languages Common
Challenge 8 (XP 3,900; PB +3)

Traits

Evasion. If Ansom is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails, provided he doesn't have the Incapacitated condition.

Actions

Multiattack. Ansom makes four attacks.

Shortsword. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage.

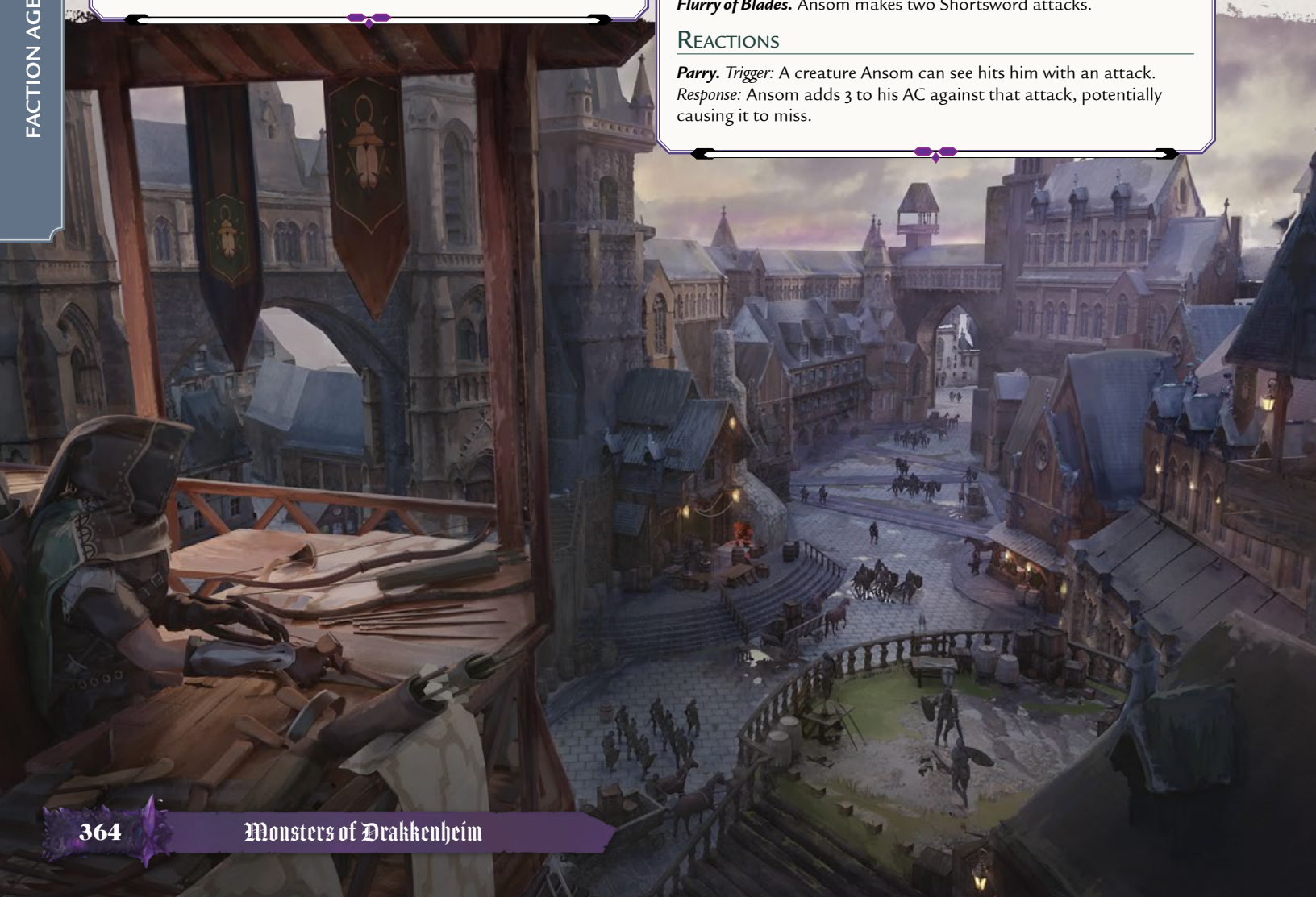
Longbow. *Ranged Attack Roll:* +7, range 150/600 ft. *Hit:* 8 (1d8 + 4) Piercing damage, and the target has the Slowed condition until the end of Ansom's next turn.

Bonus Actions

Flurry of Blades. Ansom makes two Shortsword attacks.

Reactions

Parry. *Trigger:* A creature Ansom can see hits him with an attack. *Response:* Ansom adds 3 to his AC against that attack, potentially causing it to miss.



Lord Commander Elias Drexel

Elias Drexel is a man in his early fifties. He is stocky and imposing with a furrowed brow and a grim frown on his wide and angular face. His harsh features are framed with a thick moustache, side chops, and mane of long braided brown hair. He is garbed in chainmail armor with heavy leather gloves and boots, worn under a fur-lined dark green cloak and iron pauldrons. He wears a pinned brooch depicting the Seal of Drakkenheim, the symbol of his office as Lord Commander. A quiver, a longbow, and two longswords are strung on his back.

Elias Drexel was appointed to the office of Lord Commander of Westemär before the fall of Drakkenheim, and was outside the city leading training drills when the meteor fell. Afterwards, he took part in three military expeditions to reclaim Drakkenheim, and saw firsthand the city's horrors. When the expeditions failed and the nation fell into civil war, Elias Drexel found himself caught between mixed allegiances. He is haunted by the ghosts of his past mistakes and those who died under his command, and believes that his redemption will come only when Drakkenheim is reclaimed.

Roleplaying Traits

- **Personality Trait.** I have great responsibilities and have no time for senseless humor. I never cease to worry about our struggling militia's desperate task to reclaim these monster infested ruins. I have no patience for anything or anyone who doesn't further the Hooded Lanterns objectives.
- **Ideal.** Loyalty and trust are priceless. It must be carefully given, but staunchly held. There is nothing worse than betrayal and treason.
- **Bond.** During the Civil War, I switched sides and killed several scions of House von Kessel who could have claimed the throne. I once believed it was for the right cause, but now I feel personally responsible for breaking the royal line. My mission in Drakkenheim is penance and redemption.
- **Flaw.** I'm filled with rage and conflict because of my contradictory actions and beliefs, and I don't take defeat, setbacks, or even missteps lightly.

Combat Tactics.

Elias Drexel typically leads several Hooded Lantern Veterans into battle, using his Command action to grant them additional attacks while calling in artillery strikes as often as possible. Drexel himself operates as a skirmisher, switching between melee and ranged attacks to control the flow of battle.

EPIC

Lord Commander Elias Drexel

Medium Humanoid (Human)

AC 19 **Initiative** +7 (17)
HP 85 (10d8 + 40) plus 85 (10d8 + 40) per player character
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+9	**DEX**	15	+2	+7	**CON**	18	+4	+4
INT	15	+2	+2	**WIS**	16	+3	+8	**CHA**	11	+0	+0

Skills Athletics +9, Perception +13, Stealth +12, Survival +8
Senses Blindsight 10 ft.; Passive Perception 23
Languages Common
Challenge 15 (XP 13,000; PB +5)

Traits

Intimidating Aura. Elias projects a 30-foot Emanation of imposing command. An ally that start its turn in the Emanation has Advantage on the first attack roll it makes before the start of its next turn. A Hostile creature that starts its turn in the Emenation takes 10 (3d6) Thunder damage and is subjected to the following effect. *Wisdom Saving Throw:* DC 16. *Failure:* The target has the Frightened condition until the start of its next turn. *Success:* The target is immune to Elias's Intimidating Aura for 24 hours.

Epic Actions

Elias always takes his turn on Initiative count 20. On his turn, Elias can use his movement and interaction as normal. However, he does not take an action or Bonus Action on his turn unless forced to do so by a spell or other effect. Instead, Elias takes one of the following Epic Actions at the end of each player character's turn:

Lord Commander's Blade. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 25 (4d8 + 7) Slashing damage, and Elias can apply one of the following martial masteries to the target:

- **Wound.** The target has the Bleeding condition (4d4).
- **Topple.** The target has the Prone condition.
- **Sap.** The target has Disadvantage on the next attack roll it makes before the start of start of Elias's next turn.

Longbow. *Ranged Attack Roll:* +12, range 150/600 ft. *Hit:* 25 (4d8 + 7) Piercing damage, and Elias can apply one of the following martial masteries to the target:

- **Push.** If the target is Large or smaller, it is pushed up to 10 feet away from Elias.
- **Slow.** The target has the Slowed condition (DC 15 Constitution save ends).

Command. Elias chooses one ally he can see. If the ally can see and hear him, it can use its Reaction to make one weapon attack with Advantage. On a hit, the attack deals an extra 10 (3d6) damage.

Flare (1/Round). Elias chooses a point he can see within 60 feet and fires at flare at it, signaling the Hooded Lantern's bombardment. Elias recharges his Artillery Strike. He can only use this Epic Action if it's the first Epic Action he has taken this round.

Artillery Strike (Recharge Special). Elias can only use this Epic Action if it's the last Epic Action he takes this round. *Dexterity Saving Throw:* DC 17, each creature in a 20-foot radius Sphere centered on the point Elias chose with his Flare Epic Action. *Failure:* 18 (4d8) Piercing damage plus 14 (4d6) Fire damage, and the target has the Prone condition. *Success:* Half damage only.

Epic Resistance. Elias chooses one condition, spell, or other effect currently affecting him and rolls 1d20. On an **11+**, the effect ends on him. Elias can use this action even if he would otherwise be unable to take actions, his actions are being controlled by another creature, or if a spell or effect alters his game statistics.

Appendix C: Contamination, Delerium & New Conditions

Contamination

Characters in the world of Drakkenheim may be exposed to eldritch pollutants or arcane radiation emitted by delerium. These hazards cause a new condition called Contamination, which causes otherworldly **Mutations** that have both detrimental and beneficial effects.

Contamination [Condition]

While you have Contamination, you experience the following effects.

Contamination Levels. This condition is cumulative. Each time you receive it, you gain one or more levels of Contamination. You undergo a Monstrous Transformation if your Contamination level reaches 6.

Contamination Symptoms. A Contaminated creature suffers the symptoms from its current level as well as all lower levels. Conditions gained from Contamination end when those Contamination levels end. There is no other way to remove conditions caused by symptoms of Contamination.

Contamination Symptoms

Level	Symptoms
1	None
2	Halve the Hit Points you regain when you expend Hit Dice during a Short Rest
3	You do not regain Hit Points when you finish a Long Rest.
4	You have the Weakened condition.
5	You have the Dazed condition.
6	Monstrous Transformation!

Mutations. Each time you gain a Contamination level, roll 1d6. If the result is equal to or lower than your current Contamination level, you gain a randomly determined mutation by rolling on the Mutations Table. The effects of the mutation remain while you have Contamination levels. Unless otherwise specified, a creature can't gain the same mutation more than once. If a duplicate result is rolled, the GM chooses a different one or rolls again.

Long Rests. Each time you finish a Long Rest while you have 1 or more Contamination levels, roll 1d20. On a 1, you gain a Contamination level.

Removing Contamination Levels. Only specific magic can remove Contamination levels:

- The *Purge Contamination* spell.
- *Heal* removes all Contamination levels and mutations in addition to its other effects.
- Contamination is not a curse, poison, or disease. Spells such as *Lesser Restoration*, *Protection from Poison*, and *Remove Curse* do not remove Contamination levels.
- Being raised from the dead reduces a creature's Contamination level by 1.

When your Contamination level reaches 0, the condition ends, as well as the effects of all mutations.

Skin, hair, fingernails, and toenails lost to mutations regrow normally once Contamination is removed. However, a *Regenerate* spell or similar magic is needed to restore any other body parts (such as teeth, limbs, or eyes) lost due to Contamination. Appendages or limbs that develop as a result of mutations wither and fall off when Contamination is removed, and other warped body parts are restored to their original form.

Dying with Contamination Levels. If you die while you have one or more Contamination levels, your corpse reanimates as a **Haze Husk** 24 hours later. A creature with six or more class levels or hit dice rises as a **Haze Wight** instead.

Monstrous Transformation! If you end your turn with six or more Contamination Levels, you permanently transform into a horrific monster controlled by the Game Master.

- The Game Master chooses the new form, which is most often an Aberration or Monstrosity of some kind such as a **Gibbering Mouther**, **Delerium Dreg**, or **Pyknic Maunder**.
- Your game statistics are entirely replaced by those of the chosen monster, including the new form's Hit Points and Hit Dice.
- All Contamination levels are removed, though the GM may grant additional traits to the new form similar to any beneficial mutations gained from Contamination Levels.
- The Game Master determines what remains of the original creature's personality and memories, if anything. Regardless, the creature falls under the Game Master's control.

Reversing the Transformation. A *Wish* spell or similar magic can restore a single transformed creature to its previous form, removing all Contamination and restoring the original creature's personality and memories. This is considered a stressful use of the *Wish* spell, and thus there is a 33 percent chance that the caster will be unable to cast *Wish* ever again if they use the spell in this manner.

Note that the means of reversing a monstrous transformation are completely unknown at the outset of the campaign. A Monstrous Transformation is widely regarded as permanent.

New Spell

Purge Contamination

Level 3 Abjuration (Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (100 gp of alchemical fluids or holy water, which the spell consumes)
Duration: Instantaneous

You apply alchemical fluids or holy water to a Contaminated Humanoid creature while reciting an exacting magical chant which expels eldritch contaminants from its body. When you finish casting the spell, all Contamination levels and mutations are removed from the creature. It then gains 1 level of Exhaustion for each Contamination level removed with this spell.

What's Changed?

Veterans of the Drakkenheim setting may notice these Contamination rules are slightly different from the original ones presented in *Dungeons of Drakkenheim*. Now that we've been using the Contamination rules for a few years, we felt there was an opportunity for refinement. Here's a summary of what's different from the rules originally printed:

- Contamination Level 4 now causes the Weakened condition; this is mechanically similar to the original Symptom but uses the new Conditions in this book.
- Contamination Level 5 now causes the Dazed condition instead of the Incapacitated condition. Player characters should find this gives them a solid opportunity to survive at this high contamination level, and villainous adversaries can now recklessly force a monstrous transformation upon themselves by casting a contaminated spell!
- The Mutations table has been expanded to a d100 table with 50 different possibilities. As before, most mutations remain beneficial or cosmetic, but there are a few drawbacks sprinkled among them.
- The Arcane Anomalies table has similarly been expanded to a d100 table with 50 different options. If you've been following the development of this project, you may be wondering where the Greater Arcane Anomalies went: many have been rolled into the new table.
- The monsters introduced in this book offer a great selection of choices for Monstrous Transformations!

Mutations

d100	Mutation Effect
01–02	***Wave of Mutation.*** You gain any one mutation of your choice, then gain an additional randomly determined mutation. Then, all creatures within 60 feet of you gain 1 Contamination level. Instead of rolling to determine whether or not those creatures gain a mutation, each automatically gains 1 mutation.
03–04	***Anomaly Locus***. When you fail a d20 test, you can reroll the d20. When you do, you trigger an Arcane Anomaly. You must finish a Short Rest before you can do so again.
05–06	***Sanguine Appetite.*** You develop a taste for blood which intensifies when you're wounded. While you have the Bloodied or Bleeding conditions, you gain Advantage on melee attack rolls against other creatures with the Bloodied or Bleeding conditions.
07–08	***Fledgling Wings.*** Bat-like wings painfully explode from your back. You gain a Fly speed of 40 feet during your turn. If you end your turn aloft, you fall. If you have 4 or more Contamination levels, your wings expand and your Fly speed increases to 60 feet, and you no longer fall when you end your turn aloft.
09–10	***Wretched Bile.*** Bubbling contaminated ichor unconformably builds up in your guts, which you can vomit forth periodically. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation in a 15-foot Cone. Each creature in that area must make a Constitution saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d10 Necrotic damage for each Contamination level you have gained. On a successful save, a creature takes half as much damage. You can use your Wretched Bile a number of times equal to your Contamination level, and regain all expended uses when you finish a Long Rest.
11–12	***Terrible Stench.***Your body emits a pungent odor which reeks of death and sulfur. Creatures who end their turn within 5 feet of you have gain the Poisoned condition until the end of their next turn. Creatures have Advantage on Wisdom (Perception) checks made to locate or track you.
13–14	***Explosive Demise.*** You feel volatile growths inside your body radiating intense heat. You gain Resistance to Fire damage. If you are reduced to 0 Hit Points while you have the Contaminated condition, you die and explode horribly in a shower of gore. Creatures within a 20-foot-radius must make a DC 15 Dexterity saving throw. *Failure:* 4d6 Fire plus 4d6 Necrotic damage. *Success:* Half damage.
15–16	***Hallucinogenic Visions.*** Your perception of the world around you twists into a miraculous landscape of rainbows, flowers, and vibrant colors, like walking through a pleasant dream. All creatures appear beautiful, friendly, smiling, and whimsical to you.
17–18	***Cryogenic Shift.*** Your body rapidly disperses heat as ice begins forming on your flesh. You gain resistance to Cold damage, but if you don't move at least half your Speed on your turn, you have the Frozen condition (DC 15).
19–20	***Nascent Delusions.*** You gain a randomly determined form of Drakkenheim Madness (see Conditions later in this appendix), which persists so long as you have the Contaminated condition.
21–22	***Electric Discharge.*** Strange glands filled with crackling energy appear on your body. You gain Resistance to Lightning damage. At the start of each of your turns, you deal Lightning damage to each creature within 5 feet of you. The damage equals a number of d6s equal to your Proficiency Bonus. If you have 4 or more Contamination levels, the dice become d10s, and the range increases to 10 feet.
23–24	***Hulking.*** If you are Medium or smaller, your size increases by one step (from Small to Medium, or Medium to Large). While your size is increased, you have Advantage on Strength ability checks. You return to your normal size when you no longer have Contamination levels.
25–26	***Shrinking.*** If you are Small or Larger, your size decreases by one step (from Small to Tiny, from Large to Medium). While your size is decreased, you have Disadvantage on Strength ability checks. You return to your normal size when you no longer have Contamination levels.
27–28	***Vocal Warp.*** Your voice takes on a strange pitch and resonance determined by rolling 1d6. 1: Alien Resonance; 2: Wet Gurgling; 3: Demonic Baritone; 4: Constantly Singing; 5: Distant Echoing; 6: Rasping Whisper.
29–30	***Wasting.*** Body parts begin falling out of you. Roll 1d6 to determine which: 1–2: fingernails; 3–4: teeth; and 5–6: toenails.
31–32	***Rotting Extremities.*** One of your body parts begins to blacken and wither. Roll 1d6 to determine which: 1–2: your lips; 3–4: your nose; 5–6: your ears. If you reach four or more Contamination levels, they rot and fall off. You can still speak and hear, however.
33–34	***Transforming Skin.*** Your skin begins to change. Roll 1d6 to determine the effect: 1: painful blisters which seep strange liquids; 2: cracking and peeling to reveal raw sinew; 3: strange patterns and runes; 4: welts and bruises which throb violently; 5: necrosis and rotting in patches; 6: lesions in otherworldly multi-colored hues.
35–36	***Lambent Glow.*** You emit a dim octarine glow to a range of 10 feet. If you have four or more Contamination levels, you instead emit Bright Light to a range of 30 feet.
37–38	***Shedding.*** Each time you gain a Contamination level, some of your hair falls out in patches. Once you reach four or more Contamination levels, all hair on your body completely falls out.
39–40	***Ocular Tumors.*** An eyeball opens somewhere on your body for each Contamination level you have gained. If you have four or more Contamination levels, you can see in all directions.
41–42	***Alien Organs.*** You feel a bloated shift within your abdomen, as if something has been altered in your internal composition. Several of your organs have changed into something unrecognizable yet still functional. They're filled with alien black goo.
43–44	***Shimmering Veins.*** Your blood veins glow through your skin, casting a faint octarine light.
45–46	***Shadowless.*** You no longer cast a shadow, regardless of the light sources around you.

d100	Mutation Effect
47–48	***Flickering Presence.*** Your form flickers intermittently like a poorly tuned hologram.
49–50	***Gossamer Hair.*** Your hair becomes fine and ethereal, floating gently as if underwater.
51–52	***Sprouting Crystals.*** Small bits of delerium begin to erupt from your bones and through your skin. They itch painfully.
53–54	***Burning Blood.*** FLAME ON! As a Bonus Action, you can give yourself the Burning condition. The Fire damage is a number of d6s equal to half your Proficiency Bonus (rounded down). While you have the Burning condition, you gain a Fly speed equal to your Speed. You can end the Burning condition as an action. If the Burning damage reduces you to 0 Hit Points, your flesh burns away and only a skeleton remains.
55–56	***Screaming Brain.*** You grow a sentient brain in your body, and it doesn't like you very much. It berates you and constantly questions your judgment, constantly wishing to escape the confines of your body.
57–58	***Vestigial Limbs.*** Your body suddenly sprouts additional appendages. The limbs are not usable, however. Roll 1d6 to determine what grows: 1: fingers; 2: toes; 3: leg; 4: Arm; 5: tail; 6: head.
59–60	***Transmuted Flesh.*** Your flesh and body transform into an seemingly inorganic material but you remain animate and alive. This doesn't affect your game statistics. Roll 1d6 to determine which material: 1: iron; 2: wood; 3: glass; 4: stone; 5: water; 6: plastic.
61–62	***Otherworldly Resistance.*** The Contamination growing in your body makes you strangely resistant to similar forces. You gain resistance to a damage type. Roll a d10 to determine which damage type: 1–2: Necrotic; 3–4: Thunder; 5–6: Radiant; 7–8: Psychic; 9–10: Force. You can gain this mutation multiple times, rolling a different damage type each time.
63–64	***Chitinous Plates.*** Shell-like growths appear all over your body, giving you a +1 bonus to AC. If you have four or more Contamination levels, this bonus increases to +2.
65–66	***Amorphous Form.*** Your bones and organs become gelatinous. You can move through a space as narrow as 6 inches wide without squeezing.
67–68	***Spiked Growths.*** At the start of each of your turns, you deal 5 (1d10) Piercing damage for each Contamination level you have gained to any creature you are grappling.
69–70	***Aquatic Adaptation.*** You sprout fish-like fins and gills. You gain a Swim speed equal to your Speed and can breathe underwater. If you have four or more Contamination levels, you can only breathe underwater. You can hold your breath outside water for up to 1 hour.
71–72	***Cyclopean Vision.*** Your eyes merge into a single central eye, which you can use to cast the *Fire Bolt* cantrip. You use your choice of Intelligence, Wisdom, or Charisma as the spellcasting ability.
73–74	***Spatial Displacement.*** You can cast *Misty Step* once for each Contamination level you have. You regain these uses when you finish a Long Rest.
75–76	***Tentacled Limb.*** One of your arms becomes a fleshy tentacle. When you make a melee attack on your turn, increase your reach by 5 feet.
77–78	***Spider Climb.*** You gain a Climb speed equal to your Speed. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
79–80	***Whispering Voices.*** You gain telepathy to a range of 10 feet, but other people hear it as their own voice. If you have four or more Contamination levels, the range extends to 60 feet.
81–82	***Belly Maw.*** A toothy mouth appears on your stomach. You can use it to make a melee attack as a Bonus Action on your turn against a creature within 5 feet of you. Its attack bonus is equal to your Proficiency Bonus + your Strength or Dexterity modifier (your choice). If you hit with it, you deal Piercing damage equal to 1d6 + your Strength or Dexterity modifier, plus an additional 1d6 Necrotic damage for each Contamination level you have gained.
83–84	***Eyeless Sight.*** Your eyes become milky orbs. You gain Blindsight to a range of 10 feet. If you have four or more Contamination levels, your eyes rot out, and dim octarine light burns in the sockets. Your Blindsight increases to 30 feet.
85–86	***Arcane Blood.*** You gain an additional spell slot of the highest level you can cast (to a maximum of 5th level). If you don't have spell slots, your Hit Point maximum increases by an amount equal to your level. If you have four or more Contamination levels, you gain two spell slots instead of one or increase your Hit Points by twice your level.
87–88	***Reversed Limbs.*** Your base Speed increases by 10 feet and your Long Jump distance is doubled.
89–90	***Chameleon.*** Your skin turns translucent and changes color to match your surroundings. As an action, you can give yourself the Invisible condition, which lasts until the end of your next turn or until you make an attack roll, deal damage, or cast a spell. You can use this ability only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.
91–92	***Magic Resistance.*** You gain Advantage on saving throws against spells and magical effects.
93–94	***Regenerative Flesh.*** At the start of each of your turns, if you are Bloodied and have at least 1 Hit Point, you regain Hit Points equal to twice your Proficiency Bonus. The healed flesh regrows as knobby, scaled, alien hide.
95–96	***Multiplied Senses.*** Your face sprouts additional eyeballs, ears, and noses. You gain Advantage on Initiative checks as well as Wisdom (Perception) and Intelligence (Investigation) checks.
97–98	***Corrosive Mucus.*** As a Bonus Action, you can spit acid at a creature within 30 feet. Make a ranged attack against the creature. On a hit, you deal 2d10 Acid damage and the creature is Burning (1d10 Acid).
99–100	***Rampant Mutation!*** Roll twice, ignoring this result on subsequent rolls.

Delerium

Delerium is a magical mineral left behind by the meteor that landed in Drakkenheim. It appears in geode clusters of translucent, sharp-edged crystals which reflect octarine light. The eldritch stones softly hum in dissonant tones, and glow brightly at night or when exposed to magic. Deposits are found throughout Drakkenheim, often fused into stone streets and buildings like crystalline moss.

A typical delerium fragment is about the size of a finger. Crystals may be fist-sized or slightly larger, and geodes may be as big as a pumpkin. Massive clusters might grow taller than a human.

Delerium Crystals

Crystal Size	Market Value	Weight	AC	HP	Extraction Time
Chip	10 gold	1/4 lbs	15	5	1 action
Fragment	100 gold	1/2 lbs	17	10	1 minute
Shard	500 gold	1 lbs	19	15	5 minutes
Crystal	1,000 gold	2 lbs	21	20	30 minutes
Geode	5,000 gold	20 lbs +	23	25	1 hour
Massive Cluster	Priceless	8,000 lbs +	25	50	7 days

Delerium Properties

All delerium samples have the following traits regardless of size:

- Immune to Necrotic, Poison, and Psychic damage; as well as Bludgeoning, Piercing, and Slashing damage from non-magical weapons.
- Resistant to Acid, Cold, Fire, and Lightning damage; as well as Slashing and Piercing damage from magical weapons.
- Vulnerable to Bludgeoning damage from magical weapons.
- Unless contained within an *Antimagic Field*, delerium shatters and crumbles into worthless ash when reduced to 0 Hit Points. However, delerium geodes release a random Arcane Anomaly when destroyed (see Arcane Anomalies table below).

Delerium Hazards

When a humanoid creature touches delerium without protective gear for the first time on their turn, or ends their turn in bodily contact with delerium, they must make a DC 10 Constitution saving throw or take 1d6 Necrotic damage and gain one level of Contamination, as described earlier in this appendix.

Delerium Harvesting

Delerium found in Drakkenheim is usually fused into the ground or stone buildings. It is carefully extracted using handheld mining equipment such as shovels, picks, hammers, and chisels. Consult the table to determine how long it takes characters to extract delerium. Lacking proper equipment, extraction takes ten times as long. Massive clusters are impossible to extract without heavy equipment or powerful magic.

Uses for Delerium

Delerium has vast arcane potential. Beyond trade, crystals are used for several purposes:

Spell Component. Delerium may be used as an arcane focus or material component for any spell on the sorcerer, warlock, or wizard spell list. When casting a spell which requires a costly material component, a spellcaster may instead use delerium of equivalent or greater value to the required cost.

Magic Items. Delerium is an exceptional material for creating magical items of all kinds. Any existing magic item described in the Basic Rules could be made with delerium. Fragments, shards, crystals, and geodes may be used to make uncommon, rare, very rare, and legendary items respectively. At the GM's discretion, characters who can cast level 5 spells or higher may learn techniques to craft magic items of their own during their downtime.

Stable Delerium. The process for crafting magic items with delerium renders the crystals stable. Unless otherwise specified, characters do not take damage nor risk Contamination when they touch or handle stable delerium. Stable delerium is damaged and destroyed in the same manner as a normal magic item of its kind.

Delerium Dust. Delerium dust is made by grinding the crystals against one another to create a fine powder. This milling process is extraordinarily hazardous unless performed within an *Antimagic Field*. Delerium dust can be used in alchemy, as a spell component, a reagent for brewing potions, or mixed into inks used to scribe spell scrolls.

Improvised Weapons & Ammunition. Delerium fragments may be used as ammunition for a sling or fashioned into a makeshift club. Such weapons and ammunition deal an extra 1d6 Necrotic damage, and humanoid creatures struck must make a DC 10 Constitution saving throw or gain one level of Contamination. Delerium used as ammunition in this way is destroyed.

Frenzied Dreg

The Haze

The Haze is magical radiation emitted by the vast concentration of delerium. It covers the ruins of Drakkenheim, but smaller pockets of Haze are beginning to manifest in other areas.

Effects on Characters

Humanoid creatures do not gain any benefits from finishing a Long Rest within the Haze.

In addition, a humanoid creature may only spend up to 12 hours within the Haze, after which it must finish a Long Rest to adequately recover from exposure. Humanoid creatures who remain in the Haze beyond 24 hours before recuperating risk Contamination. For each additional hour spent within the Haze beyond 24 hours, a humanoid creature must make a DC 15 Constitution saving throw or gain one level of Contamination.

Environmental Effects

The Haze magically manifests mist throughout the area. Characters can see normally through the mist up to 150 feet. Vision beyond is Lightly Obscured, but vision past 300 feet is Totally Obscured. Any mists dispersed during the day re-form 10 minutes later.

The Haze dampens sunlight. Creatures with Sunlight Vulnerability or similar traits do not suffer these penalties during the day while within the Haze.

The corpses of beasts and humanoid creatures do not rot within the Haze.

Effects on Spells

Any divination or teleportation spell cast outside the Haze targeting a creature or location within the Haze automatically fails. Spell-based telepathic communications or effects such as the *Sending* spell transmitted from outside the Haze fail to contact a character within it, and vice-versa. Finally, Divination spells fail to reveal useful information about delerium, the Haze, the origins of the meteor, or any events which occurred within the Haze.

When a character attempts any of the above using a spell or other effect, they must make a DC 15 Intelligence saving throw. On a failure, they take 21 (6d6) Psychic damage and become Incapacitated with madness until they finish a Long Rest. During this time, the spellcaster speaks only in gibberish. A *Greater Restoration* spell ends this effect.

Tiny Hut and similar spells or abilities do not provide shelter from the Haze. However, characters may rest within a *Magnificent Mansion* spell cast within the Haze.

Deep Haze

Certain areas are so suffused by the Haze that mere exposure is extremely dangerous and potentially fatal. Known as the Deep Haze, these areas have the following additional traits:

- Deep Haze is instantly recognized by a thick prismatic fog. Characters can see normally through this fog up to 60 feet. Vision beyond is Lightly Obscured, and vision past 120 feet is Totally Obscured. If dispersed during the day, the fog reforms 1 minute later.
- Characters entering the Deep Haze must make a DC 15 Constitution saving throw, and again for each full hour spent within. On a failed saving throw, they suffer 10 (3d6) Necrotic damage and gain one level of Contamination.

Delerium Sludge

Gargantuan delerium geodes seep an opalescent sludge. Characters submerged in delerium sludge must make a DC 18 Constitution saving throw at the start of their turn. They take 42 (12d6) Necrotic damage on a failed saving throw, and half as much on a successful one. In addition, characters who fail the saving throw gain one level of Contamination.

Arcane Anomalies

d100	Arcane Anomaly Effect
01–02	A resonant cascade of eldritch phenomena! The resulting energies reflect, refract, and collide with another producing ongoing effects. Roll another Arcane Anomaly, then once more on Initiative count 20 for the next 1d4 rounds.
03–04	Gravity breaks within a 100-foot radius area for 1 hour. Creatures levitate in midair and must push or pull against a fixed object or surface within reach (such as a wall or a ceiling) to move as if climbing. Unattended objects float around randomly.
05–06	The nearest creature is affected by a *Hideous Laughter* spell (spell save DC 15) but instead of laughing, they repeat unfathomable syllables and words. Occasionally, a somewhat comprehensible but totally illogical phrase emerges, such as "...oh time thy pyramids!"
07–08	Time skips a beat. Creatures within 60 feet experience a palpable feeling of vertigo followed by a powerful sensation of deja vu and are Dazed for 1 round (no saving throw).
09–10	The nearest creature becomes unstuck in time. It is affected by the *Blink* spell for 1 minute. Instead of vanishing into the Ethereal Plane, the creature vanishes into a sliver of time in its past or possible future.
11–12	A prismatic burst of energy erupts in a 20-foot radius. Creatures in the area must make a DC 15 Constitution saving throw or take 28 (8d6) Radiant damage and become Blinded for 1 round. The smell of ozone fills the area, and nearby wood and inanimate plants are transformed into solid glass.
13–14	Echoes of possible realities are briefly visible for 1 minute. When a creature within 60 feet is hit by an attack, a faint vision of the creature being killed by that attack appears.
15–16	Discordant music fills the mind of all creatures within 30 feet, who are affected by *Irresistible Dance* (spell save DC 15).
17–18	A section of stone, water, air, or energy becomes an appropriate **Contaminated Elemental** that is hostile to all nearby creatures.
19–20	An extraplanar creature is summoned. The GM either chooses the creature or determines it randomly. It is friendly to the creature who triggered the anomaly.
21–22	All humanoid corpses with 120 feet animate as hostile **Haze Husks**. The shrieking undead beg frantically for forgiveness as they rip apart the living.
23–24	The **Shadows** of 1d6 random creatures in the area animate and try to kill them while softly whispering "Guilty, guilty, guilty..." Once destroyed, the creatures don't cast a shadow for 24 hours.
25–26	All creatures within 60 feet gain the Invisible condition for 1 minute or until they attack or cast a spell.
27–28	Tendrils of life flow from the nearest creature to others. It must make a DC 15 Constitution saving throw or take 36 (8d8) Necrotic damage, or half as much on a success. The three nearest creatures within 60 feet each regain Hit Points equal to the damage taken.
29–30	A *Hypnotic Pattern* (spell save DC 15) appears. It creates scintillating impossible colors in shapes which are simply wrong. Creatures Incapacitated by the spell weep uncontrollably for the duration.
31–32	A *Black Tentacles* spell appears in the area for 1 hour (escape DC 15).
33–34	Objects within 60 feet come to life for 1 hour, as if affected by the *Animate Objects* spell. They mumble awful truths but are not hostile.
35–36	Time slows down for up to six random creatures within 120 feet. They are affected by the *Slow* spell for 1 minute. (spell save DC 15).
37–38	Time speeds up for one randomly determined creature within 60 feet of the anomaly. They are affected by the *Haste* spell for 1 minute.
39–40	The nearest creature is polymorphed into an **Awakened Shrub** for 1 hour or until reduced to 0 Hit Points.
41–42	A bowl of flowers and a very surprised-looking aquatic mammal appear 100 feet in the air. "Oh no, not again..." thinks the bowl of flowers.
43–44	All creatures within a 30-foot-radius are affected by *Mirror Image*. Affected creatures do not know if they were the original or simply a reflection, and the feeling gnaws at the back of their minds forevermore.
45–46	The skin, flesh, and hair sloughs off all living humanoid creatures within a 30-foot-radius in a horrific display of gore, leaving behind only their skeletons and equipment. This doesn't kill or otherwise harm the affected creatures or change their game statistics. Their flesh, skin, and hair regrow slowly and painfully over the next 3d6 hours.
47–48	The sound of shattering glass is heard as the delicate webs of 1d4 **Eldritch Crawlers** appear. Each crawler appears with webbing which acts like the *Web* spell. The webs and eldritch crawlers remain until destroyed, or until the crawlers successfully obtain suitable prey.
49–50	A powerful magnetic force takes root in the triggering creature. All other creatures within 30 feet of the triggering creature must make a DC 15 Strength saving throw. On a failed save, they are pulled up to 20 feet towards the triggering creature.
51–52	Each creature within 60 feet of the triggering creature (including the triggering creature) chooses a direction and rolls 2d6. Each creature is then teleported to the nearest unoccupied space in that direction equal to the result times five feet. (e.g. 35 feet for a result of 7 on 2d6).
53–54	Strange glowing fungus sprouts in a 20-foot radius around the triggering creature and hums softly with discordant tunes. Anyone who hears the tune mindlessly whistles the song in moments of idleness for the next 1d6 days.
55–56	A randomly determined mundane item worn or carried by the triggering creature flashes with brilliant energy, becoming an Uncommon magic item of the Game Master's choice.
57–58	A blast of raw contaminated energy explodes forth from the triggering creature in a 20-foot radius. All other creatures in the area must make a DC 15 Constitution saving throw. They suffer 18 (4d8) Necrotic damage and gain one level of Contamination on a failed save. On a successful save, they take half as much damage and do not gain any Contamination levels.

d100	Arcane Anomaly Effect
59–60	The triggering creature is momentarily pulled into the Space Between Worlds. They vanish from their space until the start of their next turn. When they reappear, they must make a DC 15 Intelligence saving throw. On a failed save, they take 14 (4d6) Psychic damage and gain one random form of Drakkenheim Madness (see Conditions later in this appendix). On a successful save, they take half as much damage and don't suffer from any madness.
61–62	The triggering creature's muscles bulge and its skin turns purple-green. It is enlarged as if affected by the *Enlarge/Reduce* spell for 1 minute.
63–64	Wicked spirits flutter around the triggering creature. It is surrounded by the *Spirit Guardians* spell (spell save DC 15), which deals Necrotic damage and harms all creatures except the triggering creature. The spirits taunt and jeer at the triggering creature.
65–66	The triggering creature gains 1d6 levels of Contamination. Unlike normal Contamination levels, these Contamination levels disappear after the character finishes a Long Rest. If the character undergoes a Monstrous Transformation while it has any of these Contamination levels, it reverts to its original form when the new form is reduced to 0 Hit Points or after 24 hours. It then gains a random form of Drakkenheim Madness from the harrowing ordeal (see Conditions later in this appendix).
67–68	The triggering creature screams uncontrollably in horror for the next minute. Afterwards, it must make a successful DC 15 Wisdom saving throw or be unable to speak for the next 1d4 hours.
69–70	All creatures within 30 feet of the triggering creature (but not the triggering creature) gain the benefit of *Detect Thoughts* spell for 1 minute.
71–72	The triggering creature begins melting. Their skin sags and begins dripping off. Their bones turn to jelly and they become a puddle on the ground which quickly evaporates into a cloud of octarine mist. For 1 hour, the creature is under the effects of the *Gaseous Form* spell.
73–74	A burst of arcane energy lashes out to strike the triggering creature. While potentially lethal, if the triggering creature is a spellcaster they can attempt to absorb this energy to regain spell slots. If they do, the triggering creature regains 1d10 levels worth of spell slots. If the triggering creature doesn't have spell slots or can't regain the full amount, it instead suffers 18 (4d8) Force damage. Any spell cast using a spell slot regained from this effect automatically triggers another arcane anomaly.
75–76	All creatures within 60 feet of the triggering creature begin to transform into plantlike versions of themselves. Their skin becomes bark, they grow leaves and buds from their flesh, and creak as they move. For the next minute, each affected creature gains the benefit of the *Barkskin* spell but becomes vulnerable to Fire damage.
77–78	An 100-foot-radius octarine storm cloud emerges 300 feet above as pouring glittering rain falls for 1 minute. The area below the cloud becomes heavily obscured. A creature who starts its turn in the area must roll a d6, on the result of a 1 they are struck by octarine lightning. They take 14 (4d6) Lightning damage and must make a successful DC 15 Constitution saving throw or gain 1 level of Contamination.
79–80	An *Arcane Hand* spell (spell save DC 18, +10 to hit) appears in the area and assaults the triggering creature, trying to rip them apart, fling them from high places, or squeeze them to death.
81–82	The triggering creature is affected by *Flesh to Stone* (spell save DC 15). Instead of transforming into stone, it slowly turns into solid delerium crystal. If it is wholly transformed into delerium, its body is equivalent in value to a delerium geode. While Petrified in this manner, the creature is fully conscious and aware of its surroundings. If the delerium geode is used to create a magic item, the creature's personality invests the resulting item with sentience.
83–84	A *Simulacrum*, as created by the spell, of the triggering creature appears. It claims to be a traveler from the future and insists the character must slay a randomly determined ally to prevent a terrible fate. If slain, the simulacrum melts into delerium sludge instead of snow.
85–86	A glowing crystalline orb appears hovering 10 feet above. Anyone within 30 feet of the orb hears the incoherent whispering of several voices. The first creature who touches the orb can communicate with the voices as if by the *Contact Other Plane* spell. The orb then disappears.
87–88	Each creature within a 30-foot-radius immediately hallucinates their own inevitable death in such a vivid manner that they are stricken with terror and a wave of lethargic hopelessness. Each creature must make a successful DC 15 Intelligence saving throw or be Stunned for the next minute. A creature can repeat this saving throw at the end of each of their turns to end the effect, shaking off the terror and returning to reality.
89–90	Reminiscent of the flames which consumed Drakkenheim in the meteor's wake, a roaring wave of eldritch fire erupts in a 30-foot Emanation. Each creature in the Emanation has the Burning (3d6 Fire) condition.
91–92	All the heat is suddenly pulled from one random creature within a 30-foot-radius, who becomes Frozen (save DC 15).
93–94	The triggering creature's arms and legs gain the ability to detach for the next minute and they rejoin at the end of this duration. The limbs gain a Flying speed of 15 feet, and can be controlled by the creature as normal. The limbs have an AC of 10 and any damage dealt to them is dealt directly to the triggering creature.
95–96	The area erupts with unnatural, alien flora. Strange pulsing trees and octarine flowers emerge, twisting vines with pulsing octarine veins, rich plants that sparkle and hum softly, along with an abundance of various strange glowing fruit. Any creature who eats the strange fruit immediately gains the benefits of the *Heroes' Feast* spell. While under the effects of the spell, their eyes glow with octarine light, and their veins bulge and glow as well. They shed Dim Light in a 10-foot radius around them. The plants wither and crumble to dust after 1 hour.
97–98	The triggering creature explodes out of its skin and into a **Delerium Dragon Wyrmling** as if under the effects of *True Polymorph*. The creature reverts to its true form after 1 hour.
99–100	The triggering creature gains the ability to see through all of time and space, gaining unbound knowledge of all that has been, and all that will be. The creature immediately takes 36 (8d8) Psychic damage. If this damage reduces the creature to 0 Hit Points, it is knocked Unconscious but is Stable. For the next hour, the creature gains the benefits of the *Foresight* spell as their mind is filled with visions of all possible futures and unbound realities. At the end of the hour, the creature takes an additional 36 (8d8) Psychic damage as they are flung back to a basic understanding of life, the universe, and probability.

New Conditions

This section details new conditions introduced in this book, augmenting the standard conditions found within the Fifth Edition Core rules.

Addled

You have Disadvantage on Intelligence, Wisdom, and Charisma attack rolls, ability checks, and saving throws.

Bewildered

You can't cast spells, except for cantrips with a casting time of 1 action.

Bleeding [X]

You're losing blood to an open wound.

- **Ongoing Damage.** At the end of each of your turns, you lose Hit Points. The number of Hit Points lost is indicated by the condition, such as "Bleeding 2d4."
- **Regaining Hit Points.** The condition ends if you regain any Hit Points.
- **Medical Treatment.** You or another creature within 5 feet of you can spend an action and use a healer's kit to staunch the bleeding (no check required), ending the condition.

Bloodied

You're wounded. A creature is Bloodied while it has half its Hit Points or fewer remaining.

Burning [X]

You're on fire or covered in acid:

- **Ongoing Damage.** At the end of each of your turns, you take damage. The damage type and amount are indicated by the condition, such as "Burning (4d6 Fire)" or "Burning (2d4 Acid)."
- **Ending the Condition.** The condition ends if you or another creature within 5 feet of you can spend an action to extinguish the flames or scrape off the acid, or if some other effect douses the flames (such as being submerged in water).

Clumsy

You have Disadvantage on Dexterity attack rolls, ability checks, and saving throws.

Contamination

The Contamination condition is detailed "Contamination" on page 366.

Dazed

You can move or take an action on your turn, not both. You can't take Bonus Actions.

Defenseless

Attack rolls against you have Advantage.

Distracted

You can't take Reactions.

Drakkenheim Madness

A character with Drakkenheim Madness gains one of the following traits:

1. "I wish I didn't have all these useless organs inside me."
2. "The contamination is a blessing which will transform me into a wondrous creature."
3. "The monsters are civilians trying to live a peaceful life! We need to protect them!"
4. "I must wear a flesh-coat made from my slain enemies to gain their strength!"
5. "My companions died in the ruins. I'm sorry friends, you are merely ghosts haunting me, you aren't real. Stop trying to talk to other people."
6. "I need to eat everything I can find. It's probably going to be my last meal."
7. "Drakkenheim is so beautiful at night. I could spend forever wandering the streets by moonlight. We should go tonight! Let's go every night!"
8. "Don't you fools get it?! If you die in Drakkenheim, you die IN REAL LIFE!!!!"
9. "A sinister cabal of disembodied hands is plotting against me."
10. "I must go into the ruins and kill, rip and tear, until it is done."

Enfeebled

You have Disadvantage on Strength attack rolls, ability checks, and saving throws.

Frozen [DC X]

You're partially encased in ice:

- You're Immobilized and Defenseless.
- You're Helpless against attacks made with a weapon that deals Bludgeoning damage.
- You or another creature take an action to break the ice away. To do so, you must succeed on a Strength (Athletics) check. On a successful check, the condition ends. The DC is indicated by the condition, such as Frozen (DC 15).
- This condition ends on you if you take 20 Bludgeoning or Fire damage.

Helpless

- Any attack that hits you is a Critical Hit.

Immobilized

- Your Speed becomes 0, and you can't benefit from any bonuses to your Speed.
- If you're flying when you become Immobilized, you fall.

Jinxed [X]

Roll the die indicated by the condition, such as "Jinxed 1d4" each time you make an attack roll or saving throw. Subtract the value on the die from the result.

Shocked

- You're Dazed and Defenseless.
- You drop whatever you're holding in your hands.
- You must spend an action to draw, stow, or pick up an object.

Sickened

You have Disadvantage on Constitution saving throws.

Slowed

Your Speed is halved.

Staggered

You can't make more than one weapon attack during your turn, regardless of your class features, spells, or magic items.

Valor [X]

Add a die to your attack rolls and saving throws. The die rolled is specified by the condition, such as Valor (1d4).

Weakened

You deal half damage with weapon attacks and spells.

Storm Troll

Appendix D: Crafting & Harvesting

This appendix presents rules player characters may use to create magic items using components harvested from defeated monsters. Here you'll find:

- Rules for **Harvesting Components** from slain foes. The monster descriptions earlier in this book detail the specific monster parts player characters can harvest from each creature.
- Rules and recipes for creating new magic items found in the world of Drakkenheim using parts from monsters in this book!
- Descriptions for various Workshops where characters can build their items.

These rules are intended to *replace* the typical magic item crafting found in the Fifth Edition Core Rules. You should choose which system works best for your campaign rather than combining these rules with other magic item crafting systems.

Crafting Overview

In brief, here's how characters craft items using these rules:

1. **Learn the Recipe.** The player characters must first find the **Recipe** for the magic item they want to create, which identifies its properties and the **Components** needed. The Recipe also details the types of monsters from which the Components must be harvested. Permanent items, such as weapons and armor, require between four and ten Components, while consumables, like potions and scrolls, only need two or three.
2. **Harvest the Components.** After the player characters defeat a monster, they can spend ten minutes to **Harvest** and preserve **Components** from the corpse. This process must be completed quickly after a monster dies, otherwise the Component's innate magic fades. The Game Master describes what Components are available, and then each player character may choose to harvest one Component (regardless of how many foes were defeated). This abstractly represents how Components can be damaged in battle, ruined by harvesting, or of insufficient quality for crafting.
3. **Locate a Workshop.** Once the required Components are collected, the characters must bring them to a suitable **Workshop** to build the item. Workshops have a rarity that corresponds to the magic items which may be produced there. Uncommon or Rare Workshops may be found in great cities, whereas Very Rare and Legendary Workshops are only found in fantastic locations with powerful magical phenomena present, such as magma forges deep in the heart of the earth and arcane laboratories constructed along extraplanar rifts.
4. **Construct the Item.** The characters spend one day working at the Workshop to combine the Components, and their new magic item is complete!

Component and Workshop Rarity

Components and Workshops have a rarity, which correspond to the rarity of the magic item made with them. For example, an Uncommon magic item typically calls for Uncommon Components and must be created at an Uncommon workshop. This rarity also provides a rough gauge for what level characters should be able to craft the item.

The rarity of harvested Components are based on the monster's Challenge Rating. Unless otherwise specified, a component's rarity is defined by the Component Rarity table.

Component Rarity

Component Rarity	Monster Challenge Rating
Common	1/4 to ½
Uncommon	1 to 4
Rare	5 to 10
Very Rare	11 to 16
Legendary	17+

The rarity of the Components and workshop used in crafting always determine the highest rarity item they can produce. You can use higher rarity Components and Workshops to produce lower rarity items. For example, if a recipe calls for an Uncommon part, such as monster blood, a character may substitute Rare monster blood to fill the requirements of the Recipe.

How Often Do Characters Craft an Item?

Assuming that the player characters face about 4 to 8 combat encounters per character level against non-humanoid foes over the course of an entire campaign, each player character can craft the following quantities of permanent magic items:

- 3–4 Uncommon
- 2–3 Rare
- 1–2 Very Rare
- 1 Legendary

These numbers are approximate but are provided to offer a baseline set of expectations which you can adjust accordingly based on how many magic items you wish your player characters to possess. Characters may craft many more Common magic items, as well as many consumable magic items (potions and scrolls) of all rarities.

We recommend adjusting the amount of treasure found in your campaign when you use these rules. Characters should find about half as many magic items as they normally would, since they'll be crafting their own instead.

This is Not an Economic System!

Our objective for these rules was to offer player characters a way to create magic items for their use during adventures. Crafting flows from the adventure's narrative, with every magic item having an evocative tale with its creation. While this system can handle characters occasionally selling items, its not suited for those looking to run a business "farming" monsters for Components, building items, and selling them for profit. Similarly, these rules should *not* be extrapolated into a setting's functional economy. This system is about functional gameplay that tells a rewarding story, not creating a realistic simulation.

We recommend discussing these rules during Session Zero before using them at your table. We felt that the fun of this system would be spoiled with restrictions to prevent economic abuse. We didn't want an overly analytical approach to get in the way of fun. Frankly, no rules-based safeguards are as effective as setting the expectations at the start of a campaign for how these rules may be used.

For those looking for narrative justification, the Edicts of Lumen limit magic item creation and sale to the Amethyst Academy, and the mages strictly control this trade. Nevertheless, NPCs may discuss using Components, the need for appropriate facilities, and share recipes with the player characters. Indeed, the Amethyst Academy *does* pay adventurers to collect Components for them. However, proficient adventurers, capable craftspeople, and suitable monsters, especially higher-level ones, are relatively scarce. The player characters are amongst the few who are in a position to craft magic items using the rules presented here.

Step 1: Learning Recipes

Every magic item has a **Recipe** which lists the monster parts required to craft the item and the type of workshop used to construct it.

Most items require between three and ten parts to create. For example, a *+1 Weapon* must be created at an **Uncommon Workshop** and requires the following **Uncommon Components**:

- [Animus] Any Animus.
- [Bones] Any Bones.
- [Natural Weapon] Any Natural Weapon.
- [Hide] Any Hide.

Recipes vary from item to item, but most call for monster parts from at least two or three different creatures or sources.

Characters can learn Recipes in three main ways: Finding Schematics, Purchasing Schematics, or through Research.

Finding Schematics

Most often, characters learn how to craft a particular magic item by finding a **Schematic**. These documents reveal the rarity, type, and full properties for a crafted magic item, as well as all Components needed to create it. A Schematic may be found as treasure placed by the Game Master or given as a reward for completing a quest.

A Schematic takes the form of written or illustrated plans, such as a diagram on parchment, an instruction manual, or inscriptions upon ancient ruins. A master craftsperson might be able to teach the player characters how to make an Uncommon or Rare magic item, whereas Schematics for Very Rare and Legendary items may be knowledge gleaned from the whispers of an otherworldly entity, ancient archmage, or powerful dragon.

Learning Components from a Schematic is an ideal method to kick off a "scavenger hunt" side-quest for the player characters. Plans in hand, they know what they need to get, but it's up to them to locate the monsters and Components needed. Schematics encourage the characters to keep a careful eye out for rare or interesting creatures, and perhaps search a little more thoroughly through the deep dungeons and dark streets of Drakkenheim for a rare prize.

Purchasing Schematics

Occasionally, player characters may have the opportunity to purchase a Schematic. The Schematic Pricing table below details suggested prices based on the rarity of the finished item:

Schematic Pricing

Item Rarity	Typical Price
Common	5 GP
Uncommon	50 GP
Rare	500 GP
Very Rare	5,000 GP
Legendary	50,000 GP

I like the recipes with pictures and arrows so I can get right down to business.

Research

During their adventures, player characters may gather all manner of curious Components, but they may not know exactly what magic items can be created from these collected materials. In such cases, the player characters may study the found parts to discover possible Recipes on their own. This method allows the player characters to discover a magic item Recipe piecemeal, and creates the feeling the characters are inventing or discovering something new.

During a Long Rest, a character can examine a number of Components equal to their Intelligence modifier (minimum one Component). Once they finish a Long Rest, the character learns the Recipe for one magic item the studied Component can be used to create. Since some monster Components can be used to create a variety of different items, an individual Component can be studied multiple times.

Instant Discovery

If the player characters have collected all the monster parts needed to craft an item, but haven't yet learned the Recipe, they discover the full Recipe once they research any one of the required parts. Seeing all the parts together is enough for a flash of inspiration!

Tool Proficiency

Player characters gain knowledge of a few basic Recipes based on their tool proficiencies, as indicated in the table below.

Basic Recipies

Tool Proficiency	Known Recipes
Alchemist's Supplies	*Potion of Healing, Potion of Resistance, Potion of Controlled Mutation*
Brewer's Supplies	*Potion of Healing, Potion of Resistance, Everhot Stewpot*
Caligrapher's Supplies	*Spell Scroll, Scroll of Spell Power*
Carpenter's Tools	*+1 Shield, +1 Weapon, Wand of the Precocious Apprentice*
Cartographer's Supplies	*Spell scroll, Scroll of Spell Power*
Cobbler's Tools	*Retracer Boots, Swashbuckler's Boots*
Cook's Utensils	*Potion of Healing, Potion of Resistance, Everhot Stewpot*
Glassblower's Tools	*Charm of Swarms, Familiar Figurine*
Jeweler's Tools	*Pendant of Prismatic Protection*
Leatherworker's Tools	*Hazewind Cape, Swashbuckler's Boots*
Mason's Tools	*Dazing Hammer, Familiar Figurine*
Painter's Supplies	*Spell Scroll, Scroll of Spell Power*
Potter's Tools	*Charm of Swarms, Familiar Figurine*
Smith's Tools	*+1 Weapon, +1 Shield, Champion's Weapon*
Tinker's Tools	*+1 Ammunition, Pendant of Prismatic Protection*
Weaver's Tools	*Hazewind Cape, Swashbucklers Boots*
Woodcarver's Tools	*Wand of the Precocious Apprentice, Wand of Jinxes*

Step 2: Harvesting Components

Characters may harvest and preserve Components from the corpse of a slain creature using **monster harvesting tools**.

Harvesting monster components or extracting its animus must begin within ten minutes of its death. After this time, the magical energy within fades and the animus passes to the ether, and any remaining Components are no longer usable for creating magic items.

No ability checks are required to successfully harvest monsters or extract an animus. As long as a character has the time and tools, they always successfully collect one monster Component from a creature's corpse. The toolkit provides everything a character needs to extract and preserve parts from any creature.

- **Monster Harvesting Tools (50 GP).** The toolkit provides everything characters need to extract animus and preserve any creature parts. This kit contains skinning knives, a cleaver, syringes, a hammer, scissors, scalpels, a bone saw, hooks, as well as a vials, watertight containers, binding reagents, and wrappings.

Monster Components

When the characters decide to harvest a monster's corpse, the Game Master determines which Components can be harvested from a monster, if any. In this book, each monster entry lists the Components available from that creature.

Component Rarity

The rarity of all parts are determined by the CR of the monster as presented by the table earlier in this chapter.

Most item recipes call for Components with the same rarity as the item itself. However, some recipes may call for a component from a specific named monster, such as a Frost Giant, an Ancient Red Dragon, or a Banshee. In such cases, if no part of the presented rarity is available for a monster of that type, the DM should allow a component of a lower rarity to be used. For example, the ghost site bow is a Very Rare item that requires the bones of a Dryad and the hair of a Banshee. In this case, these components require you to find any Dryad or Banshee and do not require the parts to be Very Rare.

Component Categories

Each Component belongs to one of the following categories:

- **Animus.** This special Component is described below.
- **Bones.** This includes the skull, spine, or the stem of a plant monster.
- **Dust.** Detritus left behind by magical creatures or undead.
- **Fluid.** Usually monster blood, and also ectoplasm, sap, or mucus.
- **Hair.** Any fur or feathers.
- **Hide.** Includes the monster's skin, scales, carapace, bark, or plates.
- **Natural Weapons.** Almost any natural weapon from the monster's game statistics, such as teeth, claws, horns, tentacles, etc.
- **Organs.** A broad category including both internal body parts and sensory organs, such as the heart, brain, glands, eyes, or guts.

Wand of Jinxes

Magical Animus

In the world of Drakkenheim, magic items are created by imbuing a physical object with a metaphysical animus. This vital energy must be properly extracted from a magical creature. A creature's animus is formed from the latent magical energy held within its body, but it is distinct from a creature's soul. Aberrations, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, Giants, Monstrosities, Plants, Oozes, and Undead all possess a magical animus. Beasts and Humanoids typically do *not* possess an animus.

When a creature is slain, its animus lingers momentarily before fading into the ether. However, a creature's animus can be collected and contained within a vessel of some kind, which is then used to make a magical item. It is impossible to extract the animus of a creature without killing it.

Creating magic items requires the animus of one or more suitably powerful creatures. However, some magic items may call for a specific type of animus, such as the animus of a fey creature or dragon. In rare cases, a magic item may require the animus of a much more specific monster.

Animus Vessels. An animus must be collected and stored in a specially prepared magical **vessel**. Traditionally, these vessels were minor magic items in their own right: often rune-etched gemstones infused with magic and created in a laborious process. However, the world of Drakkenheim was transformed by the arrival of delerium: the eldritch crystals function as suitable vessels in their raw state. A delerium crystal filled with magical animus glows with a brilliant octarine light, similar to how the crystals resonate with energy when exposed to magic.

Creating Animus Vessels. An animus vessel can be created in 1 hour by combining any three other components of the same rarity. The resulting vessel can then be used as a vessel for an animus of the corresponding rarity. For example, an animus made from three Rare components can hold a Rare animus.

Animus Vessel Crystal Sizes

Animus Rarity	Required Delerium Crystal Size
Common	Chip
Uncommon	Fragment
Rare	Shard
Very Rare	Crystal
Legendary	Geode

Harvest and Extraction Time

Once started, collecting Components or animus takes ten minutes of work. During this time, the character must remain within 5 feet of the corpse. If the process is interrupted, harvesting must resume within ten minutes, or the Components are lost. A player character may only harvest Components from one creature at a time, regardless of its size. Several characters can work together to harvest multiple parts from the same corpse. No matter how many characters harvest a single corpse, they must all spend ten minutes harvesting.

Collector's Choice

Each character may harvest one component from a creature's corpse per encounter.

Characters can work together to harvest several different parts from one monster, or they may split up and harvest parts from several creatures at once. A monster's body usually provides only one of each available part, so two characters harvesting parts from the same corpse must choose to collect different parts, unless the Game Master determines that the creature's unique physiology allows the collection of multiples of the same part. For example, a Game Master might allow both horns from a Minotaur to be harvested, but it would take the work of two characters to collect both. Other parts may be more abstract in quantity: it's enough to know that the characters collected a bag of dragon fangs or a vial of troll blood without worrying about a specific measurement.

When the player characters decide to butcher a carcass for Components, the Game Master lists all the possible Components available from the body. Each character may then choose one Component to collect. All other Components are lost and unusable, either because they were damaged in battle, ruined in the harvesting process, or deemed of unsuitable quality for magic item crafting.

Example Harvesting

For example, suppose the player characters defeat a Gorgon. They decide to harvest parts from its corpse. The Game Master describes that the Gorgon has the following Rare Components: eyes (organ), a skull (bones), monster blood (fluid), plates (hide), horns (natural weapon), glands (organs), and its animus. There are three player characters, and all work together to harvest parts from the Gorgon. Sebastian decides to collect the Gorgon's Animus, Pluto decides to take the Gorgon's plates, and Veo decides to take the Gorgon's monster blood. All the other parts are lost.

In another case, suppose four player characters defeat a small horde of ten Ratling Warriors. The party would only be able to collect parts from four of them. The parts from the other monsters are lost.

Keeping Records

When recording what monster parts the player characters have collected, it's important to identify the Component's name category, as well as the name, creature type, and rarity of the creature. For example, a character might record the following Components:

- Minotaur, horns (natural weapon). Uncommon Monstrosity.
- Vampire, undead dust (dust). Rare Undead.
- Troll, skin (hide). Uncommon Giant.
- Adult Red Dragon, monster blood (fluid). Legendary Dragon.

Recording how many bones characters collect from a slain red dragon, or how many vials of blood characters drain from the corpse of a dead troll, isn't necessary. Regardless of a creature's actual size or dimensions, a character harvests enough material from its corpse to fulfill the ingredients required for a single magic item. Simply recording "Red Dragon monster blood" or "Troll hide" is sufficient. If characters collect the blood or hide from multiple dragons or trolls, simply record "3x Red Dragon blood" or "3x Troll's hide."

Component Weight. In general, most Components weigh no more than 1 pound each. When tracking the weight of individual Components, consider the final weight of the constructed item it will be used to create. Most weapons, wondrous items, and consumables weigh between 1 and 5 pounds, so most Components should fall within this range. The Game Master may determine that certain Components intended for use in medium or heavy armor (or other bulky items) weigh substantially more. For example, dragon scales or gorgon plates collected for use in scale or plate armor could weigh as much as 50 pounds.

Buying and Selling Components

Talented arcanists, artificers, and forgesmiths alike frequently eschew the adventuring life, preferring to commission adventurers to procure rare Components for magic item crafting on their behalf.

Buying and selling Components is an optional downtime activity characters can engage in between their adventures.

Most often, those purchasing Components are looking for a specific Component or two, and seek the services of dedicated monster hunters to retrieve their materials. Even the industrious Amethyst Academy rarely makes an unsolicited purchase, and the mages are seldom willing to purchase anything presented to them.

Typically, finding a seller or buyer for a monster Component takes a number of days equal to the Challenge Rating of the monster.

Component Base Price

Monster Challenge Rating	Component Value
0 to 1/2	1d4 × 10 GP
1 to 4	1d6 × 20 GP
5 to 10	3d6 × 200 GP
11 to 16	1d6 × 2,000 GP
17 to 20	2d6 × 5,000 GP
21+	Priceless

Additionally, some creature types are more difficult to find than others, resulting in an increase in component prices as follows:

Creature Type Price Modifier

Creature Type	Price Multiplier
Giants, Monstrosities, Plants	No Change
Constructs, Elementals, Oozes, Undead	× 1.5
Aberrations, Dragons	× 2
Celestials, Fey, Fiends	× 3

Why Only One Item?

These rules intentionally abstract monster harvesting. Instead of rolling to determine whether or not they harvest parts, or how many parts are harvested, it is simply one part per character per harvest. This prevents the player characters from finding more monster parts than expected (and thus being able to craft more magic items than intended). Similarly, this restriction minimizes the amount of required bookkeeping. Even taking one monster part per character will result in the characters holding on to a lot of crafting materials, and we wanted to avoid clogging up their inventories with hundreds of items they won't ever use.

> Gently slide your knife along the spine,
> or as close to what could be considered a spine,
> the primary spine.

Step 3: Find a Workshop

Crafting magical items also requires a suitably equipped Workshop to create the item, such as a blacksmith's forge, arcane laboratory, or artisan's studio. While a typical blacksmith's forge is fine for making steel, it is ill-suited to working with dragonbone, demonic animus, troll's blood, and elemental earth!

In addition to providing all the tools and equipment necessary, a Workshop also supplies all mundane materials needed for crafting magic items. A forge has an ample supply of coal, iron, and steel, for example, whereas an arcane laboratory or artisan studio has paper, inks, chemicals, and other materials characters would logically need to supplement the monster Components.

Workshop Rarity

Like monster parts, each Workshop has a rarity from Common to Legendary. The Workshop's rarity corresponds to the maximum rarity of the magic items which may be created working there. Creating a Rare magic item requires a Rare Workshop, but a Legendary Workshop could be used to fashion an Uncommon magic item, for example.

Common Workshops

These Workshops are made for fashioning everyday mundane equipment, and usually lack the specialized and magical tools needed for making magic items. However, they're usually sufficient for making Common magic items, or consumables such as potions and scrolls.

Uncommon Workshops

Characters can find Uncommon Workshops in towns and larger settlements. Examples include the finest blacksmith's forge in the region, or a typical wizard's tower.

Crowe and Sons Smithy

In Emberwood Village, just outside the city of Drakkenheim sits the Crowe and Sons Smithy. Tobias Crowe is a humble family man who has worked the forge his whole life. His forge is well stocked with all the mundane gear someone would need to craft basic items, and Tobias himself has worked magical gear in the forge as long as he has the right supplies. He is always willing to let adventurers who show they know what they are doing handle the forge, and often aids them in the crafting of unique magic items.

The forge sits under a wooden overhang connected to an old shop. The wall is lined with tools and fitted with a table and shelves containing iron, wood, sacks of coal, brass, copper, leather straps and much more. The old stone forge has a large bellow that you can operate by foot and a rustic and worn anvil next to a metal bucket of cool water.

Rare Workshops

Rare Workshops are usually only found in large cities. These impressive facilities are equipped with state-of-the art tools and machinery, and able to import the finest raw materials from around the world.

Smithy on the Scar

The Smithy on the Scar was an old blacksmith shop taken over by a group of Ironhelm dwarves. They have refitted the forge to work delerium, meteoric iron, and gunpowder. They have all the

tools needed for crafting fine magic items, gunpowder weapons, and some of the best dwarven inventions in the area. With a constant supply of delerium arriving, a group looking to use the forge need only do a seemingly simple task: help the Ironhelm dwarves and guard their forge through the night while they mine the delerium in the scar. Do this, and they will happily allow you to access their gear and make any weapons you need.

Apothecary Laboratory

Beneath Altbruke University is a labyrinthian series of corridors, tunnels, and workshops. Amongst them is a great Laboratory complete with a forge, alchemical gear, and a well-stocked storage of every rare element the school could get their hands on. It is better equipped for the crafting of unique potions, poisons, and tonics, but can also be used to craft unique magical items of exquisite design. The abundance of iron, leather, and steel the school has at its disposal means that if one can gain access to this forge, they will be well equipped to do any crafting needed. However, getting the apothecaries of Altbruke University to grant permission is another story.

Very Rare Workshops

Very Rare Workshops are built with access to a notable power source used to channel the great heat or mighty arcane forces needed to work with rare and valuable materials. Examples could include an adamantine forge located along a magma flow, or an arcane university channeling the energy of a Thin Place.

Inscrutable Tower Laboratories

In the lower chambers of the Inscrutable Tower lies the great Arcane Forge. The Tower is a conduit of sorts that draws in raw arcane energies and focuses them within the tower's nexus. Although the nexus powers many arcane devices throughout the tower, and used as a prime focus for magical practices throughout, the Arcane Forge also draws from this well of power when being used to craft exceptionally rare and powerful magical artifacts. Many of the Academy's most renowned artificers worked in the Arcane Forge. Even in the destruction of Drakkenheim, the forge remains well stocked with the gear needed to draw immense arcane power for forging items. The only issue is that the nexus is not fully operational and the tower needs to be brought back online to use the forge again.

Dwarven Volcano Forge

High in the Drakeclaw Mountains is the great Dragon's Maw, a sleeping volcano that was once home to the Firebrand dwarves, who built their great city in the heart of the caldera of the volcano, and harnessed the magma flows into a powerful dwarven forge. Fire elementals once worked the forge and crafted some of the finest dwarven weapons in history. The forge still sits amongst the ruins of this great dwarven empire and is completely operational. However, the ancient red dragon Volmongoth claimed the caldera centuries ago as their lair, and access to the forge has been near impossible since then. One would either need to treat with Volmongoth for access or defeat them in battle. Neither seems likely.

Legendary Workshops

A Legendary Workshop is a one-of-a-kind place built in special locations due to the magical phenomena present. Indeed, these storied places are seldom found in the Mortal World at all and may require travel to other dimensions or worlds.

Space Between Worlds Star Forge

Deep within the Space Between Worlds, on a floating pile of rubble within the Void Sea, sits the Star Forge. There is no record of who built the Star Forge, or what its intention was. Perhaps just a strange random happenstance amongst the chaotic possibilities, or maybe a chunk of rock drawn in from some distant dimension, the Star Forge can harness the very fabric of arcane magic from the roiling cosmos of the Space Between Worlds and channel that into the gear made within it. For those seeking to harness unimaginable power into their creations, journeying into the Space Between Worlds and seeking out this forge is one of the few known paths to creating such potent items. Getting there is nearly impossible, and is only half the problem, for firing up the forge draws the attention of all number of eldritch beings, who feed on the raw arcana that flow into the forge. One must survive the onslaught long enough to finish their gear, and then escape with it.

Workshop Quests

Locating a suitable Workshop can be a quest all on its own. However, a Game Master may wish to add an additional complication or problem:

- The Workshop's power source has been damaged or stolen, and the characters must retrieve a replacement and conduct necessary repairs.
- The Workshop has run out of raw materials or fuel. For example, a dwarven forge relied on a nearby iron mine which has been overrun by monsters, or bandits raided the supply caravans supplying alchemical materials for an apothecaries' lab. The characters must recover the Components or deal with the issue before the Workshop can be used.
- The Workshop is owned or run by a powerful individual or faction who will not allow the characters to use it until they complete a mission to prove their worthiness or demonstrate their capabilities.

Step 4: Craft the Item

Once the characters have collected their items, learned the Recipe, and brought all Components to a suitable Workshop, it's time to make the item!

Creating the item only requires a few hours of diligent work. Set the pace appropriate for the campaign and the part of the narrative: it's fine for the characters to spend an hour making the item, or a day. An extended period of downtime isn't necessary: this system makes the characters take an active role collecting the Components, Schematics, and crafting Workshop rather than downtime and gold.

Interlopers!

At your option, characters crafting a Legendary magic item may have to do battle against invaders seeking to stop them in the process! This can make for a fun and climatic end to an adventure arc.

Doing so is a simple skill challenge: completing the magic item requires the characters spend a number of actions to finish the item.

Each round, magical invaders, such as elementals, outsiders, demons, or spirits, appear to try to stop the characters completing the item. They won't relent until the item is finished.

Appendix E: Magic Items

This appendix provides a listing of new magic items from the world of Drakkenheim. In addition to the magic item's description and features, each entry includes its crafting requirements and recipe for that magic item.

The appendix finishes with recipes for a selection of SRD magic items.

New Magic Items

Magic Items are presented in alphabetical order.

Amulet of Incineration

Wondrous Item, Rare

Crafted from a gem made from the elemental dust of an entropic flame set within a bone talisman, and glazed in the blood of an aberration, this amulet shimmers with an internal, ever-burning fire.

Once per turn, when you cast a spell that deals Fire damage using a spell slot, you can choose one target that was dealt Fire damage by the spell to gain the Burning (3d6 Fire) condition.

Crafting. Creating an *Amulet of Incineration* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Animus from an Elemental
- **[Bones]** Spine from a Monstrosity
- **[Dust]** Elemental Dust from an Entropic Flame
- **[Fluid]** Monster Blood from an Aberration

Amulet of Primal Wisdom

Wondrous Item, Rare (Requires Attunement)

Crafted from the dried leaves of magical plants and imbued with their dust, this amulet is decorated with a singular dried flower and then encased in sap. The pendant glows softly with the light of springtime and smells of floral fields in bloom.

Your Wisdom score is 19 while you wear this magic amulet. It has no effect on you if your Wisdom is 19 or higher without it.

Crafting. Creating an *Amulet of Primal Wisdom* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Plant Animus
- **[Dust]** Plant Dust
- **[Fluid]** Sap
- **[Hair]** Leaves
- **[Organ]** Flower

Amulet of Primal Wisdom

Aqua Delerium

Potion, Rare

This purple potion glows dimly with octarine light. It swirls and sparkles in its small, stoppered bottle.

When you drink this potion, you regain expended spell slots. Roll 1d6. You choose spell slots to regain which have a combined level equal to or less than the result. None of the slots can be higher than level 5.

For one hour after drinking *Aqua Delerium*, roll 1d20 each time you cast a spell of level 1 or higher. On a 1, you trigger a random Arcane Anomaly.

If you consume more than one dose of aqua delerium before finishing a Long Rest, you take 1d12 Necrotic damage for each spell slot level regained from the second dose, and your Hit Point maximum is reduced by an amount equal to the damage taken until you finish a Long Rest. This damage can't be reduced or prevented in any way.

When a creature who cannot cast spells using spell slots drinks *Aqua Delerium*, it takes 10 (3d6) Necrotic damage and gains one level of Contamination.

Crafting. Creating *Aqua Delerium* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Dust]** Aberrant Dust
- **[Fluid]** Contaminated Ichor
- **[Organ]** Any Glands

Aqua Expurgo

Potion, Rare

This bright orange fluid is stored in a syringe and charged with arcane magic. You can use a Utilize action to administer the shot directly to the heart of yourself or another willing creature.

You are protected against Contamination for six hours after receiving a dose of *Aqua Expurgo*. During this time, whenever you fail a saving throw against an effect which would cause you to gain one or more Contamination levels, you can choose to succeed instead. You can use this ability three times, after which the effects of *Aqua Expurgo* expire.

If the effects of *Aqua Expurgo* expire in this manner, you immediately take 10 (3d6) Necrotic damage and become Incapacitated for 1 minute while you violently retch corrupt bile. Your Hit Point maximum is reduced by an amount equal to the damage taken. This reduction lasts until you finish a Long Rest. You die if this effect reduces your Hit Point maximum to 0. The Necrotic damage can't be reduced or prevented by any means.

Crafting. Creating *Aqua Expurgo* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Dust]** Aberrant Dust
- **[Fluid]** Contaminated Ichor
- **[Organ]** Flower from a Plant (traditionally an Eldritch Lily)

Amulet of Incineration

Aqua Expurgo

Charged Gauntlets

Champion's Weapon

Blade of Retribution

Weapon (Any Sword). Rare. Requires Attunement by a Paladin.

The metal of this blade is forged in the dust of celestials, with a hilt wrapped in fiend skin leather. The eye of a dragon is placed upon the hilt and polished in monster blood.

When you use this magic weapon to attack a creature and roll a 20 on the d20 for the attack roll, you can cast *Divine Smite* as part of the same action used to make the attack without expending a spell slot.

Crafting. Creating a *Blade of Retribution* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Dust]** Celestial Dust
- **[Fluid]** Monster Blood
- **[Hide]** Skin from a Fiend
- **[Organ]** Eye from a Dragon

Bracers of Arc Lightning

Wondrous Item, Rare (Requires Attunement)

These bracers are crafted with fine leathers decorated with magical scales, washed in elemental fluids, elemental dust, and contaminated ichor. The animus used must be from a creature that deals Lightning damage, allowing the bracers to channel the element.

While wearing these magic bracers you gain Resistance to Lightning damage and Immunity to the Shocked condition.

These magic bracers have six charges, and regain all expended charges each day at dawn. Once per turn when you hit a creature with a ranged weapon attack, you can expend one charge from the bracers to deal an extra 3d6 Lightning damage to the target. A target which takes this damage has the Shocked condition until the start of your next turn.

Crafting. Creating bracers of arc lightning requires a Rare Workshop and the following Rare Components:

- **[Animus]** Animus from a creature that deals Lightning damage (such as a Blue Dragon)
- **[Dust]** Elemental Dust
- **[Fluid]** Elemental Fluid
- **[Fluid]** Contaminated Ichor
- **[Hide]** Skin
- **[Hide]** Scales

Champion's Weapon

Weapon (Any Simple or Martial), Uncommon

Attack rolls made using this magic weapon can score a Critical Hit on a roll of 19 or 20 on the d20.

Crafting. Creating a *Champion's Weapon* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Any
- **[Bones]** Bones
- **[Fluid]** Sap
- **[Hide]** Plates

Charged Gauntlets

Wondrous Item, Very Rare (Requires Attunement by a Monk)

These light gauntlets are made from cloth woven from the hair of a fiend and reinforced with the scales of a dragon. The gauntlets are washed with an alchemical formula made from elemental fluid and undead dust. They are then powered with a rare animus collected from an aberration.

Each time you hit with an Unarmed Strike while attuned to these magic gauntlets they gain one charge. The gauntlets can have up to 10 charges. Any unexpended charges disappear when you take a Long Rest or roll Initiative.

While the gauntlets have at least one charge, your Unarmed Strikes deal Lightning damage instead of its normal damage type.

While the gauntlets have 5 or more charges, your Unarmed Strikes deal an additional 2d6 Lightning damage and push the target 10 feet away from you on a hit.

You can expend 2 charges from the gauntlets to cast the *Shield* spell.

You can expend 10 charges from the gauntlets to cast *Destructive Wave* or *Wall of Force*, using your monk's focus saving throw DC.

Crafting. Creating *Charged Gauntlets* requires a Very Rare Workshop and the following Very Rare Components:

- **[Animus]** Aberrant Animus
- **[Dust]** Undead Dust
- **[Fluid]** Elemental Fluid
- **[Hair]** Hair from a Fiend
- **[Hide]** Scales from a Blue or Bronze Dragon

Charm of Swarms

Wondrous Item, Uncommon

This charm resembles a large gnat. It is made of the spores of dead mushrooms; the mandibles of an insectoid creature are placed upon it. The charm is coated in an acidic bile and held together by dried mucus. It smells of bugs and rot.

When an enemy within 5 feet of you scores a Critical Hit on an attack made against you, you can cause the enemy to become Burning (2d6 Necrotic). While the target is Burning in this way, you have Advantage on attacks against the target.

Crafting. Creating a *Charm of Swarms* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Any Animus
- **[Fluid]** Acidic Bile
- **[Fluid]** Mucus
- **[Natural Weapon]** Spores
- **[Natural Weapon]** Mandibles

Circlet of Valor

Wondrous Item, Rare (Requires Attunement by a spellcaster)

This steel circlet is forged from a construct and set with a gemstone animus containing a fiend. After being cleansed in the fires of a dragon's breath, this holy circlet glimmers with radiant energy.

When you cast a spell of level 1 or higher that restores Hit Points to a creature, that creature gains Valor (1d4) until the end of its next turn.

Crafting. Creating a *Circlet of Valor* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Animus from a Fiend
- **[Dust]** Any Dust
- **[Hide]** Plates from a Construct
- **[Organ]** Glands from a Dragon

Cold Snap Circlet

Wondrous Item, Rare

This icy circlet is made from frozen contaminated ichor, kept in a state of permafrost by the heart of a naturally cold creature, and lined with frozen bones of undead, all powered by the animus of an elemental. Even in its permanently frozen state, it is comfortable to wear.

Once per turn, when you cast a spell that deals Cold damage using a spell slot, you can choose one target that was dealt Cold damage by the spell to gain the Frozen condition. The escape DC equals your spell save DC.

Crafting. Creating a *Cold Snap Circlet* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Animus from an Elemental
- **[Bones]** Ribs from an Undead
- **[Fluid]** Contaminated Ichor
- **[Organ]** Heart from a White Dragon, Silver Dragon, Winter Troll, or any monster Immune to Cold damage.

Crest of the Sacred Flame

Wondrous Item, Rare (Requires Attunement by a Paladin)

This crest is crafted from the compressed dust of fiends destroyed and sanctified by the Sacred Flame and torched in fires ignited by the elemental fluid taken from a dragon. This simple crest is made from the bones of undead creatures washed in acidic monster bile.

While attuned to this magic crest you increase the Emanation of your Aura of Protection by 10 feet.

Crafting. Creating a *Crest of the Sacred Flame* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Bones]** Spine or Ribs
- **[Dust]** Fiend Dust
- **[Fluid]** Acidic Bile
- **[Fluid]** Elemental Fluid

Crimson Blade

Weapon (Any Sword), Very Rare (Requires Attunement)

A blood-red ichor drips down this sword's darkened steel blade. The sword is coated in sanguine witch blood. The dust of dead vampires is forged into the steel of the blade, giving it its blackened sheen. The edge is then empowered by the heart of a dragon. Its gold hilt wrapped in crimson leathers and a blood-red ruby plucked from the corpse of a Sanguine Witch. The fangs of vampires decorate the pommel.

You gain a +2 bonus to attack and damage rolls made with this magic sword.

Any a creature you hit with this weapon that isn't a Construct or Undead takes an extra 3d6 Necrotic damage, and you regain Hit Points equal to the Necrotic damage dealt.

Curse. While attuned to this blade, you can't enter a residence without an invitation from one of its occupants.

Crafting. Creating a *Crimson Blade* requires a Very Rare Workshop and the following Very Rare Components:

- **[Animus]** Undead Animus from a Sanguine Witch
- **[Dust]** Undead Dust from any Vampire
- **[Fluid]** Monster Blood from an Undead
- **[Natural Weapons]** Teeth from any Vampire
- **[Organ]** Heart from a Dragon

Dazing Hammer

Weapon (Warhammer or Maul), Uncommon

This hammer is made from giant bones and forged in undead dust. The bones are then stained with monster blood.

You gain a +1 bonus to attack and damage rolls with this magic hammer.

When you score a Critical Hit with this hammer, the target is Dazed until the start of your next turn.

Crafting. Creating a *Dazing Hammer* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Any
- **[Bones]** Skull from a Giant
- **[Dust]** Undead Dust
- **[Fluid]** Monster Blood

Charm of Swarms

Circlet of Valor

Electric Charge Ring

Dazing Hammer

Electric Charge Ring

Ring, Rare

This ring, composed of living lightning, is forged from elemental dust compressed into a gem around the lens eye of a construct, washed in the acidic glands of a monster before being set into an animus of an elemental.

When you cast a spell using a spell slot that deals Lightning damage, choose one target that failed its first saving throw against that spell. That creature is Shocked until the start of your next turn.

Crafting. Creating an *Electric Charge Ring* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Animus from an Elemental
- **[Dust]** Elemental Dust
- **[Organ]** Eye from a Construct
- **[Organ]** Glands

Everhot Stew Pot

Familiar Figurine

Everhot Stew Pot

Wondrous Item, Uncommon

This cauldron is made using the plated iron from a construct infused with the ash of an elemental. The animus used must be from a dragon which adds both control and potency to the latent elemental magics. The spoon used to stir the cauldron is carved from the bone of a magical creature. This cauldron can heat to boiling temperatures without requiring fire simply by being filled and stirred, and the stews and soups it produces are always delicious and hearty.

During a Long Rest, you can cook enough stew to feed up to three creatures. All creatures who eat a stew from this pot gain 10 Temporary Hit Points. While a creature has these Temporary Hit Points, they gain Valor (1d4).

Crafting. Creating an *Everhot Stew Pot* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Animus from a Dragon
- **[Bone]** Ribs from a Monstrosity
- **[Dust]** Elemental Dust
- **[Hide]** Plates

Familiar Figurine

Wondrous Item, Uncommon

Once per day as a Magic action, you can use this finely-carved figurine to cast *Find Familiar.*

Crafting. Creating a *Familiar Figurine* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Any
- **[Bones]** Bones from a Giant
- **[Dust]** Dust from an Elemental or Fey

Hag-Stitched Troll Leather Armor

Gloves of Ratling Agility

Ghost Sight Bow

Giant Femur Club

Frozen Armor

Frozen Armor

Armor (any), Rare (Requires Attunement)

This armor channels cold energy through carefully manufactured veins of elemental fluid that run along the inside of its frame. Elemental dust is mixed with the gold in its forming, and contaminated ichor is used as a catalyst to magnify the magical effects. The animus gem placed centrally upon it must be infused with the energy of a frost giant.

While attuned to this armor you have Resistance to Cold damage and are Immune to the Frozen condition.

This magical armor has six charges, and regains all expended charges each day at dawn. When you are hit by a melee attack, you can use your Reaction and expend 1 charge from the armor to freeze your attacker in pace. The creature must make a DC 15 Constitution saving throw or be Frozen (DC 15).

Crafting. Creating *Frozen Armor* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Animus from a Frost Giant
- **[Dust]** Elemental Dust
- **[Fluid]** Contaminated Ichor
- **[Fluid]** Elemental Fluid

Ghost Sight Bow

Weapon (Longbow), Very Rare (Requires Attunement)

This bow is hand-carved carefully from the bones of a dryad and stained in the undead blood of vampires. Strung with the hair of a banshee with a powerful wraith animus is placed within the handle. Once the bow's crafting is complete, it fades from its physical form into a semi-corporeal form.

You gain a +2 bonus to attack and damage rolls made with this magic longbow.

The bow produces its own spectral ammunition which deals Force damage instead of Piercing damage. The ammunition disappears when it hits or misses a target.

While attuned to this weapon, you can use a Bonus Action to see into the Ethereal Plane and see all invisible creatures and objects until the end of your turn. Additionally, you can see through all walls and solid objects within 60 feet of you until the end of your turn. During this time, ammunition fired from this bow passes through solid objects, and you can target enemies within 60 feet of you with your ranged attacks, even if they are behind total cover. You can use this Bonus Action only if you haven't moved during your turn. After you use the Bonus Action, your Speed becomes 0 until the end of your turn.

Crafting. Creating a *Ghost Sight Bow* requires a Very Rare Workshop and the following Very Rare components:

- **[Animus]** Undead Animus from a Wraith
- **[Bones]** Skull from a Dryad
- **[Dust]** Undead Dust
- **[Fluid]** Ectoplasm
- **[Fluid]** Monster Blood from an Undead
- **[Hair]** Hair from a Banshee

Giant Femur Club

Weapon (Greatclub), Rare (Requires Attunement)

This club is made from the cleaned and polished femur of a giant, crafted finely into a usable two-handed club. Its tapered hilt is wrapped in stained leather. Fastened to the top of the club is a large troll skull with several monstrous teeth embedded into it like a bone morningstar, giving the weapon a grim appearance. The club is imbued with elemental power from the animus used to power the weapon, which causes it to crackle with elemental power.

You gain a +1 bonus to attack and damage rolls made with this magic greatclub, and you have Advantage on attack rolls made against Giants.

While attuned to this club you deal an additional 2d6 damage of the type associated with the elemental dust infused into it.

Crafting. Creating a *Giant Femur Club* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Giant Animus from a Troll
- **[Bone]** Skull from a Troll.
- **[Bone]** Bone from a Giant
- **[Dust]** Elemental Dust from a Troll
- **[Hide]** Skin from a Monstrosity
- **[Natural Weapons]** Teeth from a Giant, Beast, or Monstrosity

The dust Component determines the additional damage the club deals. For example, dust from a Storm Troll deals Lightning damage. Eldritch Trolls cause the club to deal Necrotic damage.

Gloves of Ratling Agility

Wondrous Item, Rare (Requires Attunement)

Your Dexterity score is 19 while you wear these ratling hide gloves. They have no effect on you if your Dexterity is 19 or higher without them.

Crafting. Creating *Gloves of Ratling Agility* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Hair]** Fur from any Ratling
- **[Hide]** Skin from any Ratling
- **[Organ]** Guts from any Monstrosity

Greater Rejuvenation Potion

Potion, Legendary

When you consume this potion, you immediately gain the benefits of a Long Rest.

Once you consume a *Greater Rejuvenation Potion*, you can't benefit from consuming another until you finish 3d6 Long Rests.

Crafting. Creating a *Greater Rejuvenation Potion* requires a Legendary Workshop and the following Legendary Components.

- **[Animus]** Any Animus
- **[Bones]** Any Giant
- **[Dust]** Fey Dust
- **[Fluid]** Any Elemental Fluid
- **[Fluid]** Monster Blood from any Dragon
- **[Hair]** Any Celestial
- **[Organ]** Brain from an Aberration
- **[Organ]** Heart from a Fiend

Hag-Stitched Troll Leather Armor

Armor (Leather or Hide), Rare (Requires Attunement)

You gain a +1 bonus to Armor Class while wearing this magic armor.

This magic armor has 50 charges. It regains all expended charges each day at dawn. While wearing this armor and attuned to it, at the start of your turn you can expend between 1 and 10 charges from the armor (no action required). You regain 1 Hit Point for each charge expended in this way. If you take Acid or Fire damage while wearing this armor, it loses 1 charge for each point of Acid or Fire damage taken.

Crafting. Creating *Hag-Stitched Troll Leather Armor* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Animus from a Giant
- **[Bones]** Skulls of any two Trolls
- **[Fluid]** Monster Blood from any Troll
- **[Fur]** Stitches
- **[Hide]** Skin of any Troll

Hammer of Chaos

Weapon (Maul or Warhammer), Legendary (Requires Attunement)

A hammer of chaos is crafted by melting down the magical plates of otherworldly constructs, infused with both the fluid and dust of elementals. The weapon is then soaked in the grey matter of an aberrant brain. This steel hammer is fitted into a shaft made from fiend skin leather and the ribs of a dragon.

You gain a +3 bonus to attack rolls and damage rolls made with this weapon. This hammer has the Thrown property with a normal range of 30 feet and a long range of 90 feet. When you hit with an attack using this weapon, choose Acid, Cold, Fire, Lightning, Poison, or Thunder. The hammer deals 2d8 extra damage of the chosen type.

When you hit with a ranged attack using this weapon, if you roll the same number on two or more of the d8s, the hammer ricochets to a different target of your choice within 30 feet of the target. Make an attack roll against the new target, and make a new damage roll if the attack hits. After making this attack, the hammer flies back to your hand.

Crafting. Creating the *Hammer of Chaos* requires a Legendary Workshop and the following Legendary Components:

- **[Animus]** Any Animus
- **[Bones]** Spine from a Dragon
- **[Dust]** Elemental Dust
- **[Fluid]** Elemental Fluid
- **[Hide]** Plates from a Construct
- **[Hide]** Skin from a Fiend
- **[Organ]** Brain from an Aberration

Hammer of Chaos

Hazewind Cape

Wonderous Item, Uncommon

This crimson and gold hooded cape is fitted with the feathers of fallen Harpies and dyed in their blood, this grants the wearer some resistance to the songs of Harpies. The cape is then infused with the dust of a fey creature which grants it a powerful anti-charm effect powered by an animus.

While wearing this cape, you have Advantage on saving throws against the Charmed and Frightened conditions.

Crafting. Creating a *Hazewind Cape* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Animus from a Harpy
- **[Dust]** Fey Dust
- **[Fluid]** Monster Blood from a Harpy
- **[Hair]** Feathers from a Harpy
- **[Hide]** Skin

Heart String Harp

Instrument (Harp or Lyre),
Rare (Requires Attunement by a Bard)

When played, this instrument reverberates with draconic whispers and enchantment that drift subtly within the notes that are struck, giving the music a sense of foreboding and palpable charm. Crafted from finely polished ivory and imbued with the animus of a fey creature, the true magic of this harp comes from the finely crafted strings made from combining the sinew of a dragon's heart chords and the hair of a fey, willingly given out of kindness.

You can use this magical harp as a Spellcasting Focus for your Bard spells. While attuned to this item, you gain a +1 bonus to your spell attack rolls and spell save DC.

When you cast an Enchantment spell of level 1 to level 5 that targets only one creature using this harp as the Spellcasting Focus, you can target a second creature within the spell's range.

Crafting. Creating a *Heart String Harp* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Fey Animus
- **[Hair]** Hair from a Fey*
- **[Natural Weapon]** Horns or Teeth of any Fey, Monstrosity, or Dragon
- **[Organ]** Heart from a Dragon

**At the Game Master's option, rather than being harvested from a slain fey, this hair must be willingly gifted by a fey creature.*

Helm of Burning Rage

Wondrous Item, Rare (Requires Attunement by a Barbarian)

This helm is forged in fires ignited with elemental dust, using plates from a construct and the heart of a red dragon. The plates are then soaked in elemental fluid before having an animus gem installed that contains the energy of a Fire Giant.

While your Rage is active, you gain Resistance to Fire damage. In addition, once per turn, while you are Raging, when you hit a target with a Melee weapon that benefitted from your Reckless Attack feature, the target becomes Burning (2d4 Fire).

Crafting. Creating a *Helm of Burning Rage* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Animus from a Fire Giant
- **[Dust]** Elemental Dust
- **[Fluid]** Elemental Fluid
- **[Hide]** Plates
- **[Organ]** Heart from a Red Dragon

Inexhaustible Armor

Armor (any), Very Rare (Requires Attunement by a Fighter)

This armor is made from fey leathers and magical plates, infused with the chemical solutions found in some constructs and empowered with the heart of a gorgon.

While attuned to this armor, you gain an additional use of your Second Wind class feature. In addition, when you use your Second Wind, you regain an additional 3d6 Hit Points and can remove one of the following conditions from yourself: Blinded, Charmed, Dazed, Deafened, Frightened, Immobilized, Poisoned, Slowed, or Staggered.

Crafting. Creating *Inexhaustible Armor* requires a Very Rare Workshop and the following Very Rare Components:

- **[Animus]** Any Animus
- **[Fluid]** Chemical solution from a Construct
- **[Hide]** Skin from a Fey
- **[Hide]** Plates
- **[Organ]** Heart from a Gorgon

Injector's Crossbow

Weapon (Any Crossbow), Rare (Requires Attunement)

This crossbow is covered in metal plating, decorative and refined pointed metal tips along an oak wood body, and foregrip. The barrel and limb are reinforced with the steel plates from a construct, with a stained leather grip made from a monster's hide. Its hair strung bowstring and leather fasteners hold a series of syringes in place. The crossbow's stock has a series of various tubes extruding from it that connect to an alchemical chamber on the side of the weapon. A mechanical wheel feeds the darts into place upon filling them, auto-loading the crossbow for easy firing.

You gain a +1 bonus to attack and damage rolls made with this magic crossbow. This crossbow ignores the Loading property, and you don't need a free hand to load a piece of ammunition into it.

Once per turn when you hit a creature with a ranged attack using this crossbow, you can apply one of the following poisons.

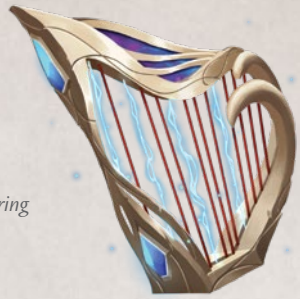
Virulent. The target takes an extra 2d6 Poison damage.

Weakening. The target must make a DC 15 Constitution saving throw. On a failed save, it is Weakened until the start of your next turn.

Immobilizing. The target must make a DC 15 Strength saving throw. On a failed save, it is Immobilized until the start of your next turn.

Crafting. Creating an *Injector Crossbow* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Fluid]** Chemical Solution
- **[Hair]** Hair
- **[Hide]** Plates
- **[Hide]** Skin
- **[Natural Weapons]** Needles from an Injector



Heart String Harp

Mantle of Otherworldly Charisma

Hazewind Cape

Mantle of Otherworldly Charisma

Wondrous Item, Rare (Requires Attunement)

Structured from the fur and skin of a monstrosity and the horns of a fiend, and coated in the dust of fey creatures, this mantle is imbued with charming energies.

Your Charisma score is 19 while you wear this magic cape. It has no effect on you if your Charisma is 19 or higher without it.

Crafting. Creating a *Mantle of Otherworldly Charisma* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Hair]** Fur from a Monstrosity
- **[Hide]** Skin from a Monstrosity
- **[Natural Weapons]** Horns from a Fiend
- **[Dust]** Fey Dust

Manual of Occult Anatomy

Wondrous Item, Rarity Varies (Requires Attunement by an Apothecary or Warlock)

Filled with diagrams showing humans with alien features, this book of strange medical lore is written in monster-blood ink infused with draconic dust and then etched onto parchment pages made from aberration skin. The manuscript is bound in a scale-clad cover.

You can use this manual as a Spellcasting Focus for your Apothecary or Warlock spells. When you use the manual as a Spellcasting Focus, you gain a bonus to spell attack rolls and spell save DCs of your Apothecary or Warlock spells. The bonus is determined by the book's rarity (see the table below).

In addition, the book contains the knowledge of an Apothecary Esoteric Theory or Warlock Eldritch Invocation up to a level determined by the manual's rarity and chosen when the item is created, which you gain while you are attuned to it. This determines which class is required to attune to the item.

Manual of Occult Anatomy Rarities

Rarity	Bonus	Maximum Level
Rare	+1	6th
Very Rare	+2	10th
Legendary	+3	15th

Crafting. Creating a *Manual of Occult Anatomy* requires a Workshop and Components of equal rarity to the item created. The Components required are:

- **[Animus]** Any Animus
- **[Dust]** Any Dragon Dust
- **[Fluid]** Monster Blood from a Monstrosity
- **[Hide]** Scales
- **[Hide]** Skin from an Aberration

Inexhaustible Armor

Mask of Monstrous Forms

Mask of Monstrous Forms

Wondrous Item, Rare (Requires Attunement by a Druid)

This magic mask is made from the skull of a particular monstrosity (with a Challenge Rating of 6 or lower). The skull is carved into a mask, engraved with aberrant dust, and then boiled in a vat of mimic mucus, the flesh of a doppelganger, and acidic bile. Finally, a vessel containing the animus of any creature with the Shapechanger trait is placed upon the forehead of the mask, channeling its shapechanging magic.

While attuned to the mask, you can expend two uses of your Wild Shape feature to transform into the monstrosity associated with the mask, instead of a Beast.

Crafting. Creating a *Mask of Monstrous Forms* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Animus from a creature that has the Shapechanger trait
- **[Bones]** Skull of a Monstrosity*
- **[Dust]** Aberrant Dust
- **[Fluid]** Acidic Bile
- **[Fluid]** Mucus from a Mimic
- **[Organ]** Flesh from a Doppelganger

** The Monstrosity used for this mask determines the form of the shapechange.*

Monster Hunter's Weapon

Pelt of the Pack Lord

Reflector Shield

Necromancer's Armor

Pendant of Prismatic Protection

Monster Hunter's Weapon

Weapon (Any), Rarity Varies (Requires Attunement by a Ranger)

These weapons are carved from bark, with a core of magical sap, and decorated with leaves from magical plants. Their hilts and shafts are bound in hair from a fey creature. This magic weapon channels the natural magic found in the elements of nature.

While holding this magic weapon, you gain a bonus to attack and damage rolls made with it, and you gain a bonus to spell attack rolls and the saving throw DCs of your Ranger spells. The bonus is determined by the weapon's rarity. In addition, you can use the weapon as a Spellcasting Focus for your Ranger spells.

When you hit with an attack using this weapon, you can expend a Ranger spell slot to cast *Hunter's Mark* on the target as part of the same action used to make the attack. When you cast *Hunter's Mark* in this way it does not require Concentration. Additionally, the spell lasts for one minute or until the target dies or you cast *Hunter's Mark* again using either the weapon or otherwise.

Monster Hunter's Weapon Rarities

Rarity	Bonus
Rare	+1
Very Rare	+2
Legendary	+3

Crafting. Creating a *Monster Hunter's Weapon* requires a Workshop and the following Components of rarity equal to the item's rarity:

- **[Animus]** Any Animus
- **[Fluid]** Sap
- **[Hair]** Hair from a Fey
- **[Hair]** Leaves
- **[Hide]** Bark

Necromancer's Armor

Armor (Light), Rare (Requires Attunement by a spellcaster)

This suit of armor is constructed from the bones of the dead and outfitted over black woven fabric. The armor has two skulls as pauldrons upon the shoulders, a reinforced spine, and a rib cage that covers the front, and the entire structure is ornately decorated with the fangs of fallen beasts. The bones are magically imbued with otherworldly energy, powered by a powerful undead animus.

While attuned to this armor, you are proficient with this armor even if you lack proficiency with light armor.

While you are within 30 feet of an Undead creature under your control, you gain Resistance to all damage except Radiant. However, each time you take damage, choose an Undead creature under your control within 30 feet of you. That creature takes the same amount of damage, which can't be reduced or prevented in any way.

Crafting. Creating *Necromancer's Armor* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Undead Animus
- **[Bones]** Ribs
- **[Bones]** Skull
- **[Bones]** Spine
- **[Fluid]** Contaminated Ichor
- **[Natural Weapon]** Teeth

Rat Tooth Dagger

Pelt of the Pack Lord

Wondrous Item, Rare (Requires Attunement)

This pelt cape is made from the fur of a Garmyr stitched carefully into the leathers of a ratling, decorated with the talons of a harpy, and polished to a shine with contaminated ichor.

While you are attuned to this pelt and are within 5 feet of a hostile creature, your allies have Advantage on attack rolls against that creature.

Crafting. Creating a *Pelt of the Pack Lord* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Monstrosity Animus
- **[Fluid]** Contaminated Ichor
- **[Hair]** Fur from a Garmyr
- **[Hide]** Skin from a Ratling
- **[Natural Weapon]** Claws from a Harpy

Pendant of Prismatic Protection

Wondrous Item, Uncommon

The jeweled pendant has 3 charges, which are replenished when you finish a Long Rest. When you take Acid, Cold, Fire, Lightning, or Poison damage, you can use a Reaction to expend 1 charge from the pendant to gain resistance to that damage type until the end of your next turn.

Crafting. Creating a *Pendant of Prismatic Protection* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** any Animus from an Elemental
- **[Dust]** Elemental Dust
- **[Fluid]** any two Elemental Fluids from different Elementals

Potion of Controlled Mutation

Potion, Uncommon

This sickly-looking potion contains a writhing mass of tentacles that animate and uncomfortably crawl down the imbiber's throat when consumed. The taste is pungent and fishy, and results in the sudden outbreak of random, but temporary, mutations.

When you consume this potion, you gain the effects of one randomly determined Mutation until you start a Short or Long Rest. You can roll on the Mutations table twice, choosing which mutation manifests. You don't gain any Contamination levels as a result of this Mutation. When the effect ends, your body returns to normal.

Crafting. Creating a *Potion of Controlled Mutation* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Animus from an Aberration
- **[Fluid]** Contaminated Ichor
- **[Organs]** Any two Organs from an Aberration.

Rat Tooth Dagger

Weapon (Dagger), Rare (Requires Attunement by a Rogue)

When you hit with an attack as part of an Attack action using this magic dagger and apply your Sneak Attack to the damage roll, you can make an additional attack using this dagger as part of the same action. If that attack hits and meets the criteria for your Sneak Attack, you can apply half your Sneak Attack dice (rounded down) to the attack's damage.

Crafting. Creating a *Rat Tooth Dagger* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Fluid]** Venom
- **[Hide]** Bark
- **[Natural Weapons]** Claws from a Ratling

Reflector Shield

Armor (shield), Rare (Requires Attunement)

This magic shield is formed from the shell of an Anomollusk combined with leather from an aberration as its handle. It's fused together and coated in contaminated ichor and inset with a rare animus. Once complete, the shell gives off an otherworldly hue that shimmers in kaleidoscopic patterns. The shield can reflect attacks and magic.

When you take Acid, Cold, Fire, Force, Lightning, or Thunder damage from a creature you can see within 60 feet of you, you can use your Reaction to cause the creature to take the same damage (you still take the damage).

Crafting. Creating a *Reflector Shield* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Fluid]** Contaminated Ichor
- **[Hide]** Shell from an Anomollusk
- **[Hide]** Skin from an Aberration

Rejuvenation Potion

Potion, very rare

When you drink this bright purple potion, you immediately gain the benefits of a short rest.

After you consume a *Rejuvenation Potion*, you can't benefit from consuming another until you finish a 1d4 Long Rests.

Crafting. Creating a *Rejuvenation Potion* requires a Very Rare Workshop and the following Very Rare Components:

- **[Animus]** Any Animus
- **[Dust]** Fey Dust
- **[Fluid]** Any Elemental Fluid
- **[Fluid]** Monster Blood from a Dragon
- **[Organ]** Heart from a Fiend

Retracer Boots

Wondrous Item, Rare

These boots are crafted from the flesh and scales of a dragon and decorated with Harpy feathers and the webbed membranes of flying creatures. The soles are injected with goopy ooze, allowing their wearer to jump back in time and space.

You can use a Bonus Action on your turn to click the heels of these boots together. When you do, you teleport to the space you occupied at the start of your turn so long as it is currently unoccupied.

Crafting. Creating *Retracer Boots* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Fluid]** Goopy Ooze
- **[Hide]** Scales from a Dragon
- **[Hide]** Webbed Membrane
- **[Hair]** Feathers from a Harpy
- **[Organ]** Flesh from a Dragon

Scroll of Spell Power

Scroll, Uncommon

When you roll damage for a spell of level 1 or higher, you can expend this scroll to re-roll a number of the damage dice up to the level of the spell cast. You must use the new rolls.

Crafting. Creating a *Scroll of Spell Power* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Any
- **[Fluid]** Monster Blood from a Fey, Dragon, or Giant
- **[Hide]** Skin from a Monstrosity

Scythed Arm Blades

Weapons (Shortsword), Rare (Requires Attunement)

These steel arm blades are razor sharp, 4-foot-long scythes that are fastened to two locking bracers made of spinal bones. The fasteners are made from fine leather with steel buckles. Delerium crystals are embedded in the armbands, infusing the blades with energy.

These magic shortswords function as a pair and must be wielded together for their magic properties to function. Attuning to the shortswords counts as being attuned to one magic item.

You gain a +2 bonus to attack and damage rolls made with these magic shortswords. While attuned to these weapons, you can activate the Nick mastery property in addition to a different mastery property you're using with these weapons.

Crafting. Creating *Scythed Arm Blades* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Bones]** Spine
- **[Hide]** Plates
- **[Hide]** Skin from any Beast or Monstrosity
- **[Natural Weapons]** Two Blades from a Reautomata

Swashbuckler's Boots

Wondrous Item, Uncommon

While wearing these supple leather boots, Opportunity Attacks against you have Disadvantage.

Crafting. Creating *Swashbuckler's Boots* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Any
- **[Dust]** Fey Dust
- **[Fluid]** Elemental Fluid
- **[Hide]** Any

Sword Between Worlds

Weapon (Any Sword), Very Rare (Requires Attunement)

This otherworldly blade is made from starmetal steel; a potent alloy produced by combining iron with carbon extracted from the bones of powerful aberrant creatures. During the forging process, the blade is quenched in the spinal fluids of a Far Dweller to draw out extraplanar forces. The resulting metal has an octarine sheen that reflects possible worlds and other realities. The grip and crossguard are decorated with the barbs and leather of a Warp Marauder, and the pommel is set with a delerium crystal containing the eldritch essence of a Far Dweller that powers the weapon's magic.

You gain a +2 bonus to attack and damage rolls made using this magic weapon.

Once per turn when you score a Critical Hit or reduce a creature to 0 Hit Points using this weapon, immediately after the attack you can teleport to an unoccupied space within 120 feet you can see.

Additionally, once per turn when you teleport to an unoccupied space within 5 feet of another creature while wielding this weapon, you can make one weapon attack against that creature with this weapon as part of the same action or Bonus Action made to teleport.

While holding the blade, you can use a Magic action to cast *Dimension Door*. Once you do, you must finish a short or Long Rest before you can use this feature again.

Curse. You have Disadvantage on saving throws against any spell or other effect which would forcibly teleport you or send you to another plane of existence.

Crafting. Creating a *Sword Between Worlds* requires a Very Rare Workshop and the following Very Rare Components:

- **[Animus]** Aberration Animus
- **[Bones]** Skull, Spine, or Ribs from an Aberration.
- **[Fluid]** Contaminated Ichor from a Far Dweller
- **[Hide]** Skin from an Aberration
- **[Natural Weapon]** Tentacles from a Warp Marauder

Sword Between Worlds

Scroll of Spell Power

Talon Gloves

Swashbuckler's Boots

Talon Gloves

Wonderous Item, Rare (Requires Attunement)

These leather gloves are outfitted with the talons of fallen beasts and stitched together with the arcane stitching of apothecary creations. The gloves are then empowered by elemental magic, reinforced with bone, and powered by an animus.

While wearing these gloves, you gain Climb Speed equal to your Speed, and your Unarmed Strikes deal an additional 1d6 Piercing damage on a hit.

Crafting. Creating *Talon Gloves* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Any Animus
- **[Fluid]** Elemental Fluid
- **[Hair]** Stitches
- **[Hide]** Skin
- **[Natural Weapons]** Claws

Retracer Boots

Tentacle Whip

Weapon (Whip), Rare

This whip is made from the tentacles and guts of aberrant creatures, stitched to the webbed membranes of winged beasts and fused to the bark of a plant creature. Once the animus is placed, the tentacles begin to writhe and wriggle and the whip can latch and drag creatures along the ground with uncanny strength.

You gain a +2 bonus to attack and damage rolls made with this magic whip, which has a reach of 20 feet.

Once per turn when you hit a Large or smaller creature with an attack using this weapon, you can pull it 10 feet towards you.

Crafting. Creating a *Tentacle Whip* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Hair]** Stitches
- **[Hide]** Bark
- **[Hide]** Webbed Membrane
- **[Natural Weapons]** Tentacles from an Aberration

Scythed Arm Blades

Time Dilation Medallion

Vampire Blood Potion

Wand of Jinxes

Wand of the Precocious Apprentice

Time Dilation Medallion

Wondrous Item, Legendary

The inner workings of this clockwork device are formed from gears forged from magical constructs gathered around a focusing lens, held together carefully by the needles of magical creatures. The animus used harnesses the energy of The Algorithm, a being of order and consequence, whose control over time and space ripples from the strange clockworks of the medallion.

This medallion has 3 charges. It crumbles to dust when you expend the final charge.

You can expend 1 charge from the medallion to take an extra action on your turn. Each time you do, you can roll 1d6. On a 1, at the end of your turn, you become unstuck in time and space as the medallion casts the *Maze* spell on you. On a 6, the medallion regains 1d3 charges.

Crafting. Creating the *Time Dilation* medallion requires a Legendary Workshop and the following Legendary Components:

- **[Animus]** Animus from The Algorithm*
- **[Hide]** Plates from a Construct
- **[Natural Weapon]** Any Needles
- **[Organ]** Eye from a Construct

** At the Game Master's discretion, the animus could be any other Legendary Construct instead.*

Trollblood Potion

Potion, Rare

This potion is a bubbling, sickly, green-brown viscous soup that has the consistency of mucus. What appears to be the rotting eye of a troll floats in the potion. It smells acrid and nauseating and tastes even worse than it looks.

When you drink this potion, for the next minute, you regain 5 Hit Points at the start of your turn. The effects of this potion end early if you take Fire or Acid damage.

Crafting. Creating a *Trollblood Potion* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Fey Animus
- **[Fluid]** Monster Blood from a Troll
- **[Organ]** Eyes from a Troll

Vampire Blood Potion

Potion, Very Rare

This potion is a crimson-red bubbling brew that tastes distinctly of copper. When you drink this potion, you gain the following benefits for the next minute:

- You gain Advantage on Strength, Dexterity, and Charisma attack rolls, ability checks, and saving throws.
- If damage reduces you to 0 Hit Points, you must make a Constitution saving throw with a DC of 5 + half the damage taken, unless the damage is Radiant or from a Critical Hit. On a success, you drop to 1 Hit Point instead, and the effects of this potion end.
- The effects of this potion end early if you take Radiant damage or enter sunlight.

Crafting. Creating a *Vampire Blood Potion* requires a Very Rare Workshop and the following Very Rare Components.

- **[Animus]** Undead Animus
- **[Dust]** Undead Dust from any Vampire
- **[Fluid]** Ectoplasm
- **[Fluid]** Monster Blood from a Vampire

Wand of Jinxes

Wand, Rare (Requires Attunement by a Warlock)

This wand is carved from magical bark, with the hair of an undead creature in its core and finished in goopy ooze.

Once per turn when you deal damage with a Warlock cantrip to a creature, you can make that creature Jinxed (1d4) until the start of your next turn.

Crafting. Creating a *Wand of Jinxes* requires a Rare Workshop and the following Rare Components:

- **[Animus]** Any Animus
- **[Fluid]** Goopy Ooze
- **[Hair]** Hair from an Undead
- **[Hide]** Bark

Whirling Bonesaw

Wand of the Precocious Apprentice

Wand, Uncommon

Once per turn when you deal damage to a creature using a cantrip while holding this wand, one target of that cantrip takes an extra 1d4 damage of type dealt by the spell.

Crafting. Creating a *Wand of the Precocious Apprentice* requires an Uncommon Workshop and the following Uncommon Components:

- **[Animus]** Any
- **[Bones]** Bones from an Undead
- **[Dust]** Fey Dust
- **[Fluid]** Ectoplasm

Whirling Bonesaw

Weapon (Greataxe), Very Rare (Requires Attunement)

This large greataxe is made from a blade taken off a Ripper and refitted into a housing made from the plates of constructs and reinforced with the rib bones of a monstrosity. The blade is equipped with a leather belt that connects to an elemental-fueled motor powered by a Very Rare Animus.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Once on your turn when you hit a Bloodied creature using this weapon, you can make one additional attack with this weapon as part of the same action.

Crafting. Creating a *Whirling Bonesaw* requires a Very Rare Workshop and the following Very Rare Components:

- **[Animus]** Any Animus
- **[Bones]** Ribs
- **[Fluid]** Elemental Fluid
- **[Hide]** Plates
- **[Hide]** Skin from any Monstrosity
- **[Natural Weapon]** Blade from a Ripper

SRD Recipes

Recipes for a selection of magic items are detailed below.

Armor, +1, +2, or +3

- **+1 armor.** Any Rare Animus; any Rare Bones, any Rare Skull **[Bones]**, and any Rare Hide, and any Rare Hair. Each item must come from a different monster.
- **+2 armor.** Any Very Rare Animus; any Very Rare Bones, any Very Rare Natural Weapon, any Very Rare Hide, and any Very Rare Hair. Each item must come from a different monster.
- **+3 armor**. Any Legendary Animus; any Legendary Bones, any Legendary Natural Weapon, any Legendary Hide, and any Legendary Hair. Each item must come from a different monster.

Potion of Healing

- **Healing.** Any common Animus, any common Fluid, and any common Organ
- **Greater Healing.** Any uncommon Animus, any Uncommon Fluid, and any Uncommon Organ
- **Superior Healing.** Any Rare Animus, any Rare Fluid, and any Rare Organ
- **Supreme Healing.** Any Very Rare Animus, any Very Rare Fluid, and any Very Rare Organ.

Potion of Resistance

Any uncommon Animus, any Uncommon Elemental Fluid, any Uncommon Dust, any Uncommon Organ.

Shield, +1, +2, or +3

- **+1 shield.** Any Uncommon Animus; any Uncommon Bones, any Uncommon Natural Weapon, and any Uncommon Hide. Each item must come from a different monster.
- **+2 shield.** Any Rare Animus; any Rare Bones, any Rare Natural Weapon, and any Rare Hide. Each item must come from a different monster.
- **+3 shield.** Any Very Rare Animus; any Very Rare Bones, any Very Rare Natural Weapon, and any Very Rare Hide. Each item must come from a different monster.

Spell Scroll

- **Cantrip or 1st level spell.** Any common Animus, any common Fluid, any common Hide
- **2nd or 3rd level spell.** Any Uncommon Animus, any Uncommon Fluid, any Uncommon Hide
- **4th or 5th level spell.** Any Rare Animus, Any Rare Fluid, any Rare Hide.
- **6th, 7th, or 8th.** Any Very Rare Animus, Any Very Rare Fluid, any Very Rare Hide.
- **9th level spell.** Any Legendary Animus, Any Legendary Fluid, any Legendary Hide.

Weapon, +1, +2, or +3

- **+1 weapon.** Any Uncommon Animus; any Uncommon Bones, any Uncommon Natural Weapon, and any Uncommon Hide. Each item must come from a different monster.
- **+2 weapon.** Any Rare Animus; any Rare Bones, any Rare Natural Weapon, and any Rare Hide. Each item must come from a different monster.
- **+3 weapon.** Any Very Rare Animus; any Very Rare Bones, any Very Rare Natural Weapon, and any Very Rare Hide. Each item must come from a different monster.

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Kelly McLaughlin & Monty Martin
The Dungeon Dudes

The Continent
ISLES OF SKYE
Stones of Almorra
Giant's Lean
Eladria
Enniskillen
REEGLIN HIGHLANDS
Starspire Observatory
Darryl
GIANTFROST MOUNTAINS
Stonecrest
BARREN EXPANSE
NETHERWIND
Heilig
IRONHELM RIDGE
Bleakborough
THE CRYSTAL COAST
Tonsberg
Kesselholm
LAKE DRAY
DRAKKENHEIM
Ansben
Emberwood Village
Ironhelm Keep
Helburg
Altbruke
DRANN RIVER
KESSELWALD
WESTEMÄR
Freimarkt
Starwatch Lighthouse
Tierhaven
Landhelm
GILDED GRASSLANDS
Dregden's Ferry
DAWNBREAKER TRAIL
ASH BAY
Asheshaffen
Geldstadt
BRACHENWALD
EASTERN VALES
WOODRUN RIVER
Drannsmund
Glothfen
ACHTUNGWALD
Todesfeld
Schaffburg
PORT BRYNOR
Kinland Hills
RUINS OF GLITTER PEAK
ELVENMIRE WETLANDS
Paradox Castle
Leutchten
Lucant's Vigil
Dragon's Maw
ELVEN RUIN
GLIMMER MOUNTAINS
SHADOW FENS
SISTER LAKES
RUINS OF TOLAN'S KEEP
DRAKECLAW MOUNTAINS
Karnsford
RUST EDGE MOUNTAINS
VITA RIVER
LIBERIO
Fort Joplin
Lions Gate Bridge
LUMEN
Michael's Gate
TOWER OF SWORDS
Duelcross
Dragon Vault
TROGROWTH FOREST
CASPIA
ORLEONE
HEARTLAND VALLEY
GOLDEN BAY
Jackson's Keep
CASPIAN CANYON
LAKE LIPO
AURORAL REEF
Joyce Harbor
Jonestown
Esnier
Jagger's Ford
Pyramids of Di'yone

ELYRIA
WITHERBLEACH DESERT
CRIMSON COAST
GOLD COAST
Gabriella's Landing
MIDDLE SEA
BLADESHATTER BAY
Lento College
RIVER OF RUST
Port John
GOLDPLAIN SAVANNA
TERENE
TORVISTA RIVER
TEMPLE OF THE ELDER ONE
SANDSPIRE
PALE TEETH MOUNTAINS
SOUTHERN REACH
ISLAND OF GI
KEYS OF GREY
VARTINA
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300
400
Miles

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